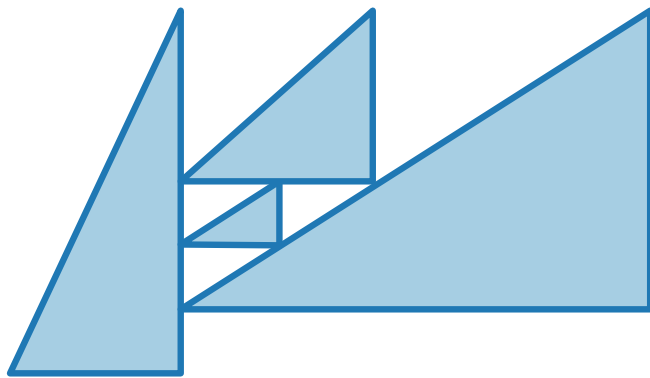


Visualization of Graphs

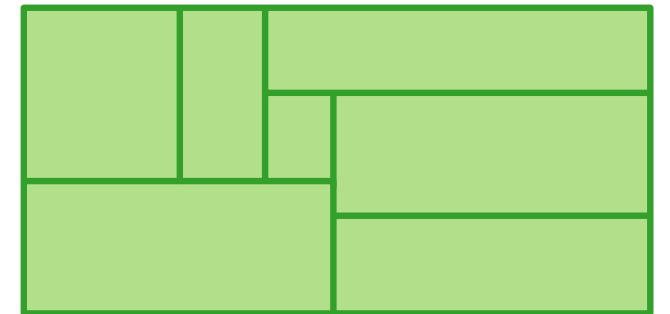
Lecture 7:

Contact Representations of Planar Graphs: Triangle Contacts and Rectangular Duals



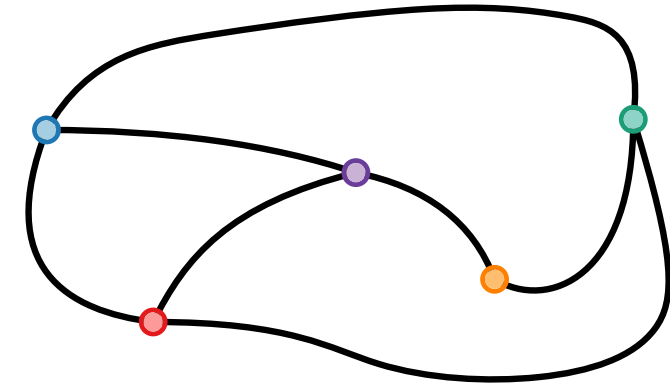
Alexander Wolff

Summer term 2025



Intersection Representation of Graphs

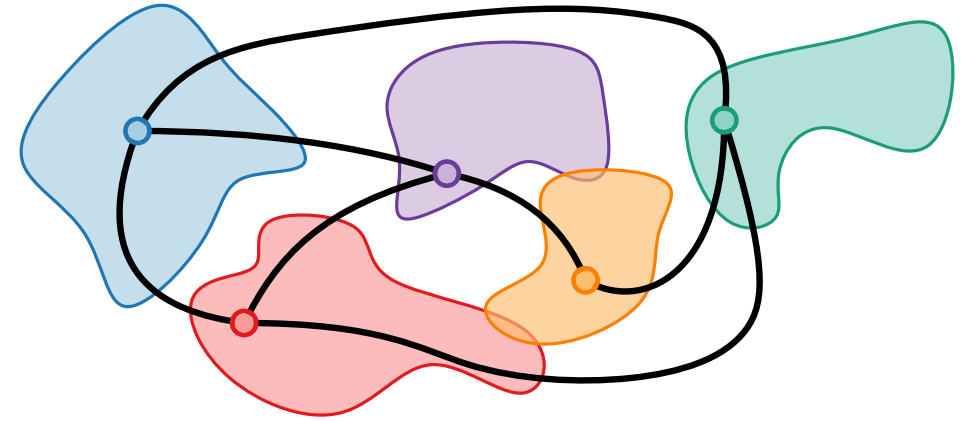
In an **intersection representation** of a graph,
– each vertex is represented by a set



Intersection Representation of Graphs

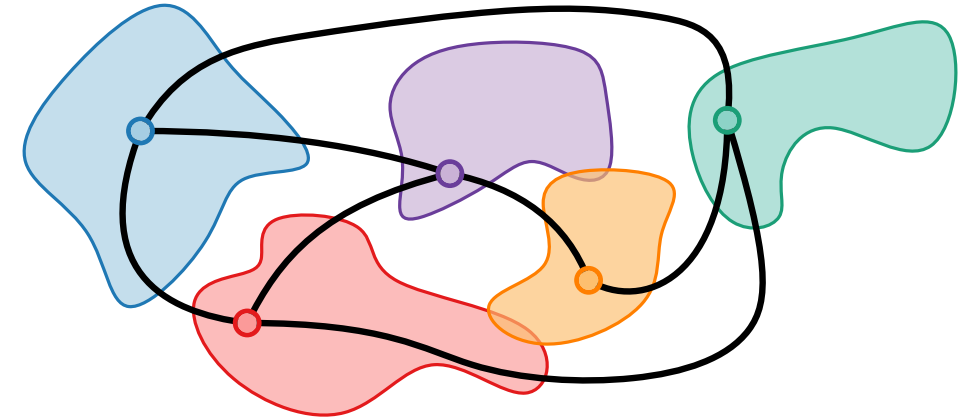
In an **intersection representation** of a graph,

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- such that



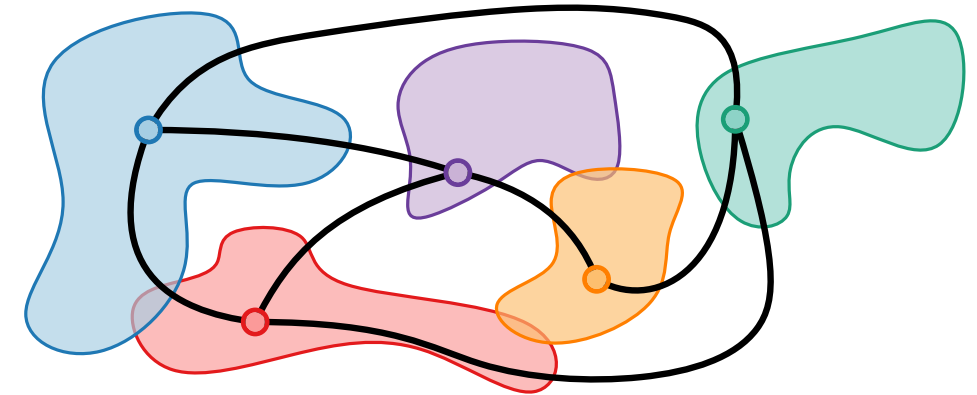
Intersection Representation of Graphs

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



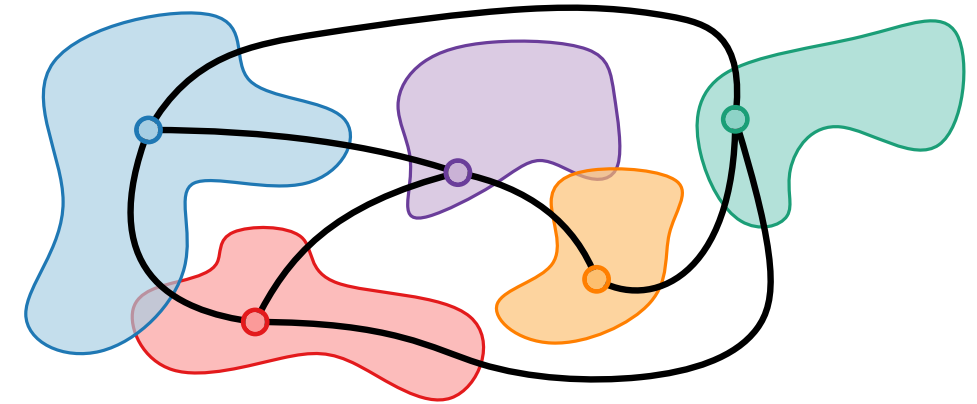
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Intersection Representation of Graphs

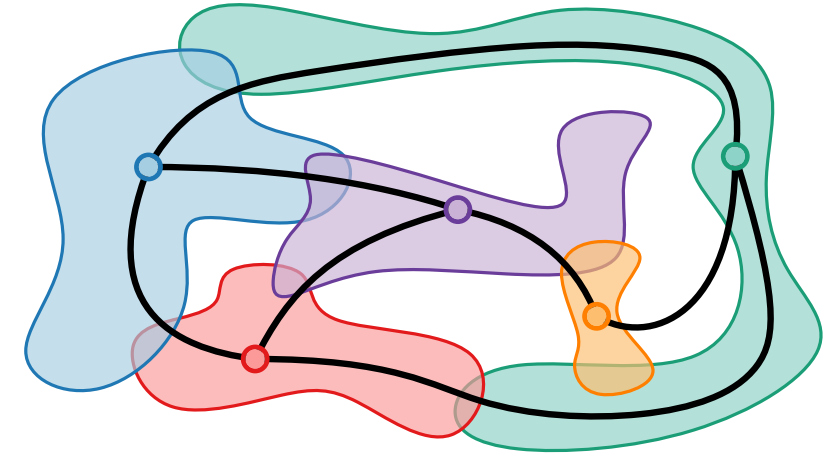
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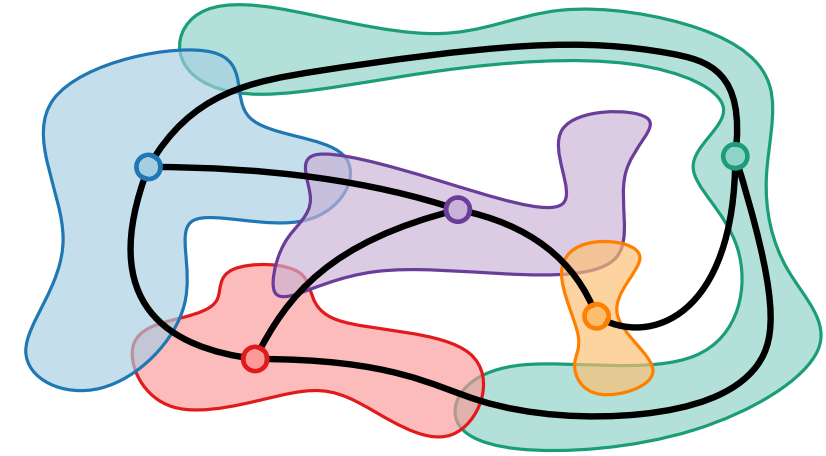


Intersection Representation of Graphs

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

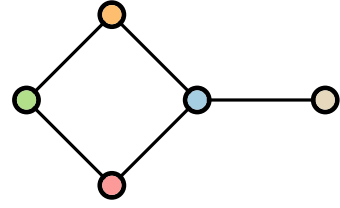
- each vertex is represented by a set
- such that two sets intersect \Leftrightarrow the corresponding vertices are adjacent.

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



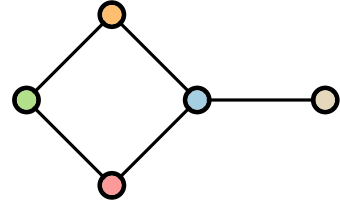
Contact Representation of Graphs

Let G be a graph.



Contact Representation of Graphs

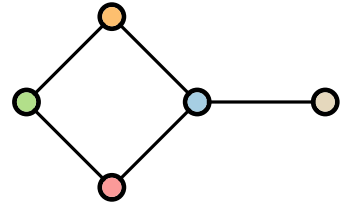
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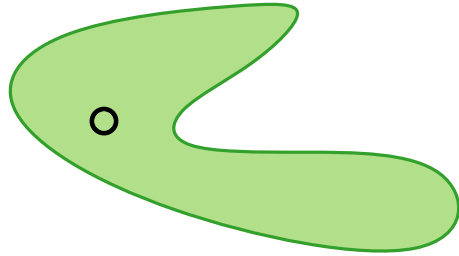
Represent each vertex v by a geometric object $S(v)$

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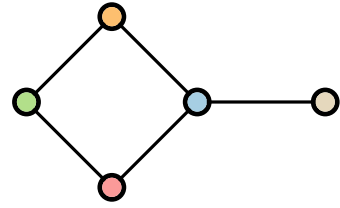


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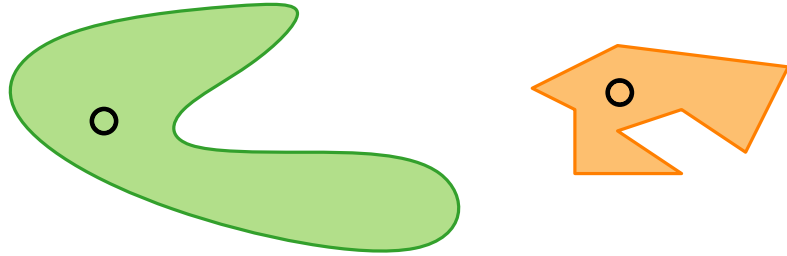


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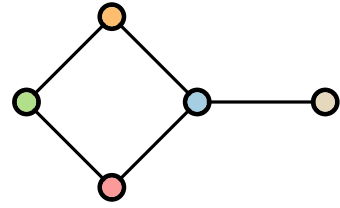


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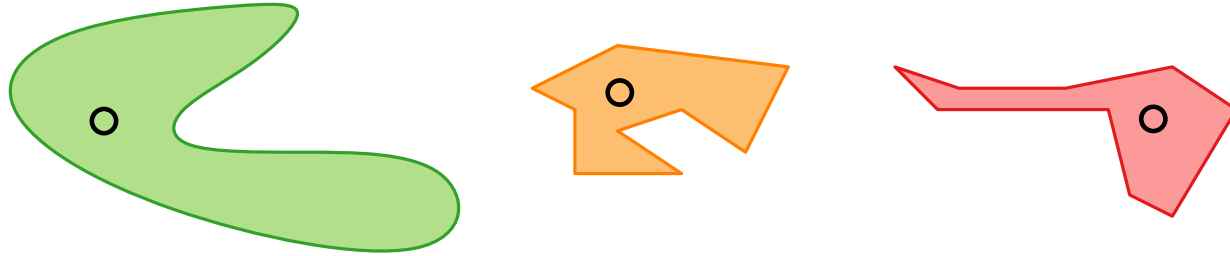


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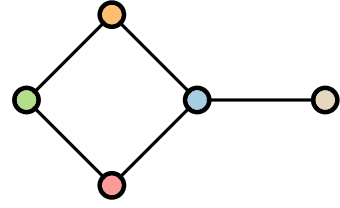


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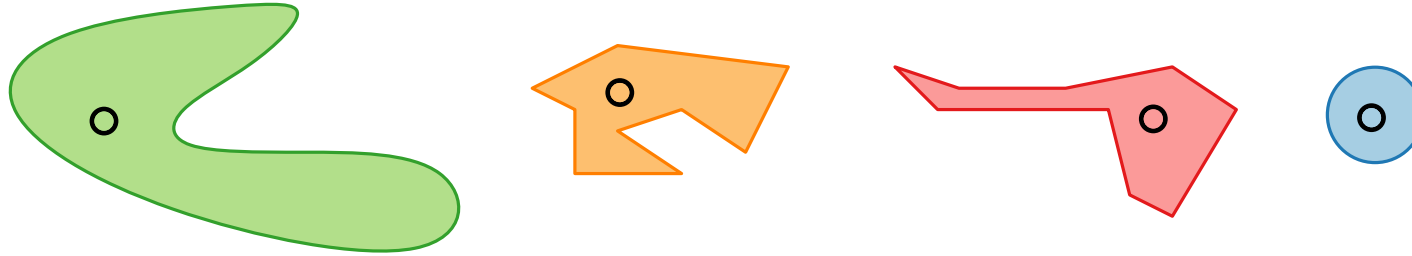


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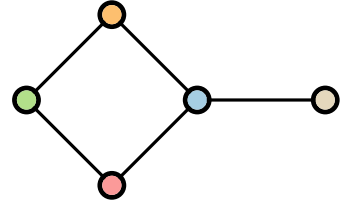


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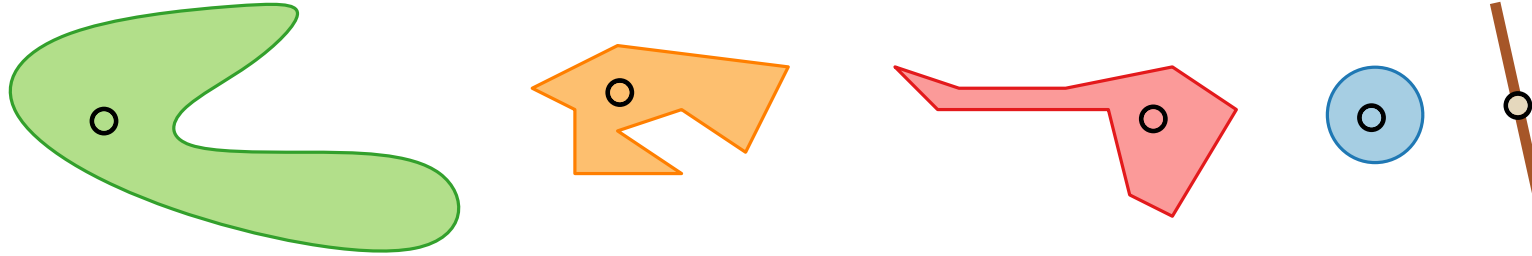


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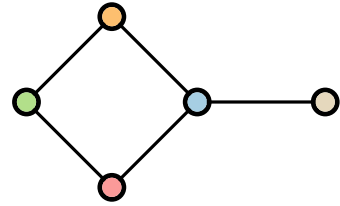


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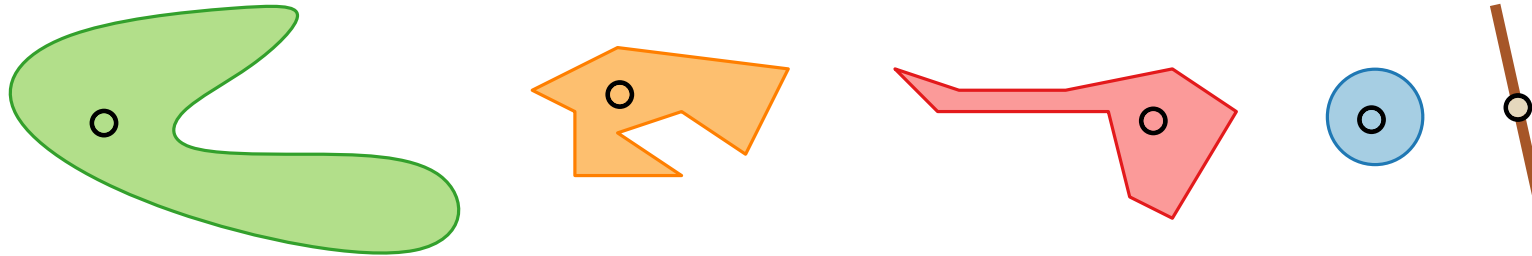


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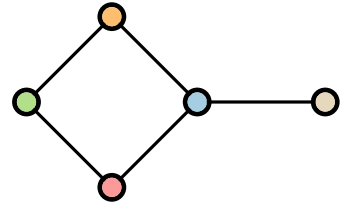
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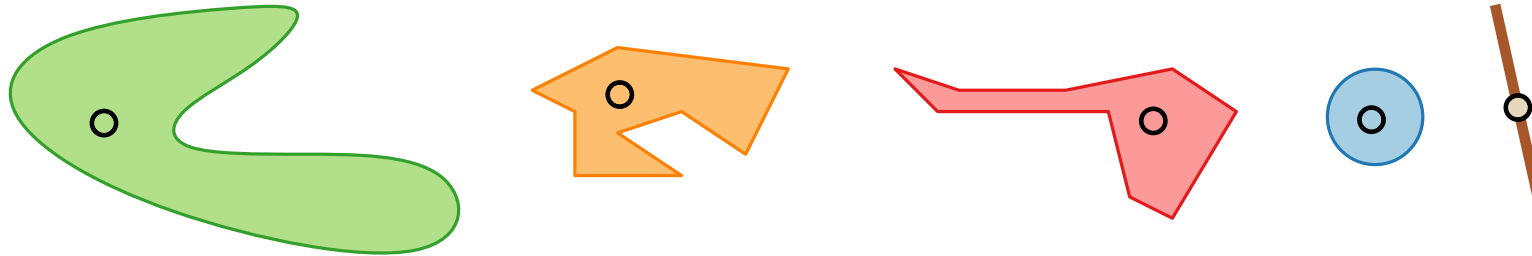
In a **contact representation** of G , $S(u)$ and $S(v)$ *touch* iff $uv \in E(G)$.

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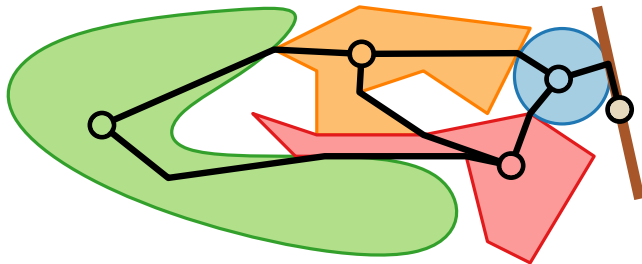
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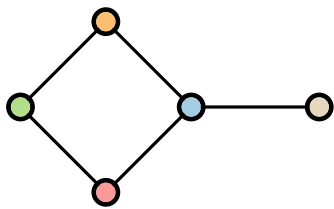


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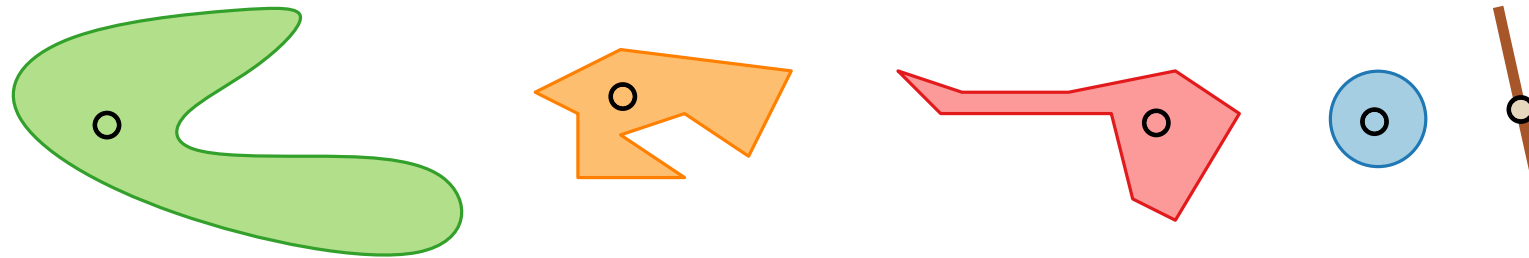
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Let G be a graph.

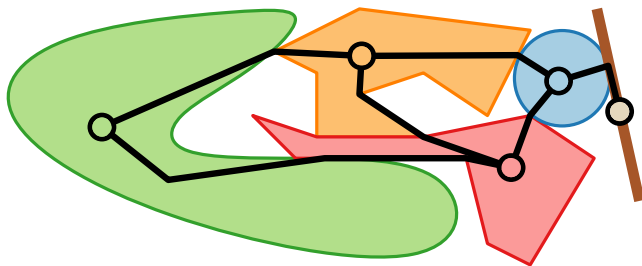


Let \mathcal{S} be a family of geometric objects (e.g., disks).

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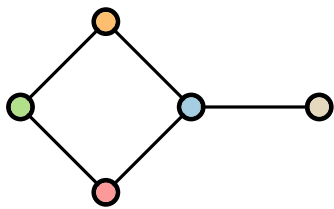


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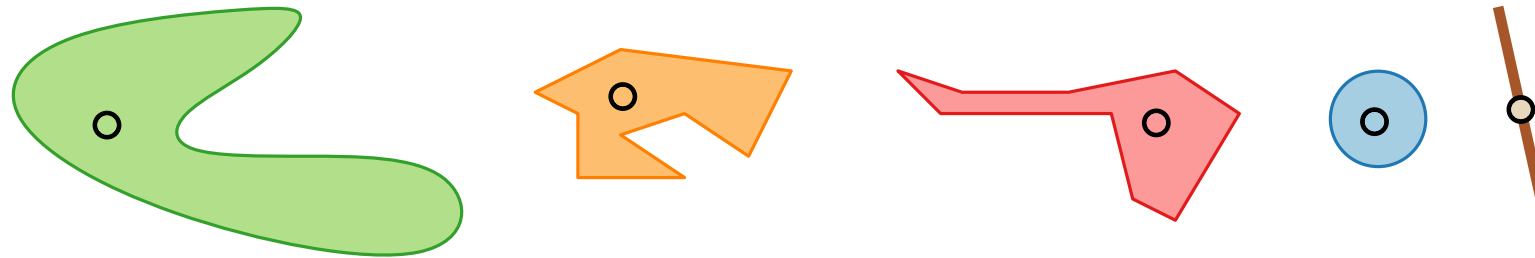
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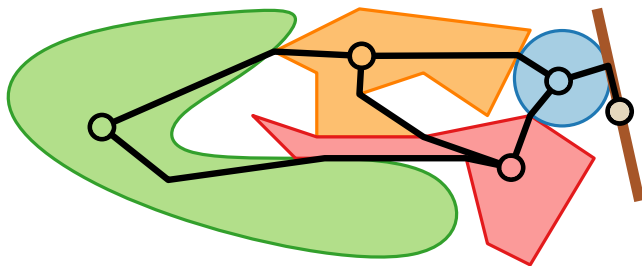


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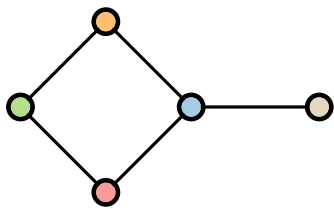


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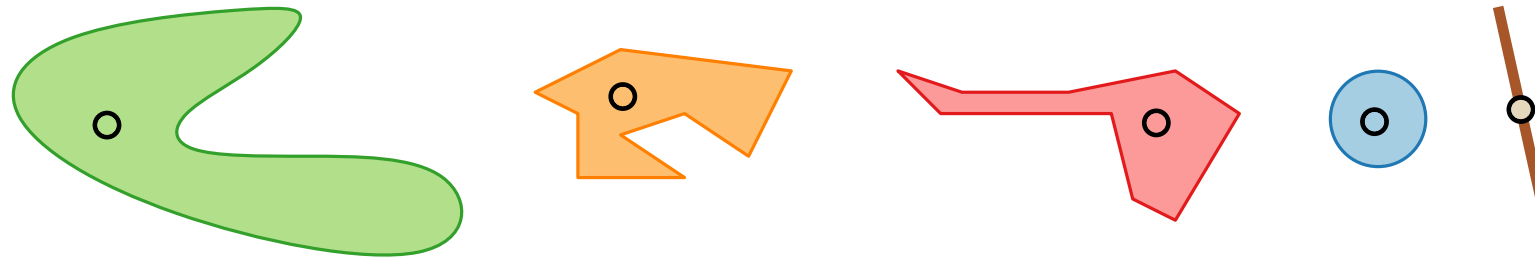
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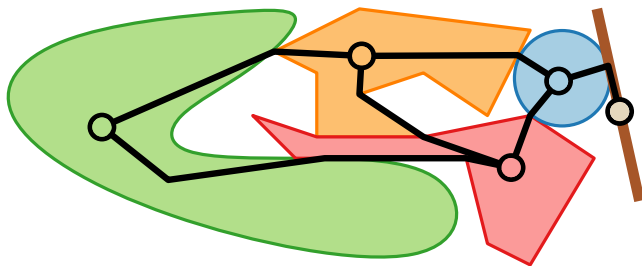


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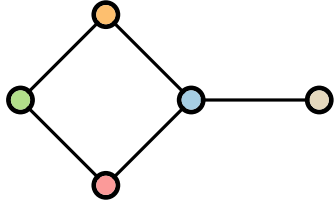


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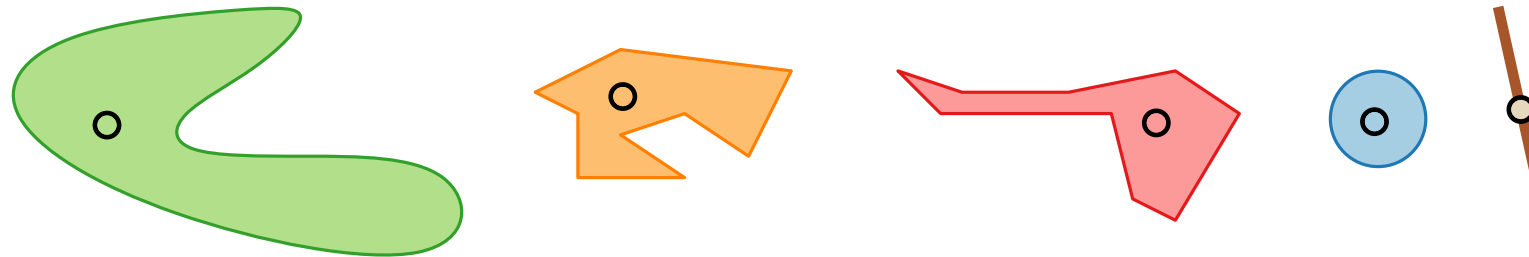
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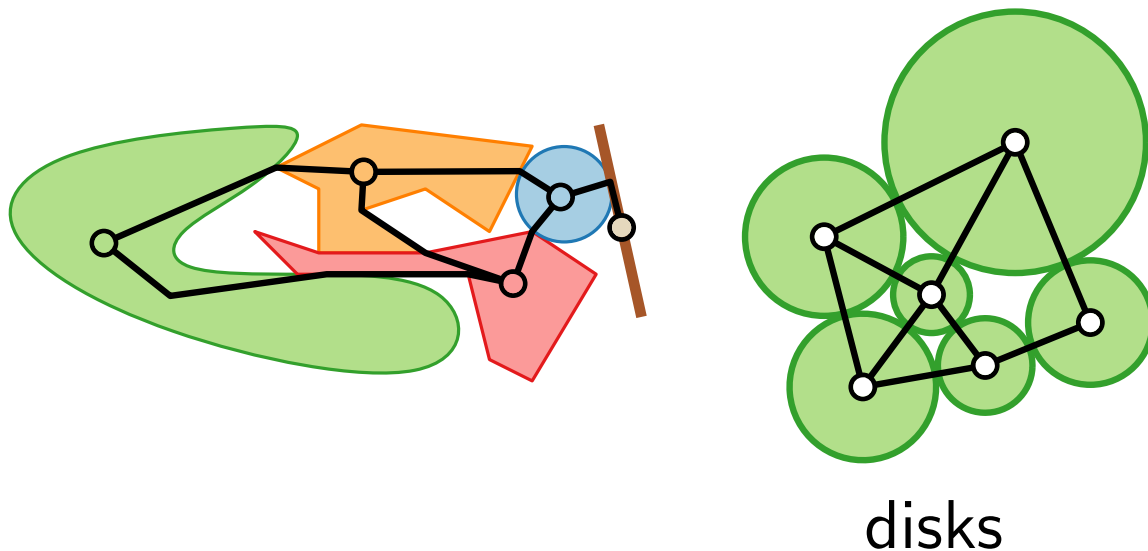


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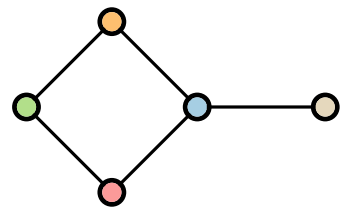


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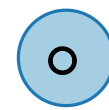
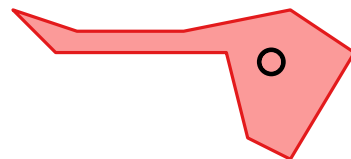
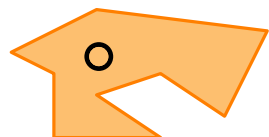
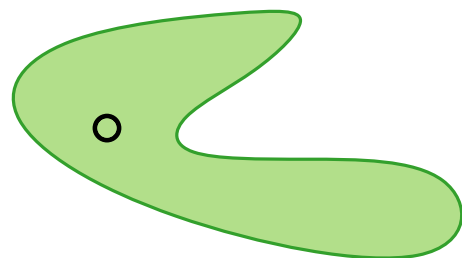
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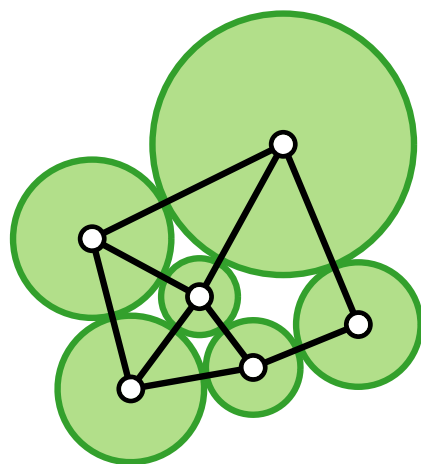
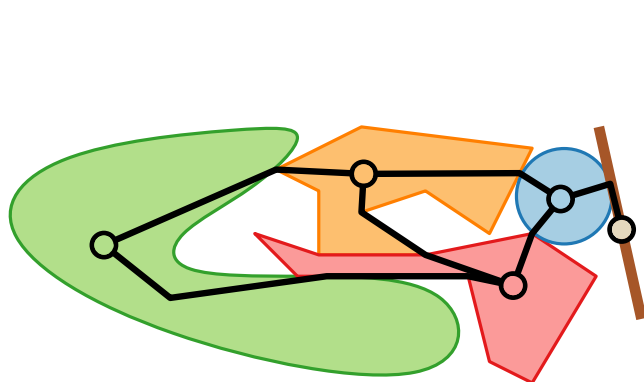


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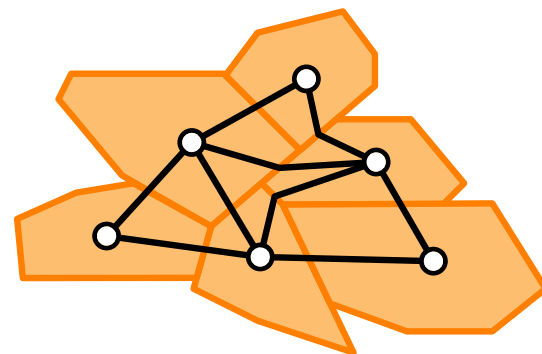
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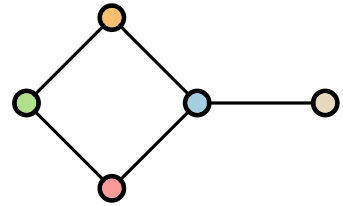
disks



polygons

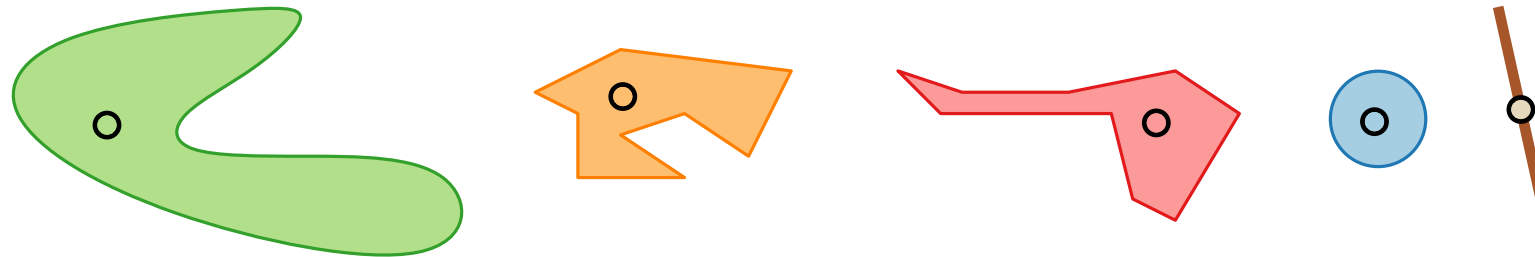
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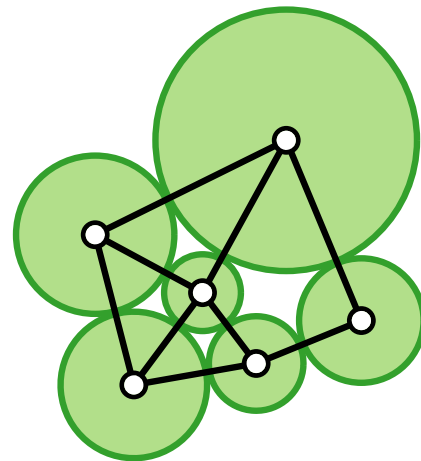
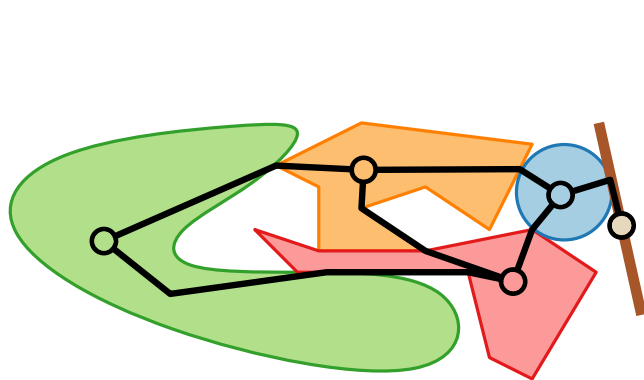


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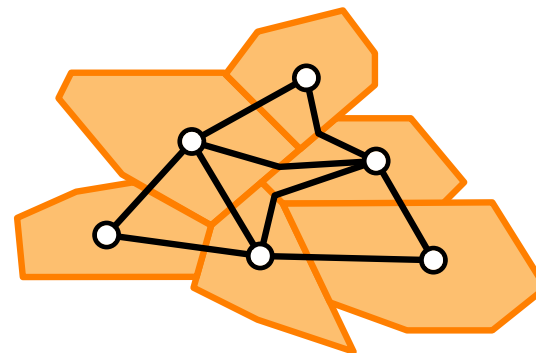
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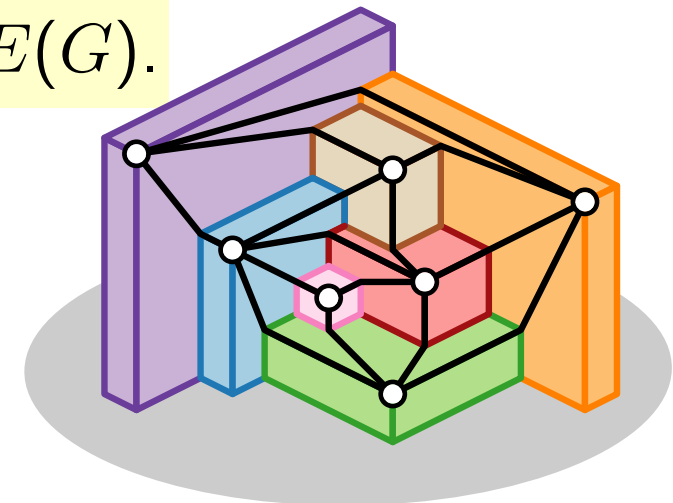
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disks



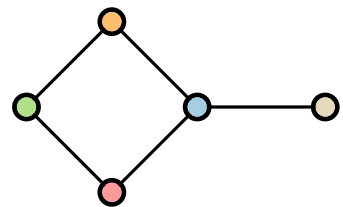
polygons



rectangular cuboids

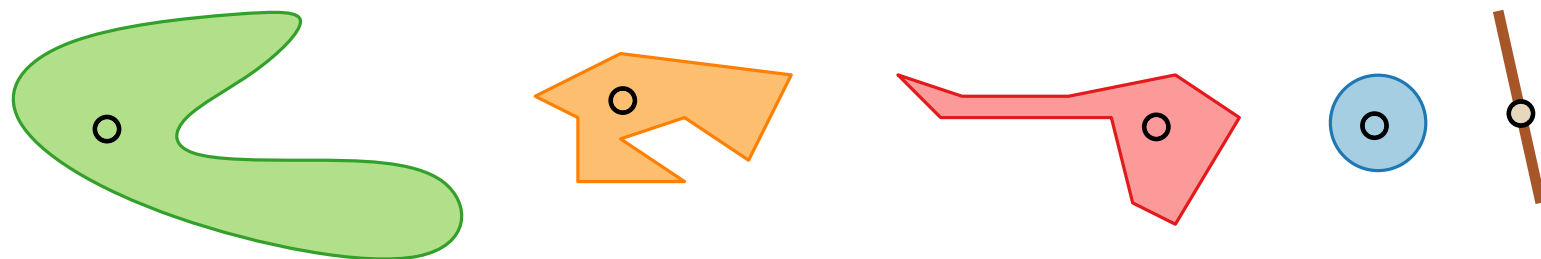
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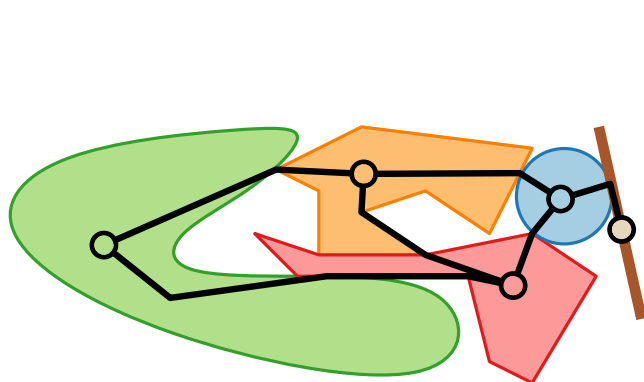


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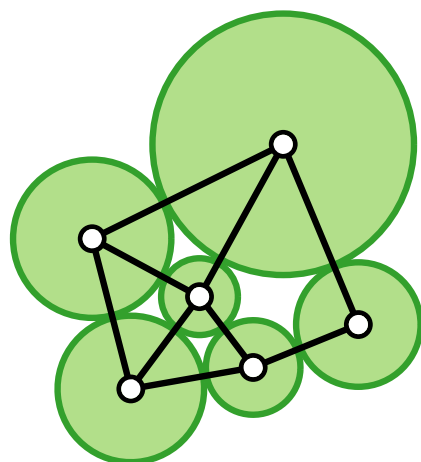
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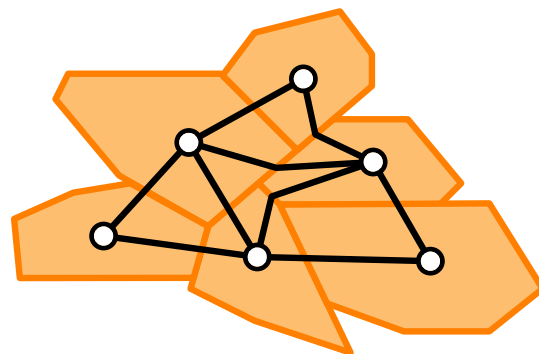
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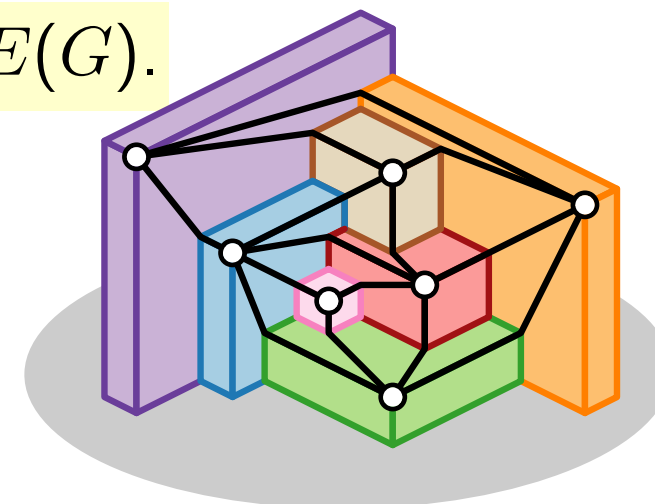
G is planar



disks



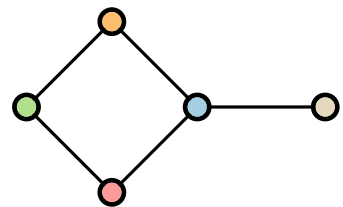
polygons



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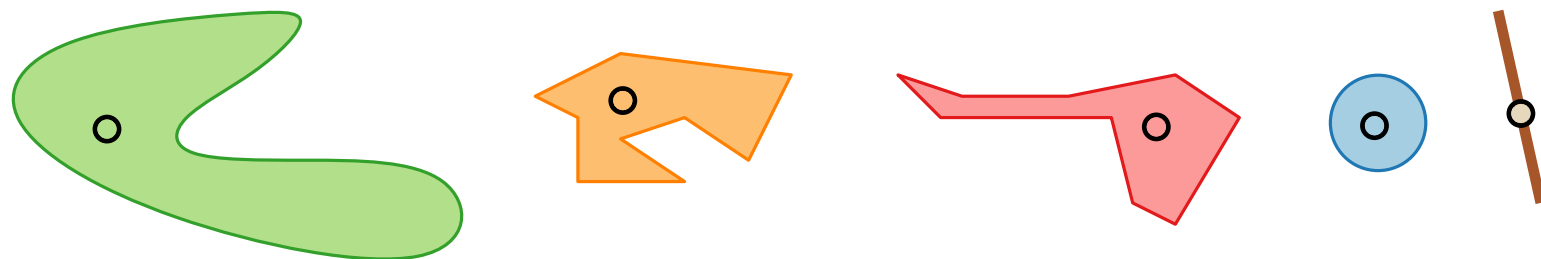
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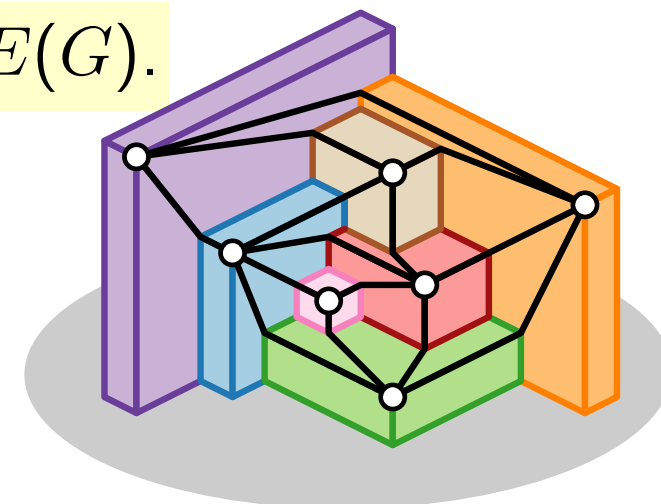
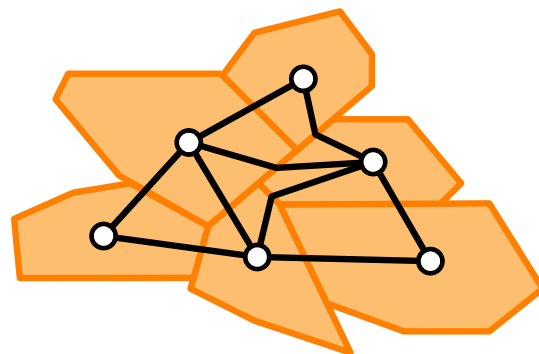
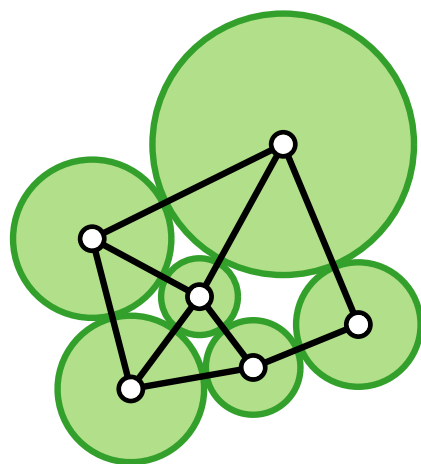
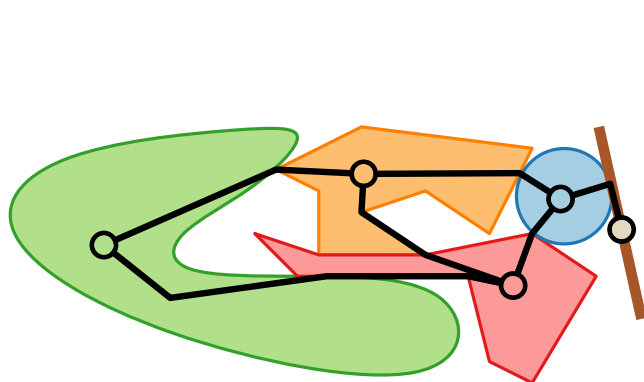


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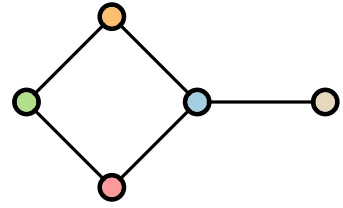
G is planar $\xrightarrow{\text{[Koebe 1936]}}$ disks

polygons

rectangular cuboids

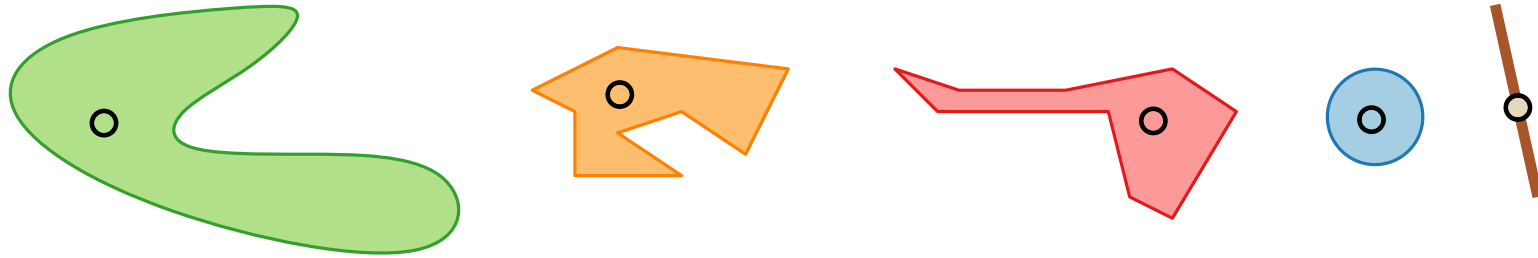
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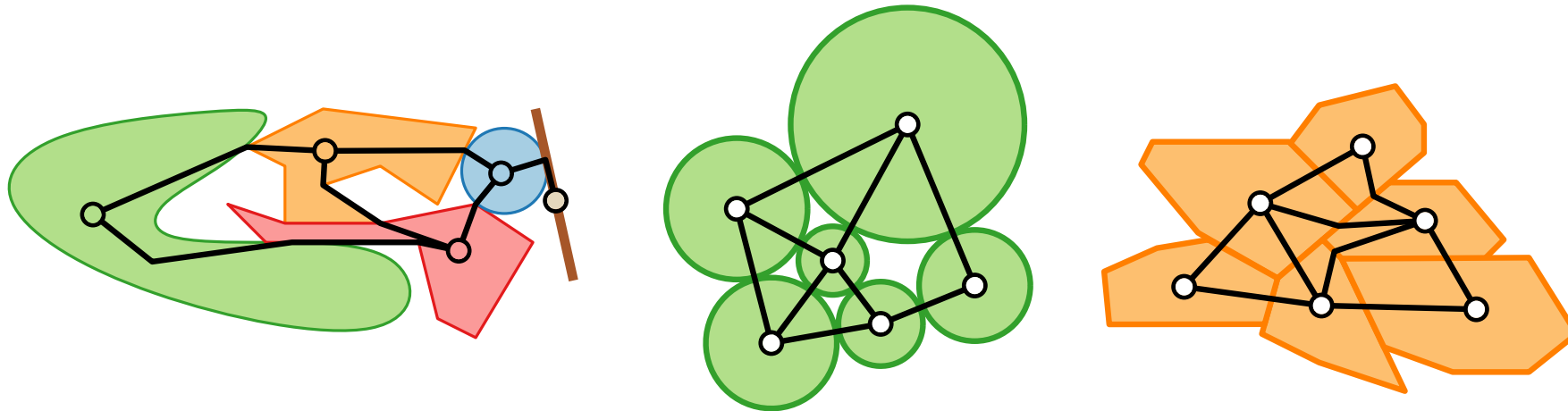


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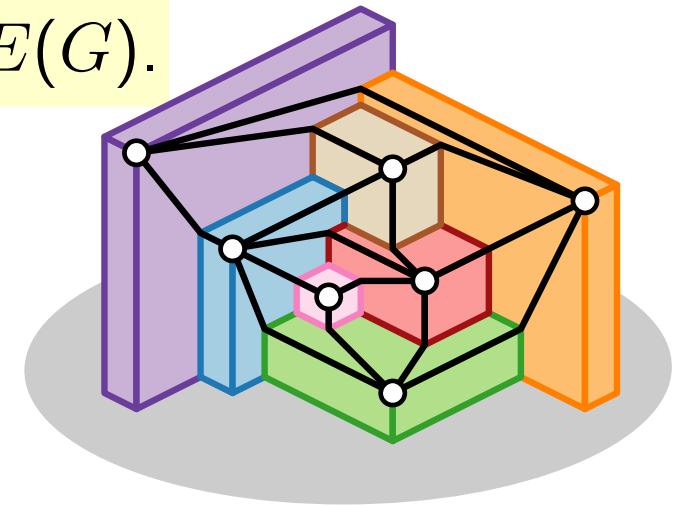
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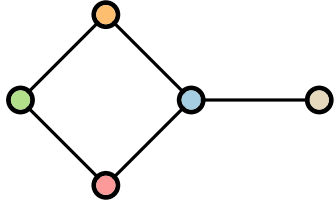
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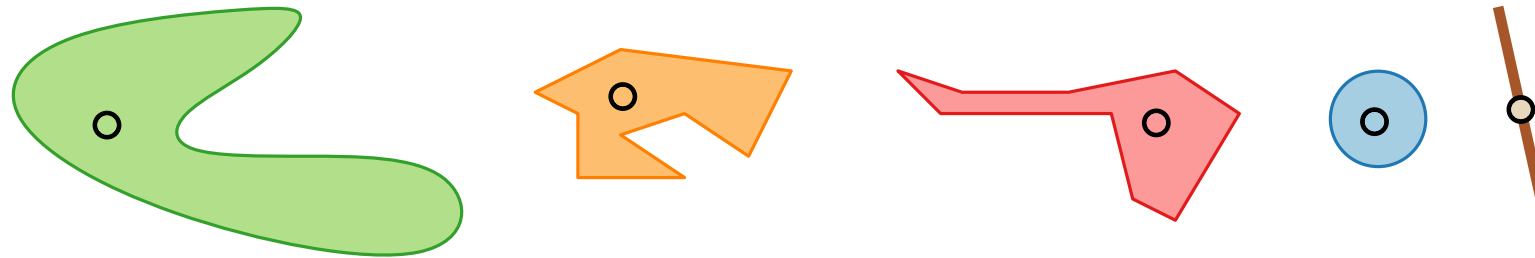
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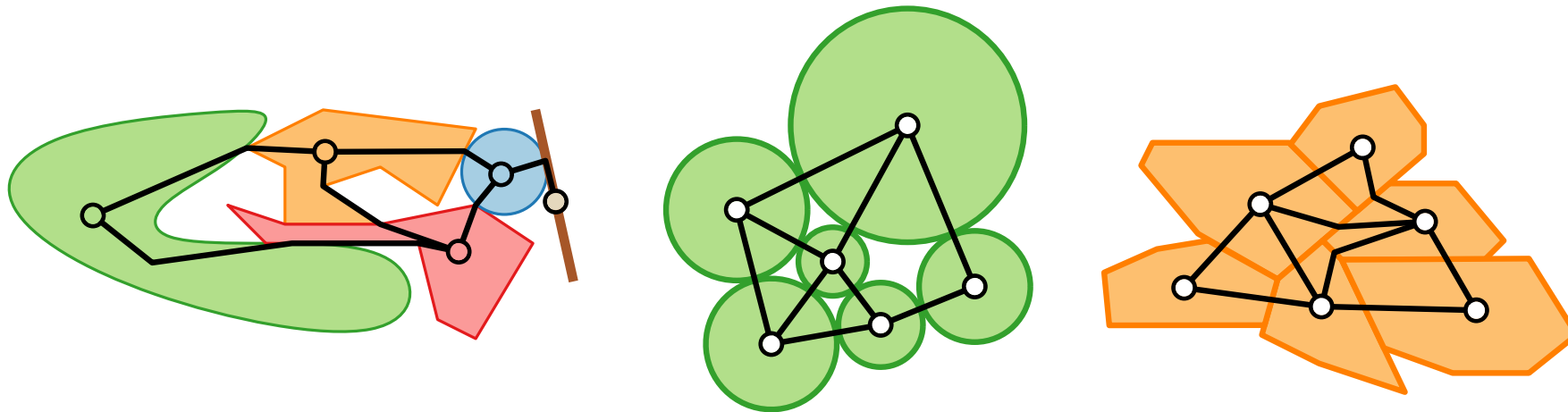


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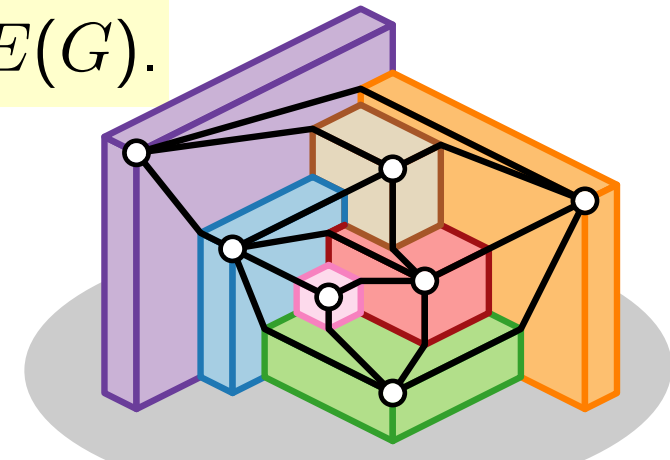
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A contact representation is an intersection representation with interior-disjoint sets.

Contact Representation of Planar Graphs

Is the intersection graph of a contact representation always planar?

Contact Representation of Planar Graphs

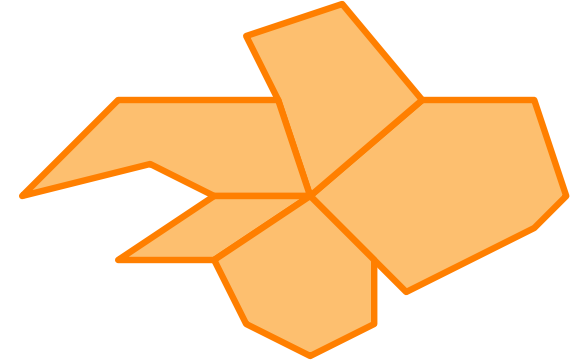
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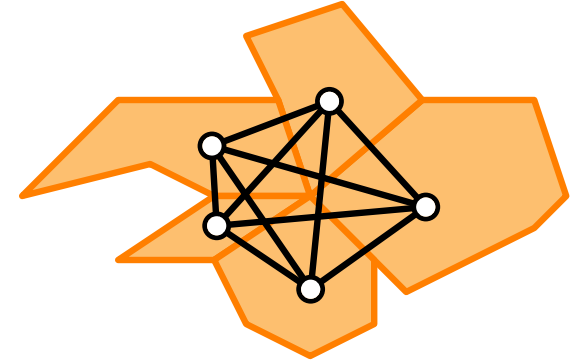
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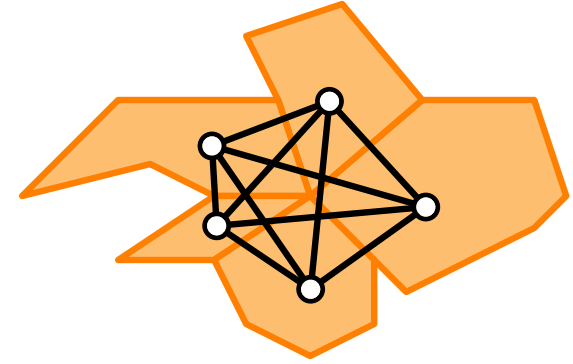


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Some object types imply restrictions to **special classes** of planar graphs:

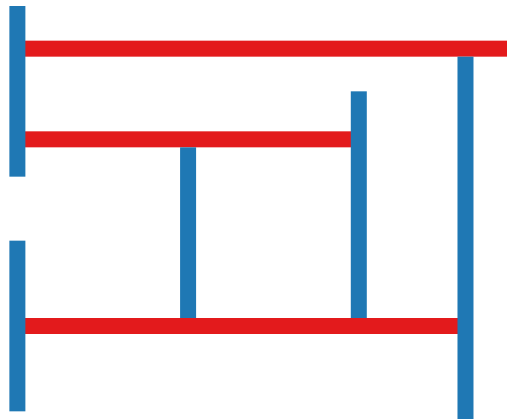
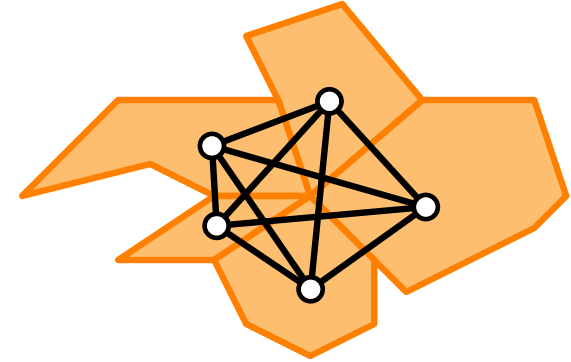


Contact Representation of Planar Graphs

Is the intersection graph of a contact representation always planar?

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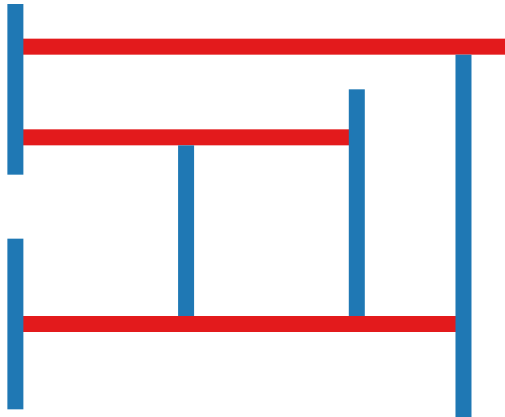
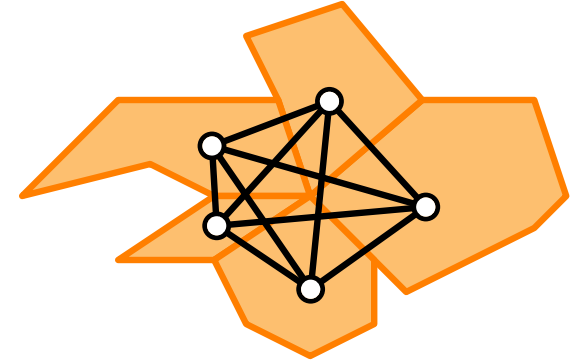
bipartite planar graphs

Contact Representation of Planar Graphs

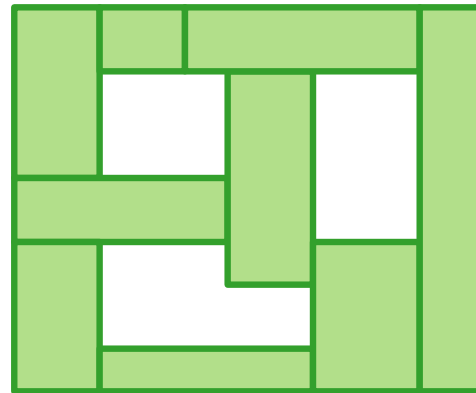
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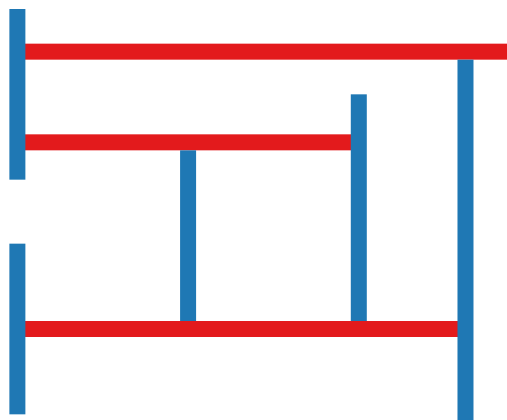
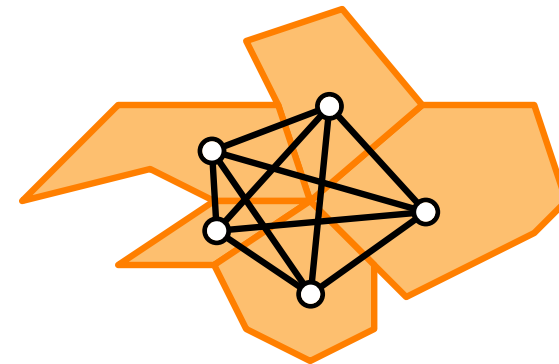
max. triangle-free planar graphs

Contact Representation of Planar Graphs

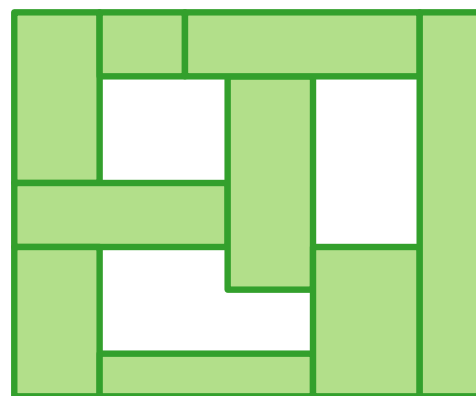
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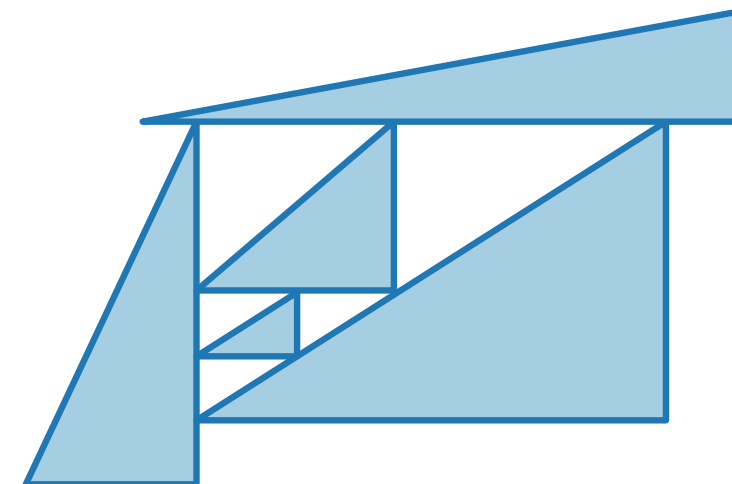
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planar triangulations

General Approach

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

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- Consider only inner triangulations
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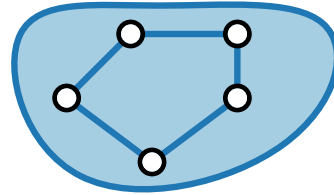
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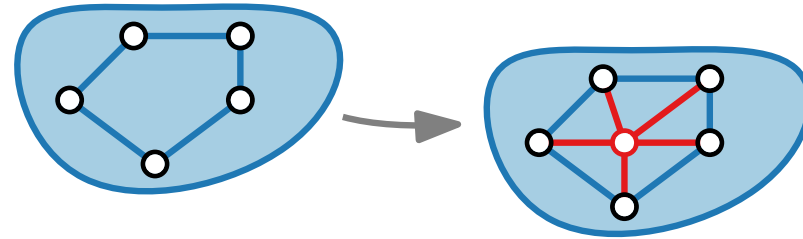
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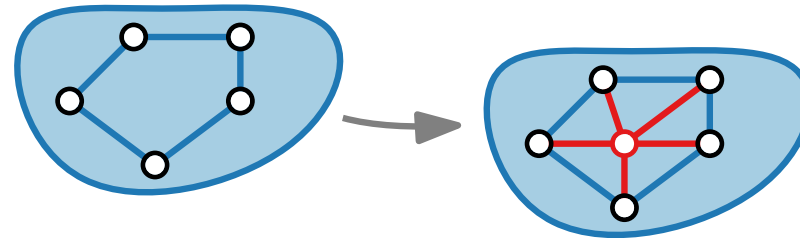
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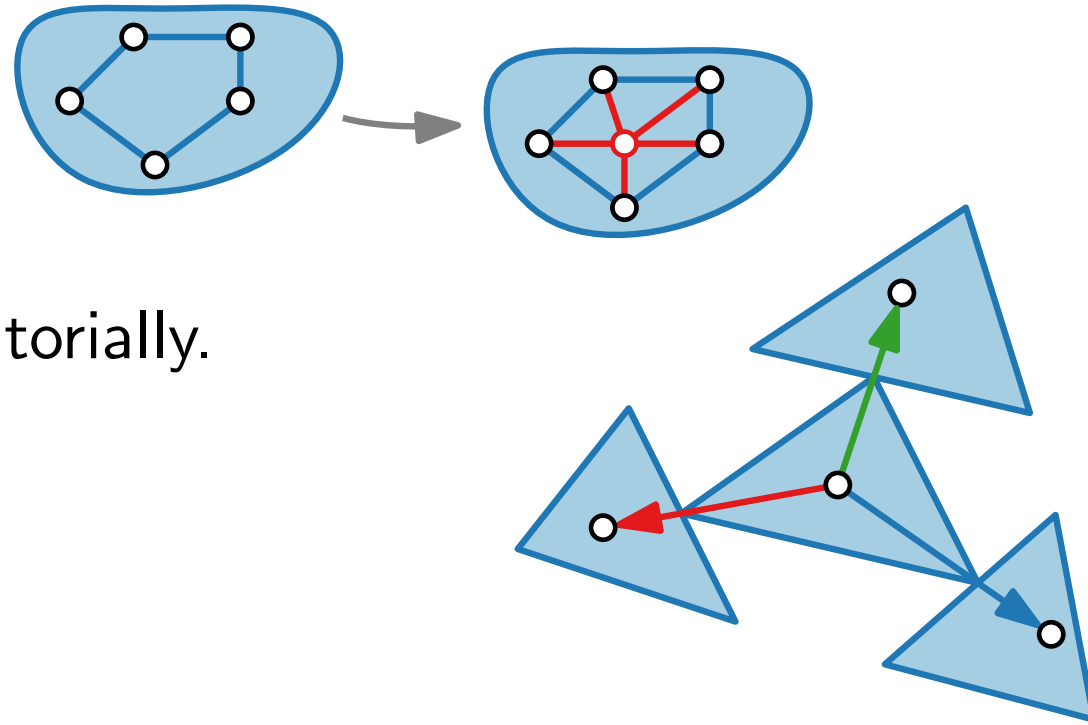
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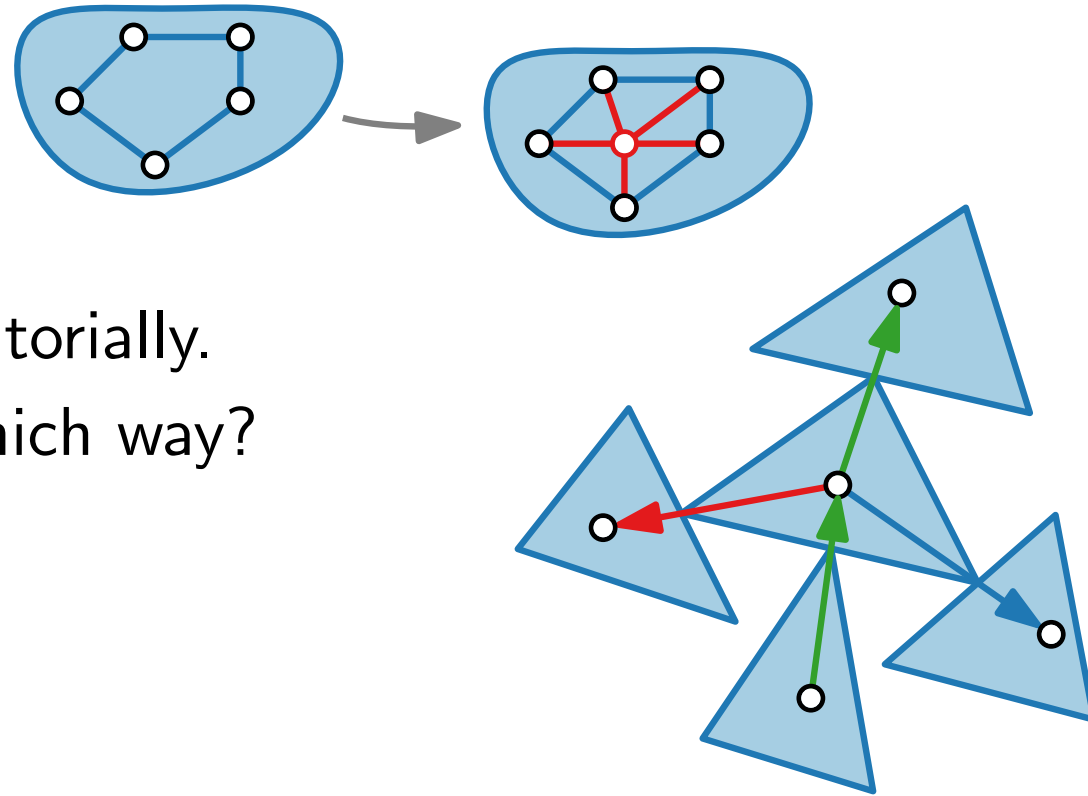
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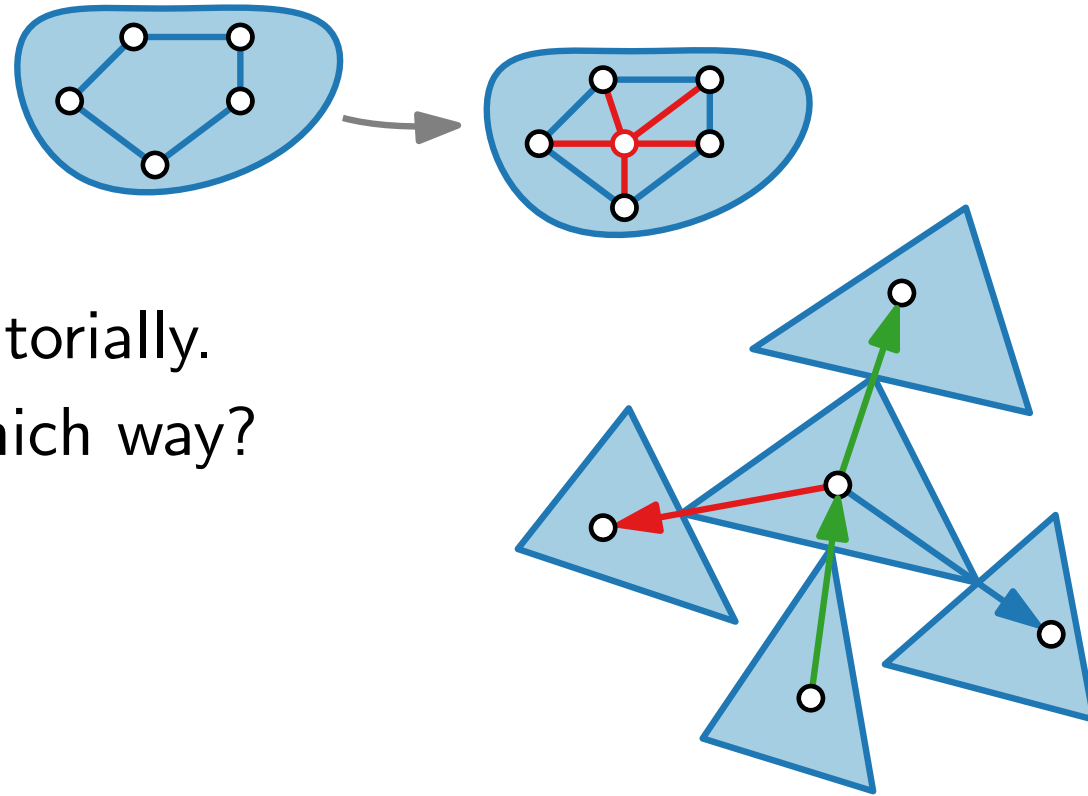
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General Approach

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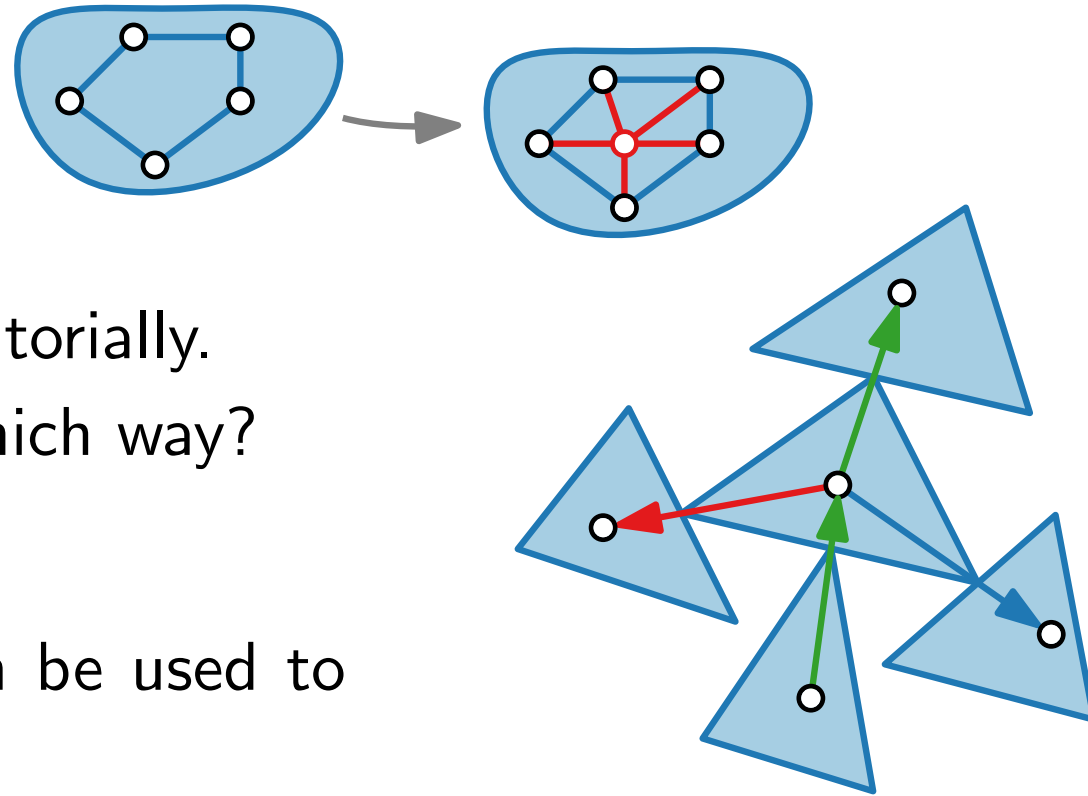
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- Compute combinatorial description.



General Approach

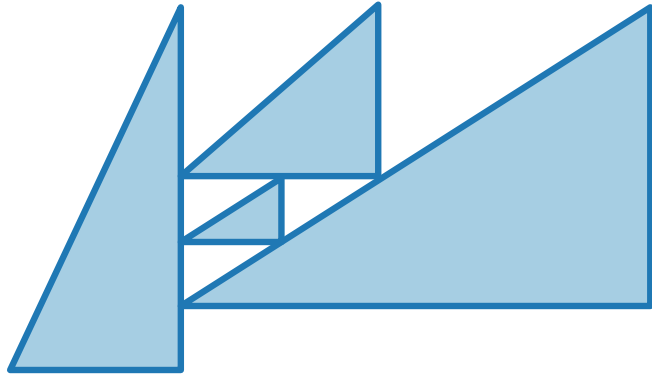
How to compute a contact representation of a given graph G ?

- Consider only inner triangulations (or maximal bipartite graphs, etc.)
 - Triangulate by adding vertices, not by adding edges
- Describe contact representation combinatorially.
 - Which objects touch each other in which way?
- Compute combinatorial description.
- Show that combinatorial description can be used to construct drawing.



This Lecture

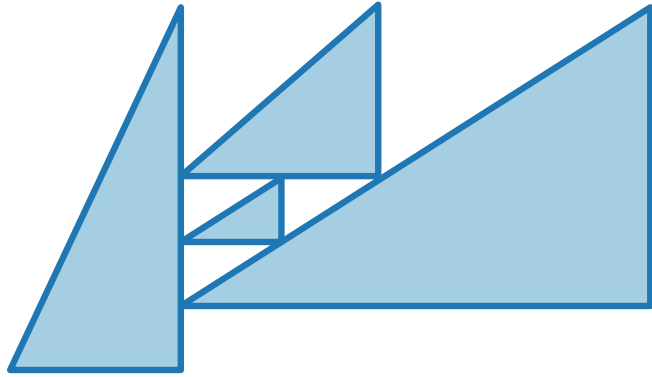
Representation with right-angled triangles and corner contact:



This Lecture

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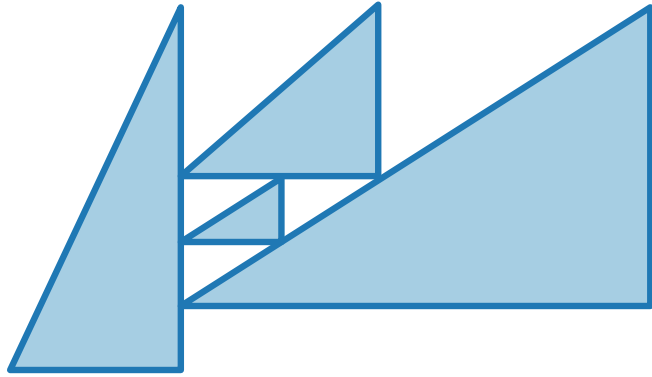
- Use Schnyder realizer to describe contacts between triangles.



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Representation with right-angled triangles and corner contact:

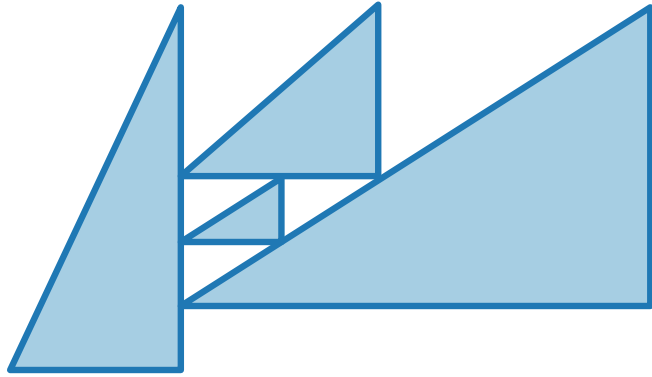
- Use Schnyder realizer to describe contacts between triangles.
- Use canonical order to compute drawing.



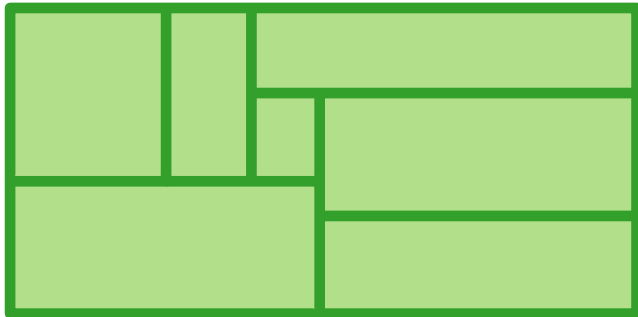
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Representation with right-angled triangles and corner contact:

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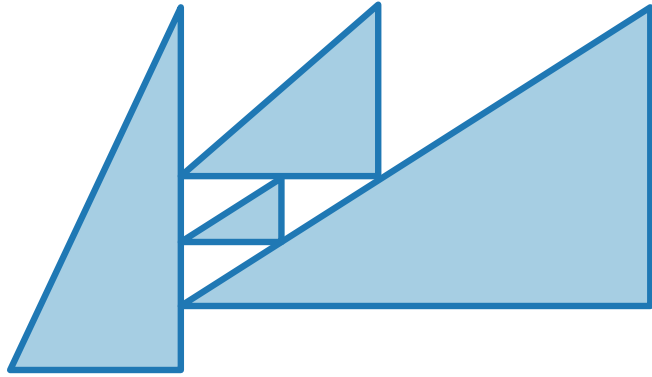
Representation with dissection of a rectangle, called **rectangular dual**:



This Lecture

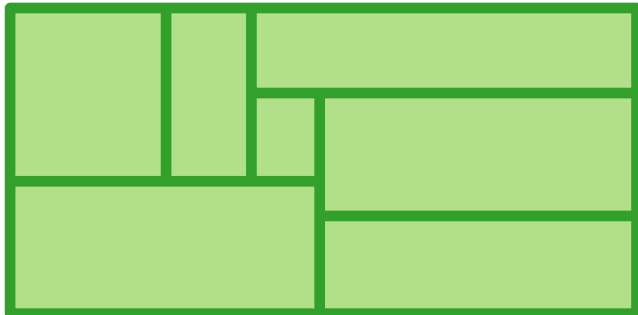
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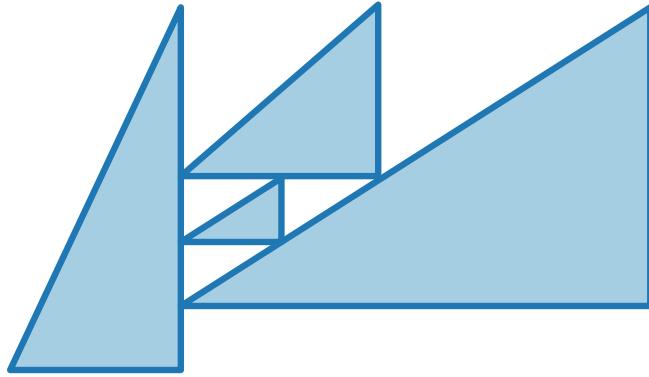
- Find a description similar to a Schnyder realizer for rectangles.



This Lecture

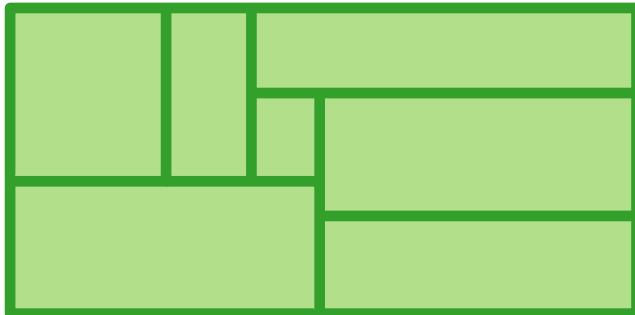
Representation with right-angled triangles and corner contact:

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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.



Triangle Corner Contact Representation

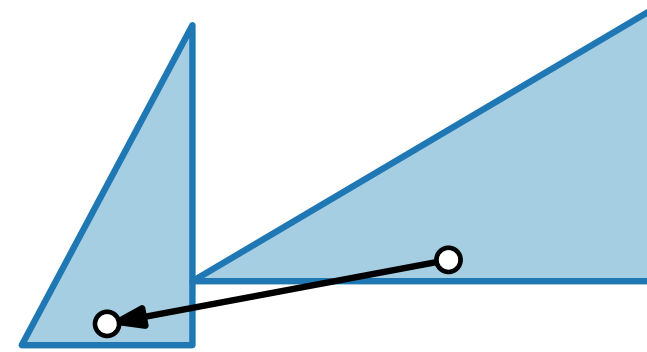
Main Idea.

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

Triangle Corner Contact Representation

Main Idea.

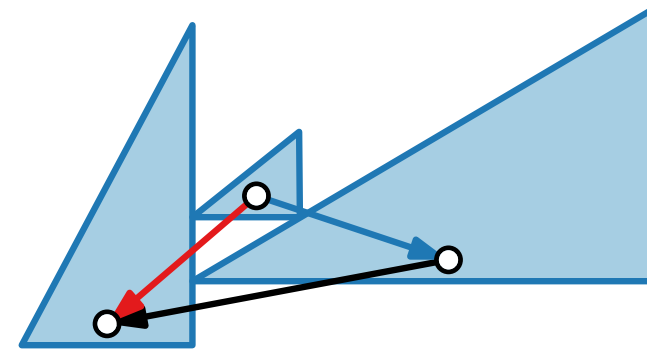
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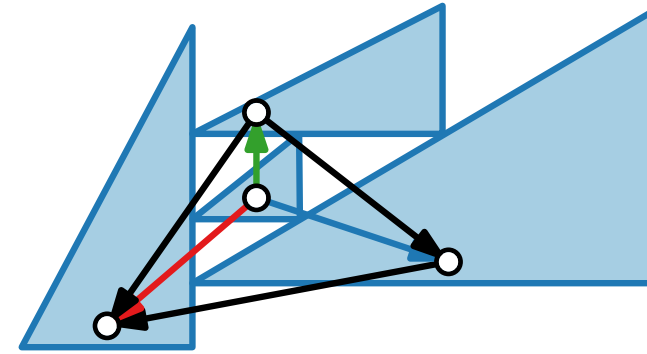
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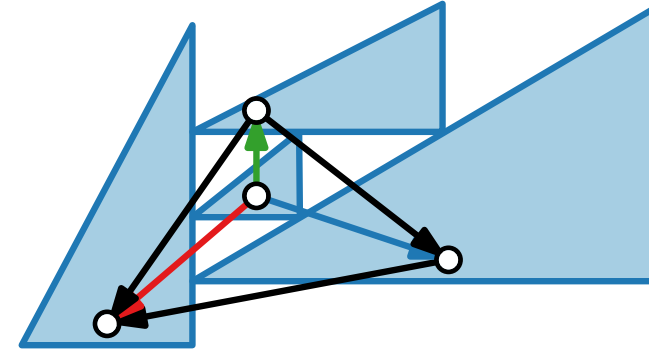
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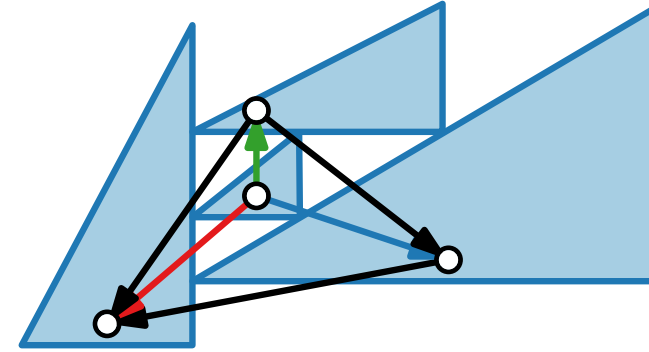
Detailed Idea.

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

Triangle Corner Contact Representation

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



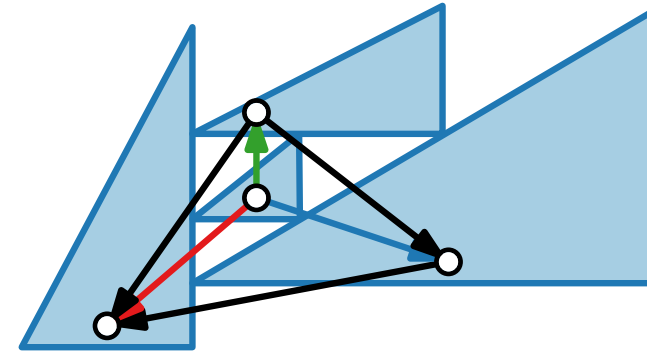
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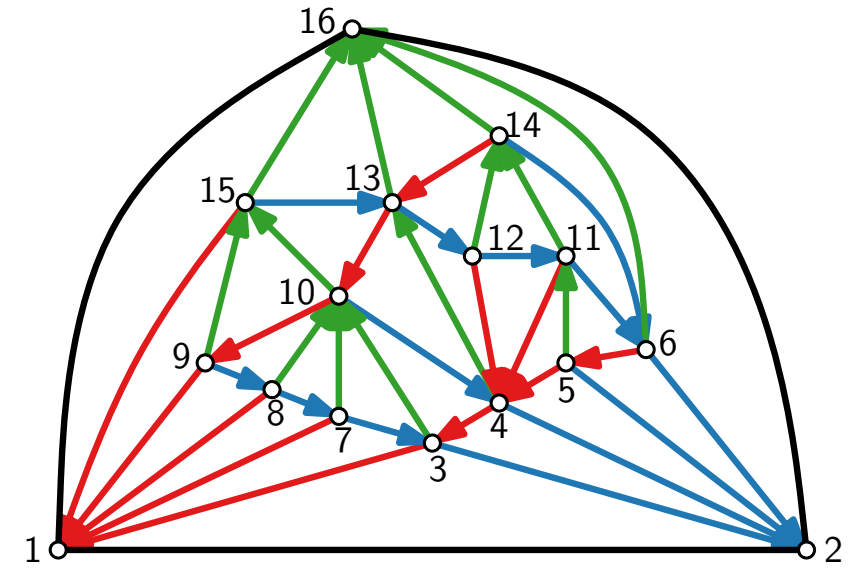
Use canonical order and Schnyder realizer to find coordinates for triangles.



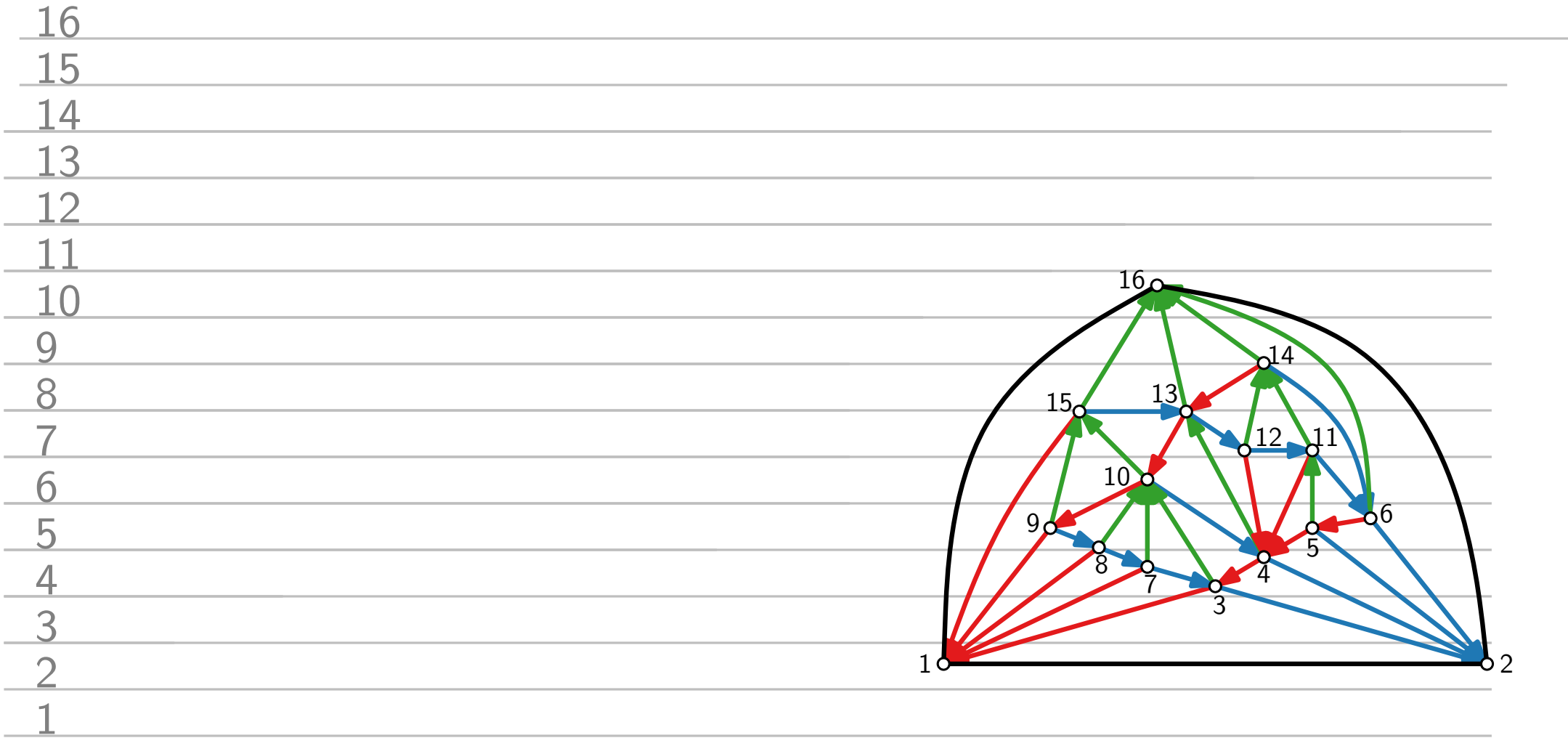
Detailed Idea.

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

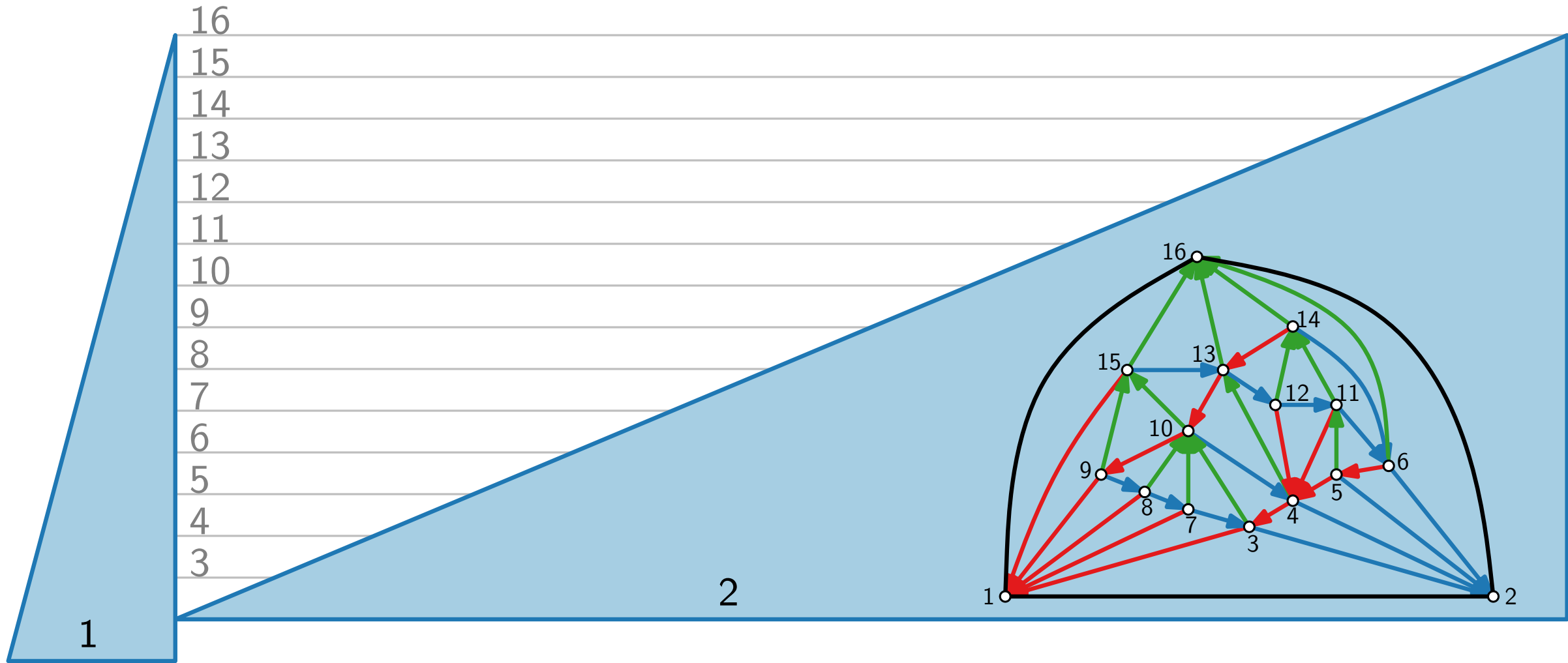
Triangle Contact Representation Example



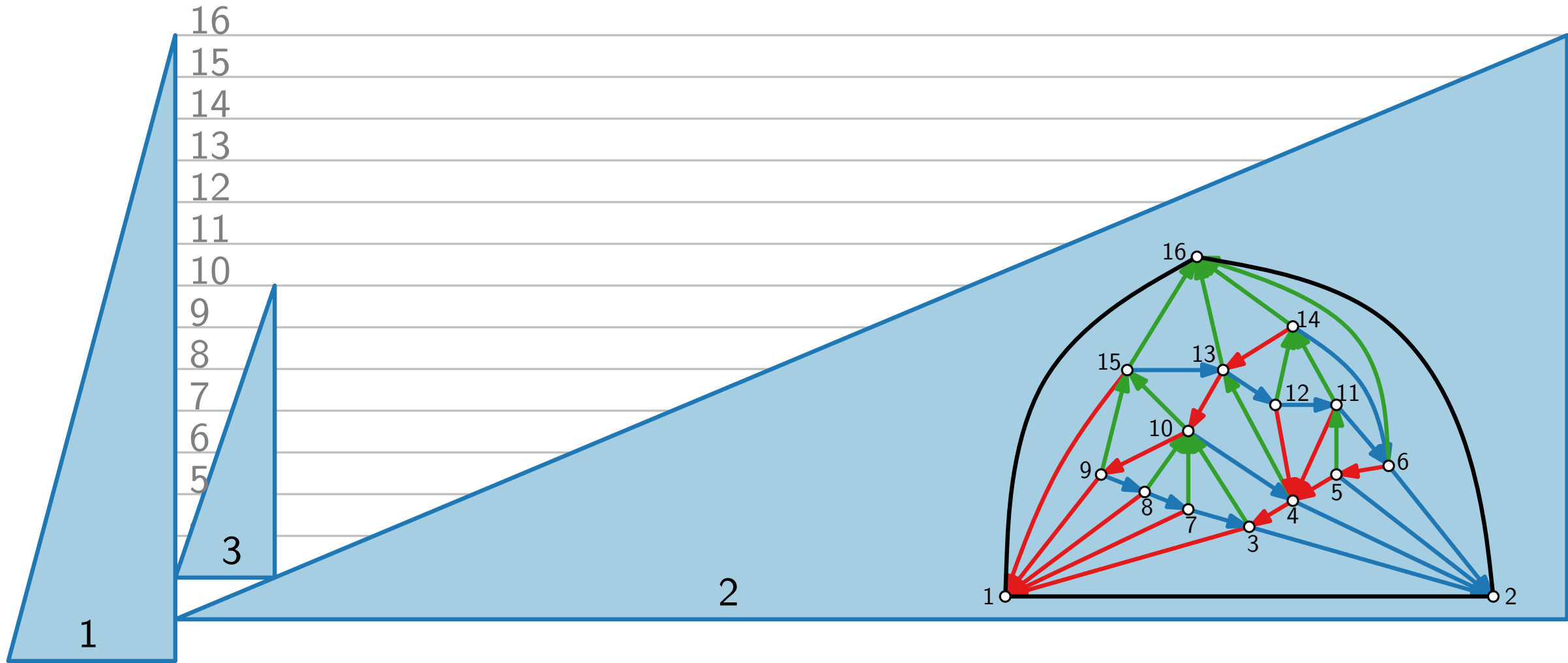
Triangle Contact Representation Example



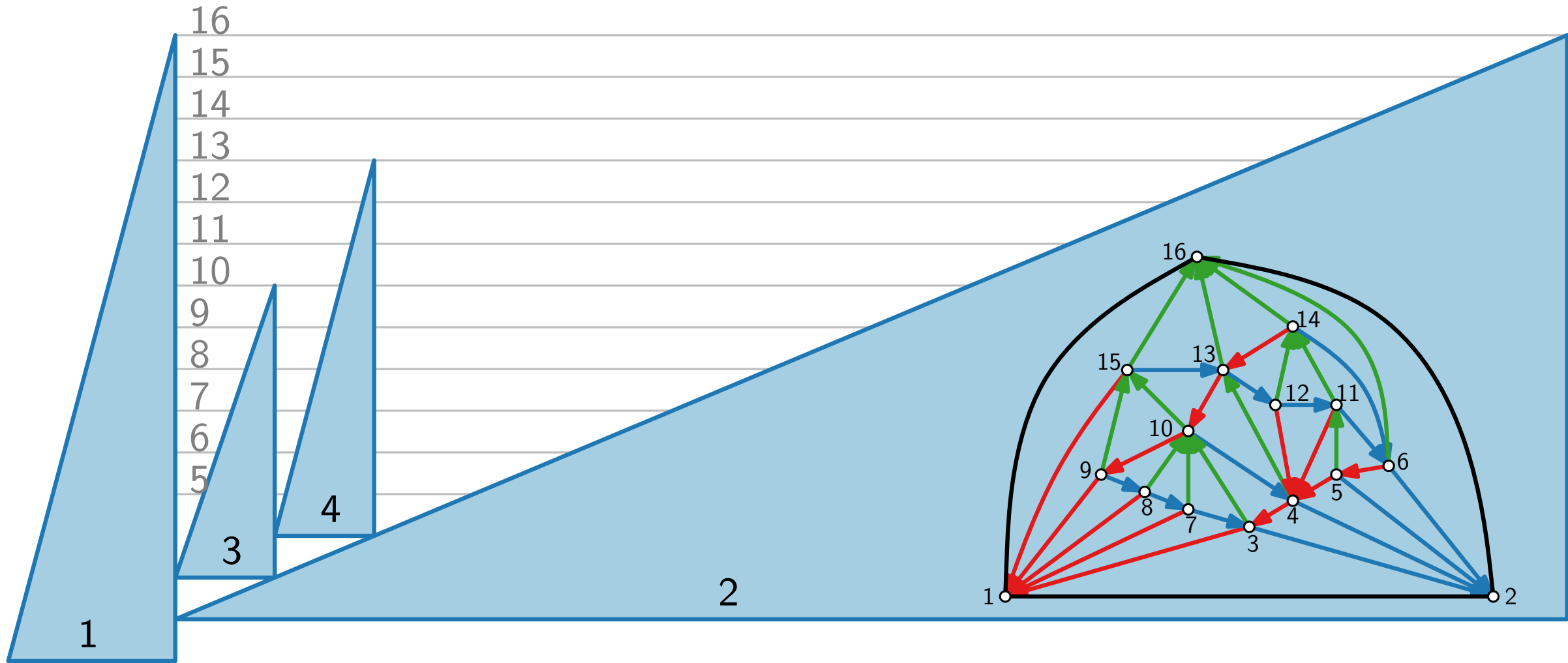
Triangle Contact Representation Example



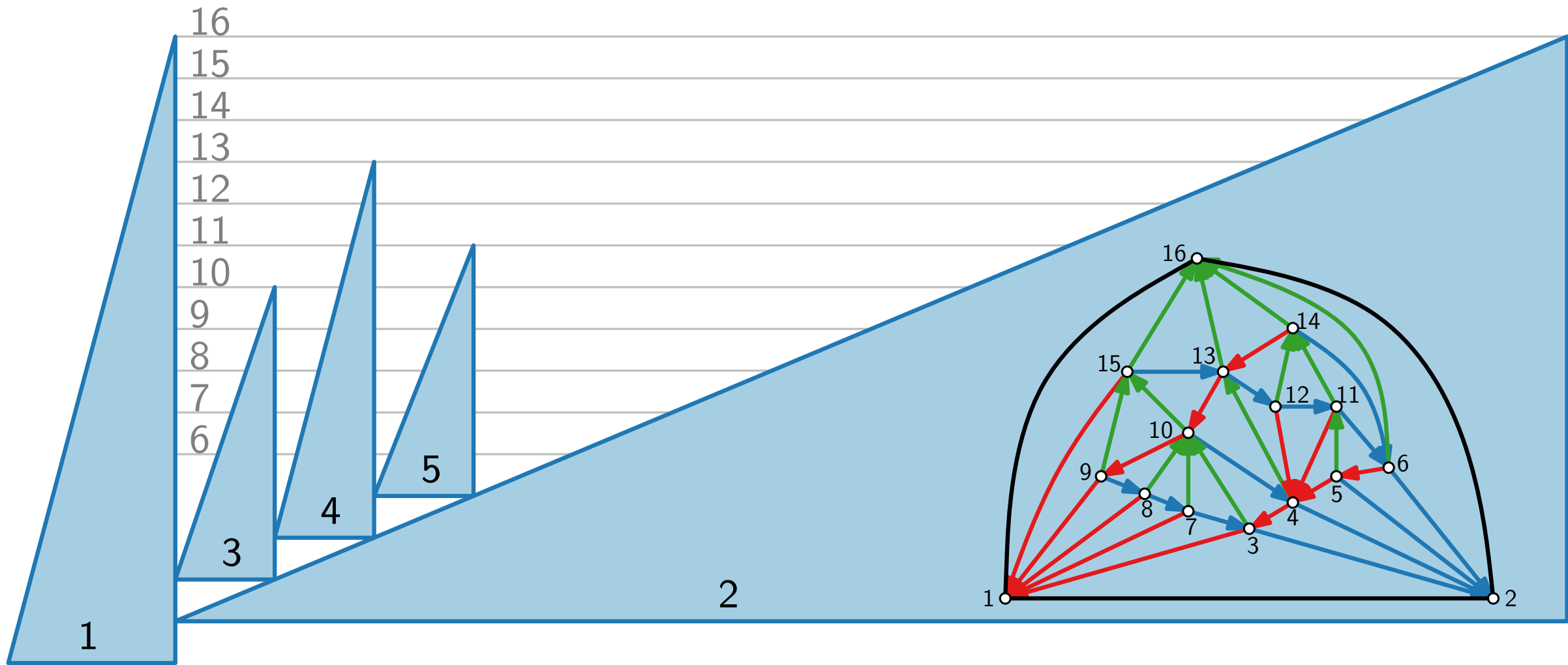
Triangle Contact Representation Example



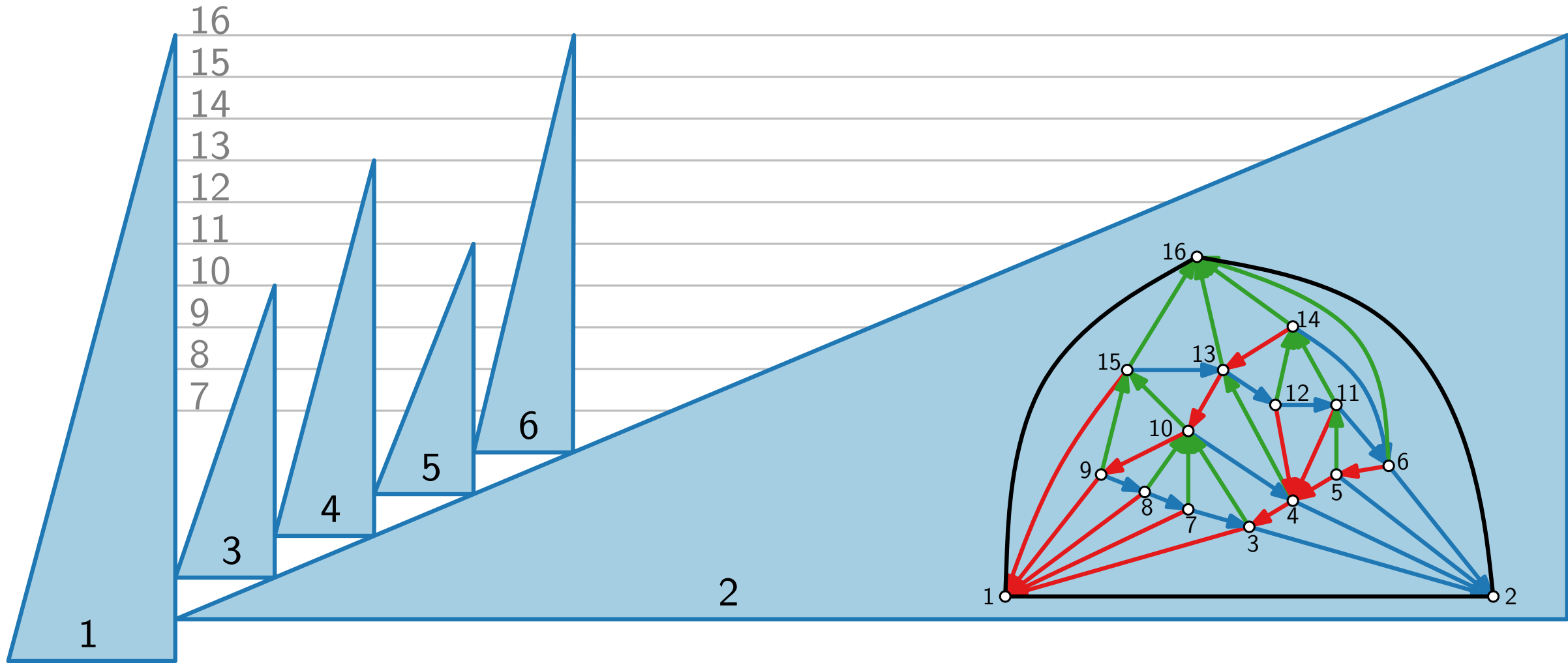
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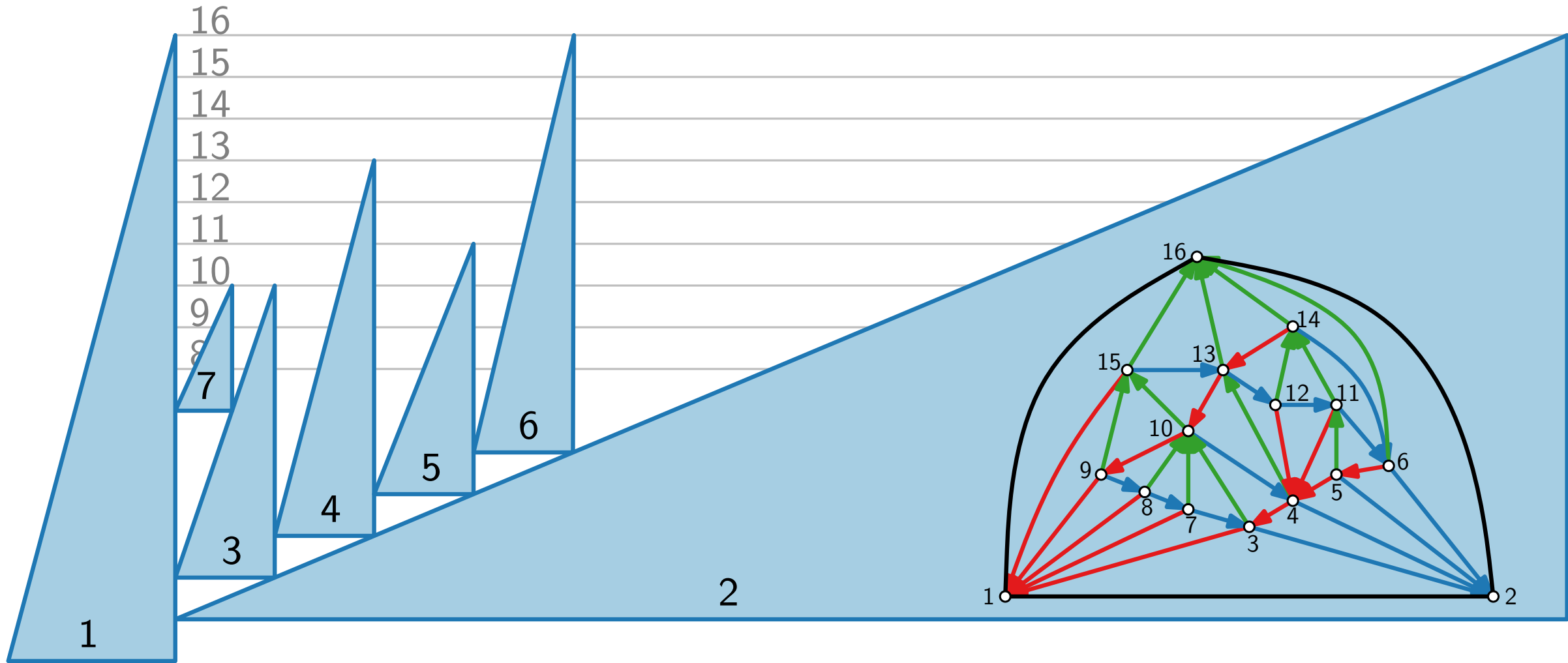
Triangle Contact Representation Example



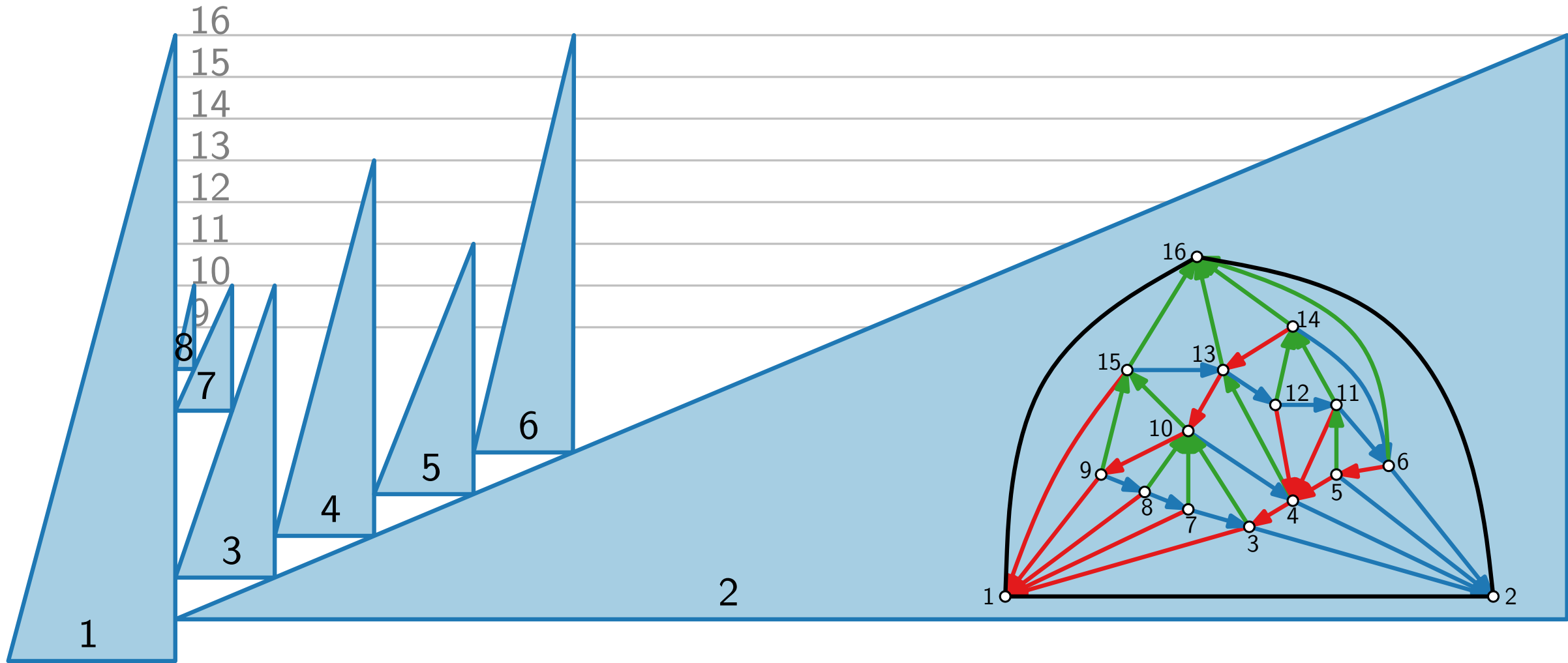
Triangle Contact Representation Example



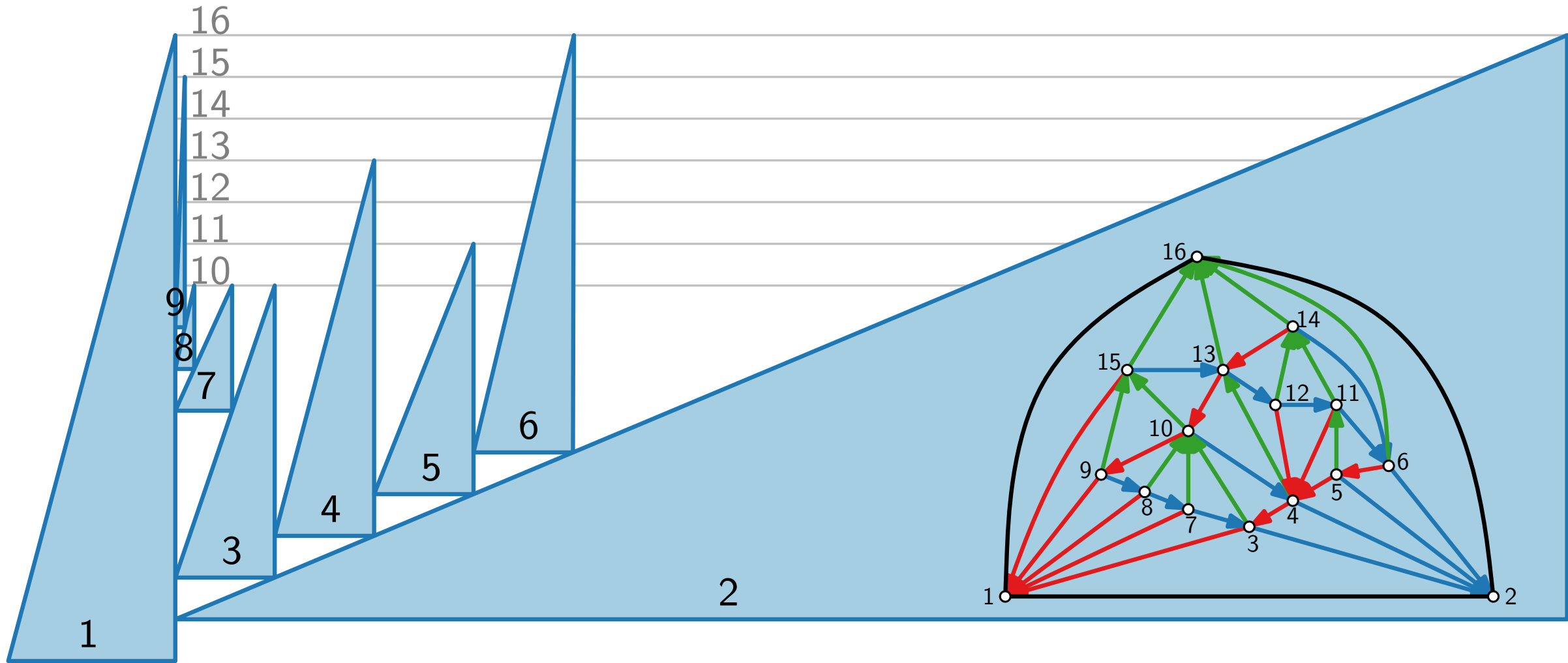
Triangle Contact Representation Example



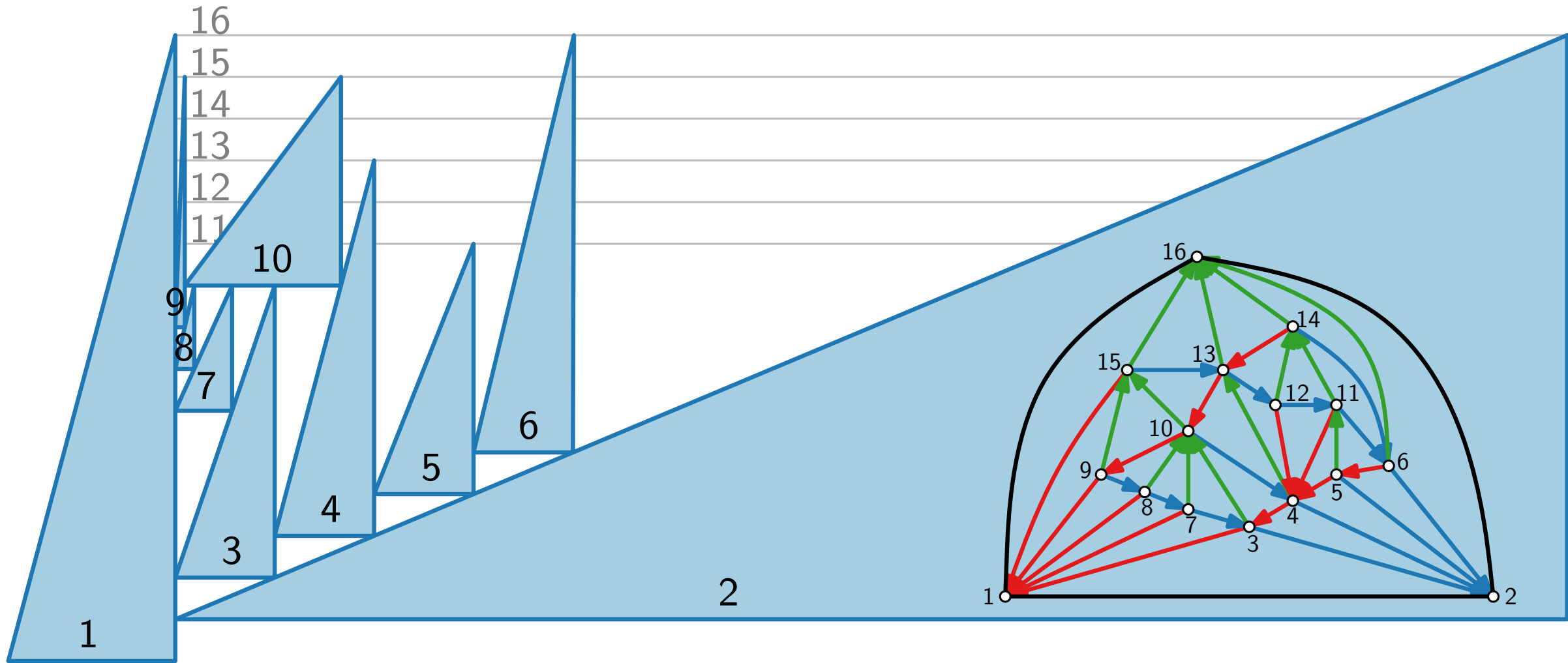
Triangle Contact Representation Example



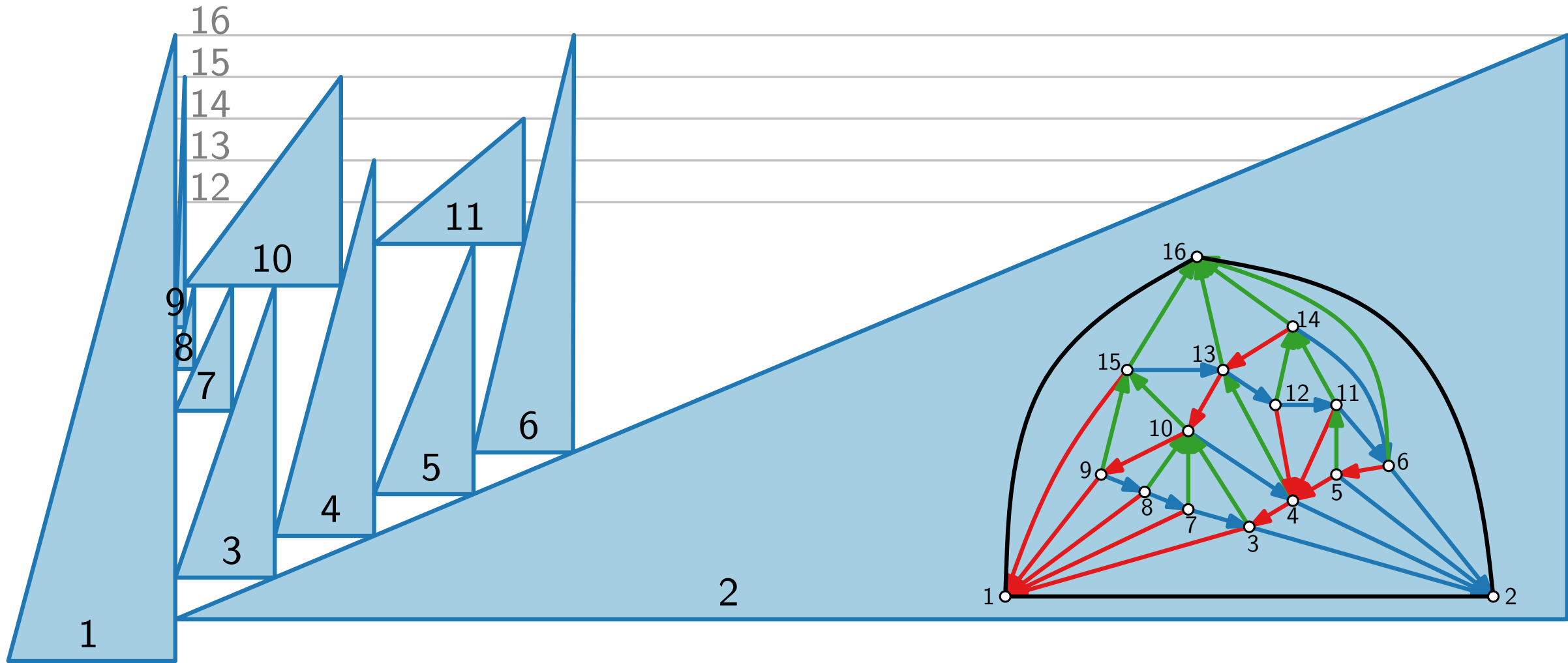
Triangle Contact Representation Example



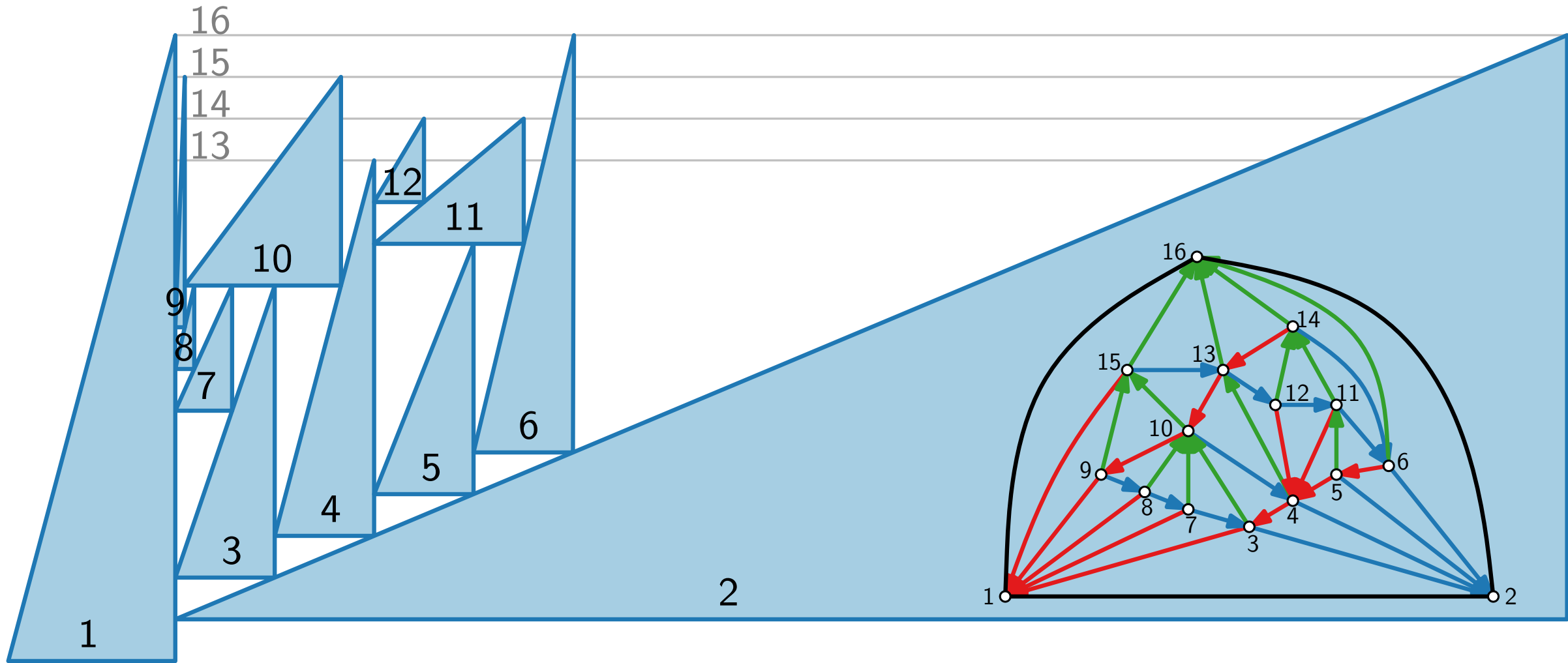
Triangle Contact Representation Example



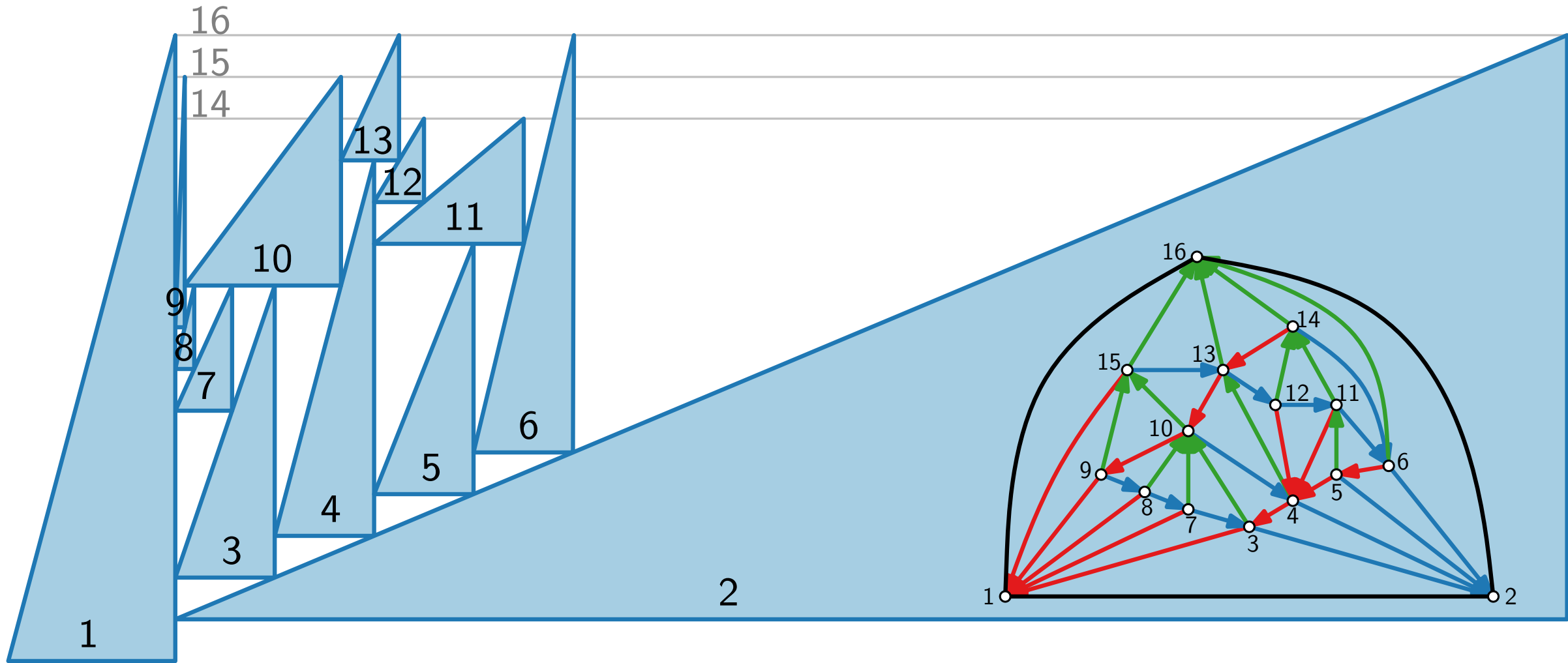
Triangle Contact Representation Example



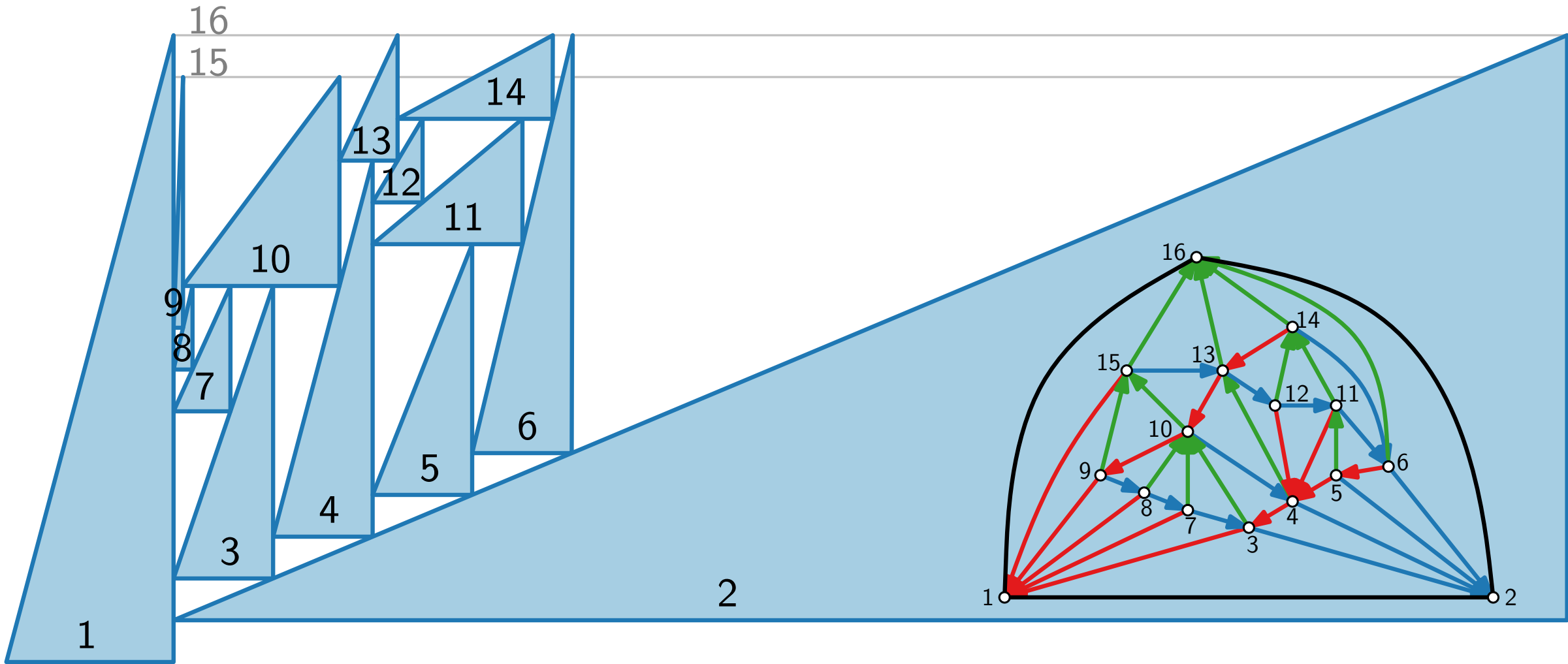
Triangle Contact Representation Example



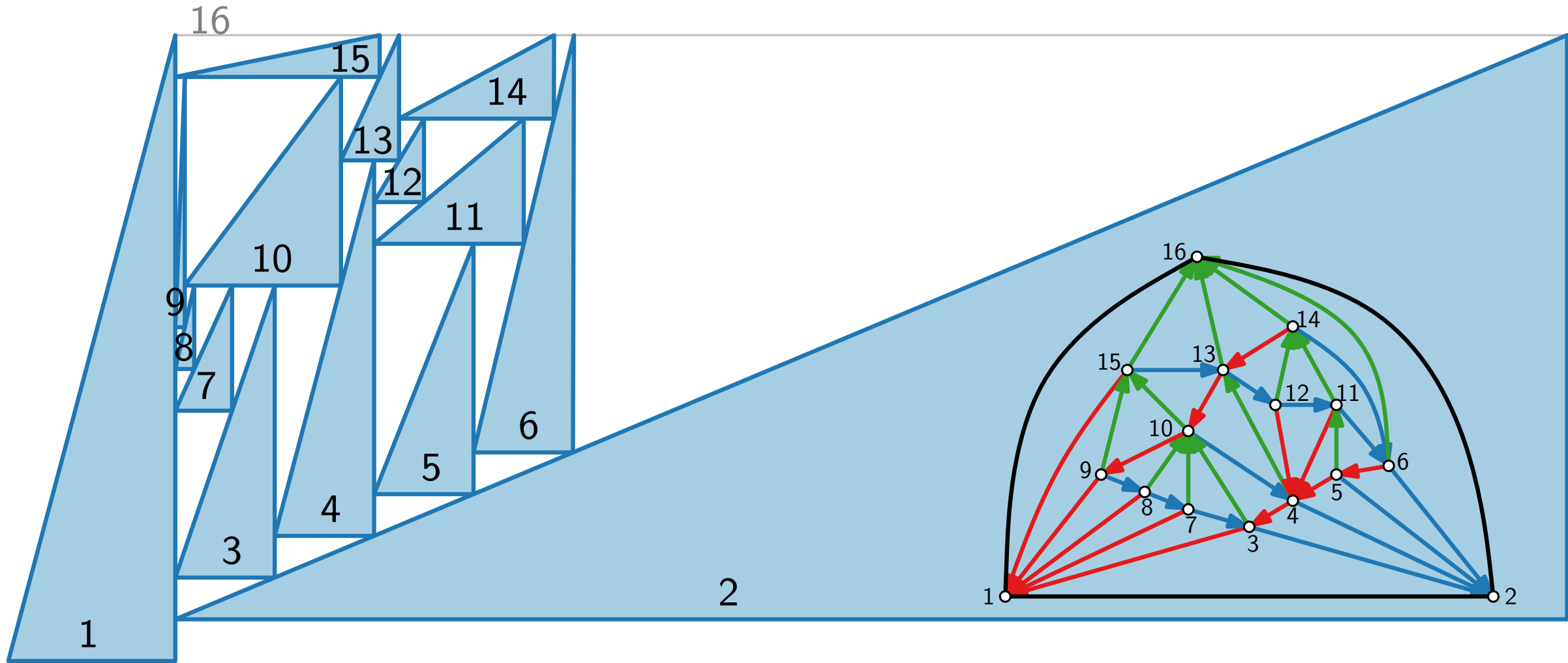
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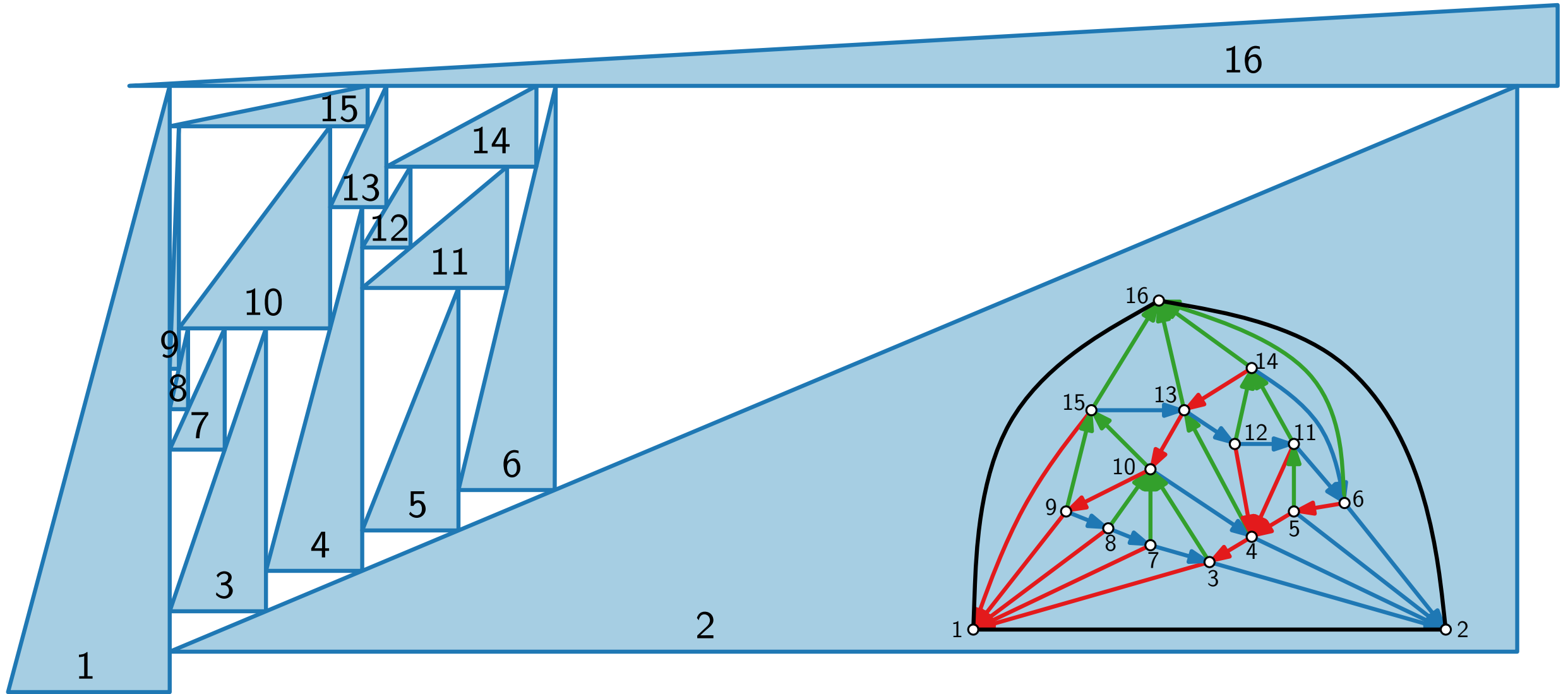
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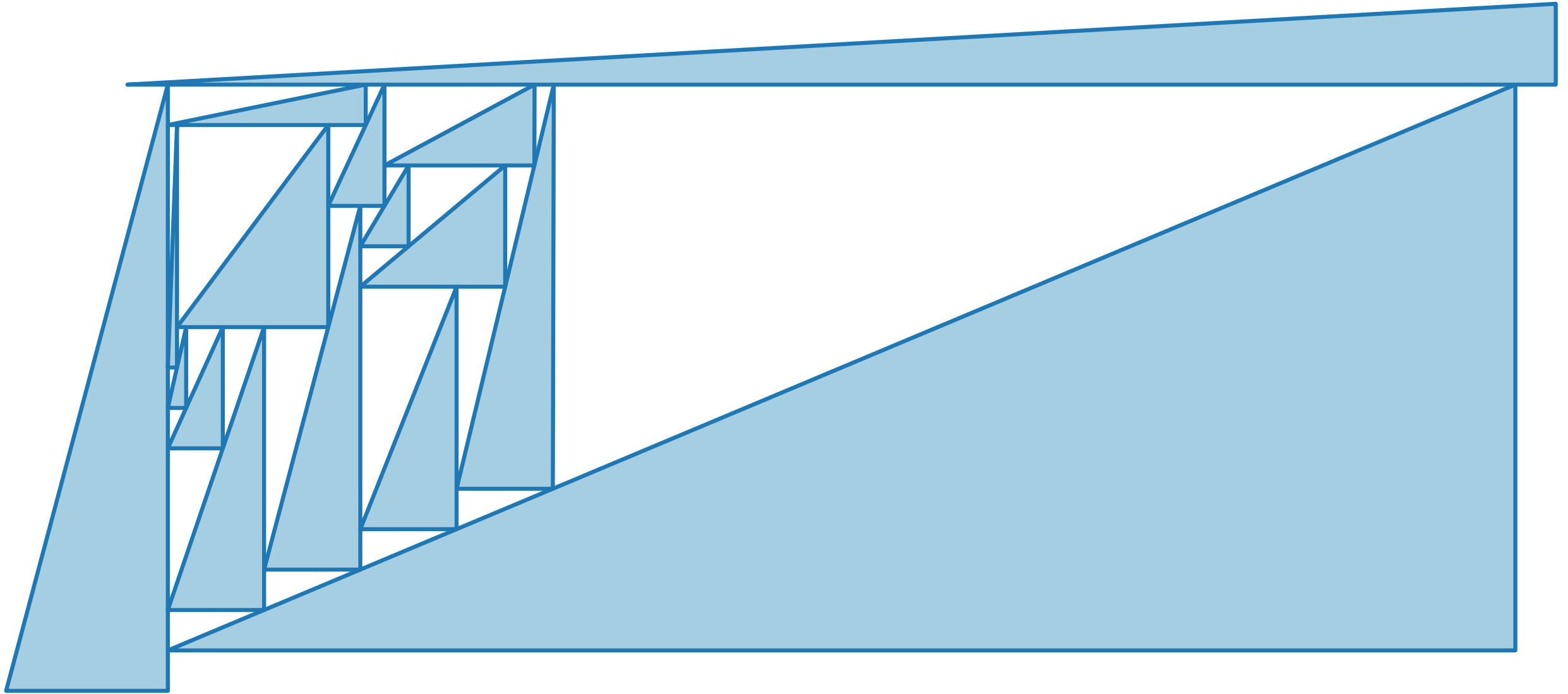
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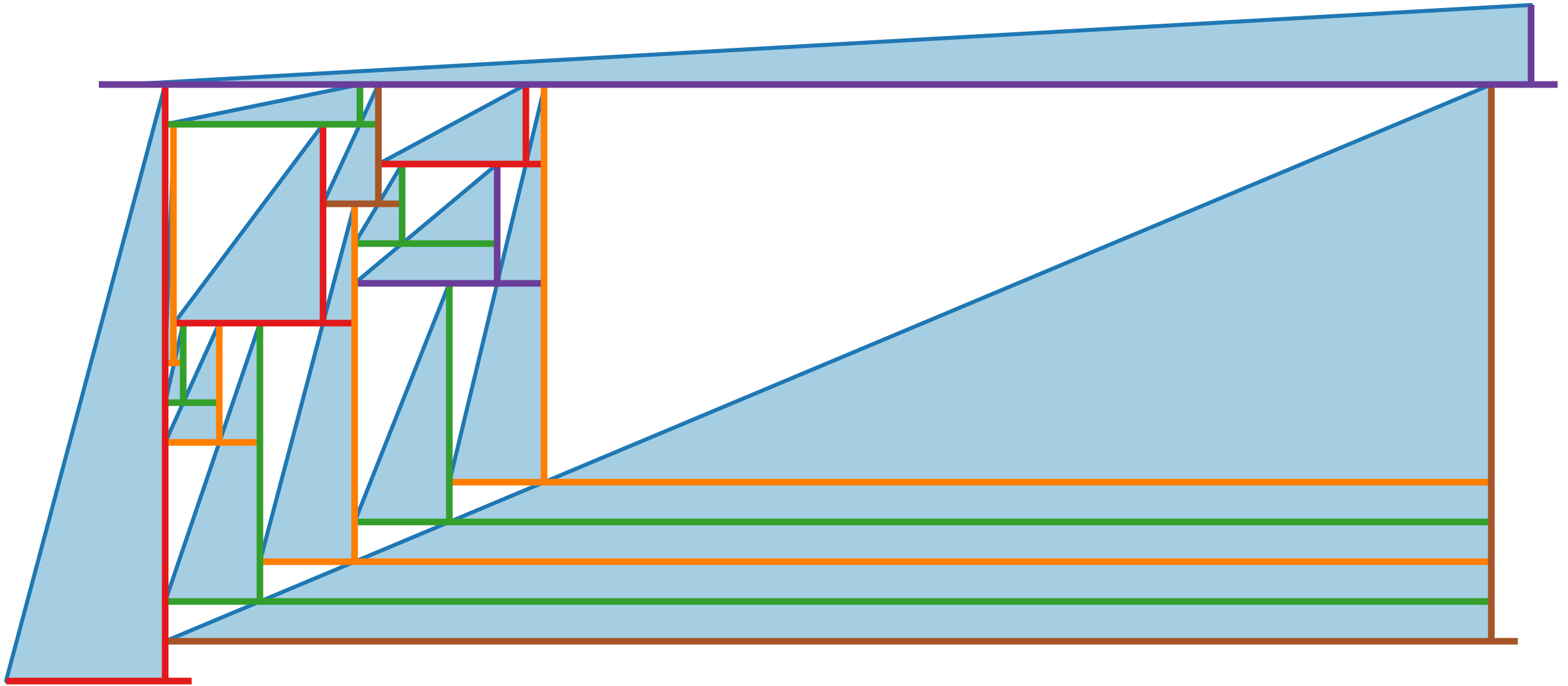
Triangle Contact Representation Example



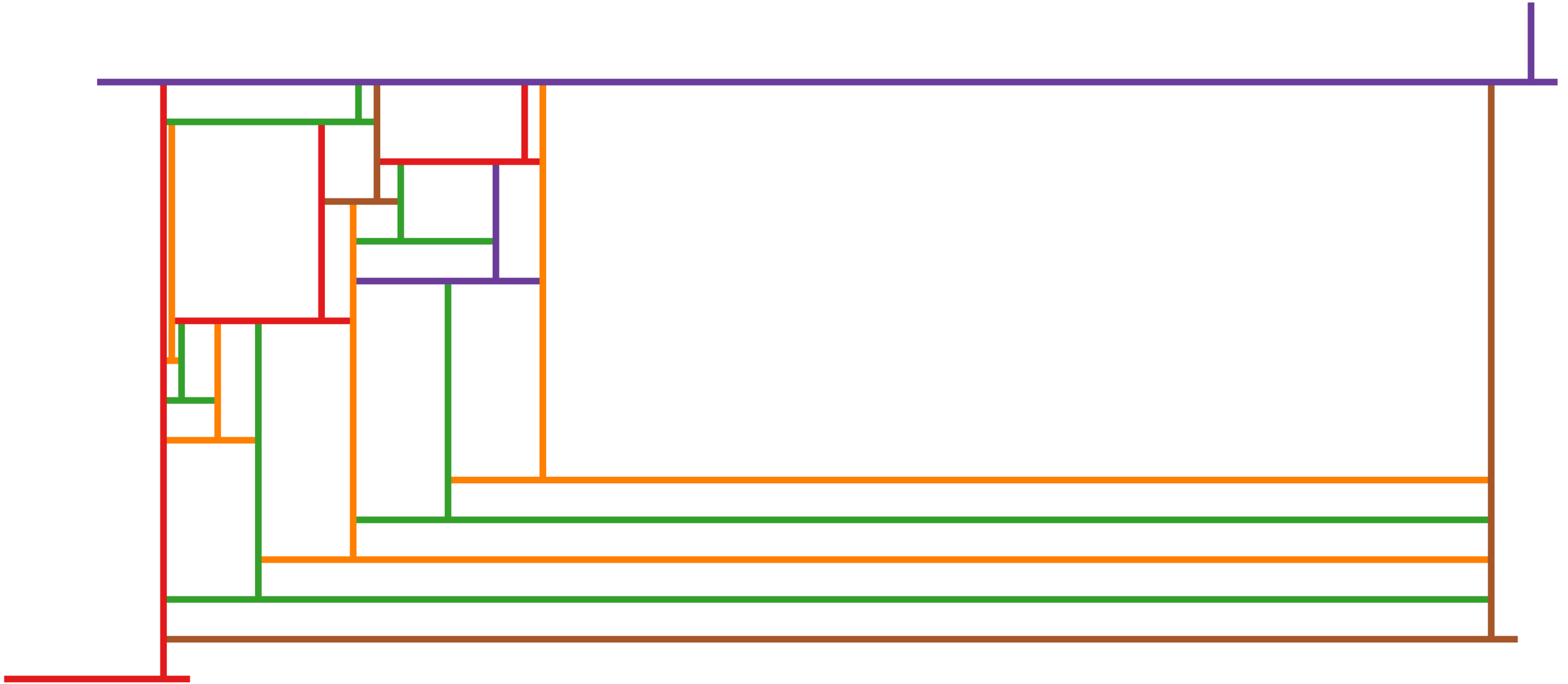
T-shape Contact Representation



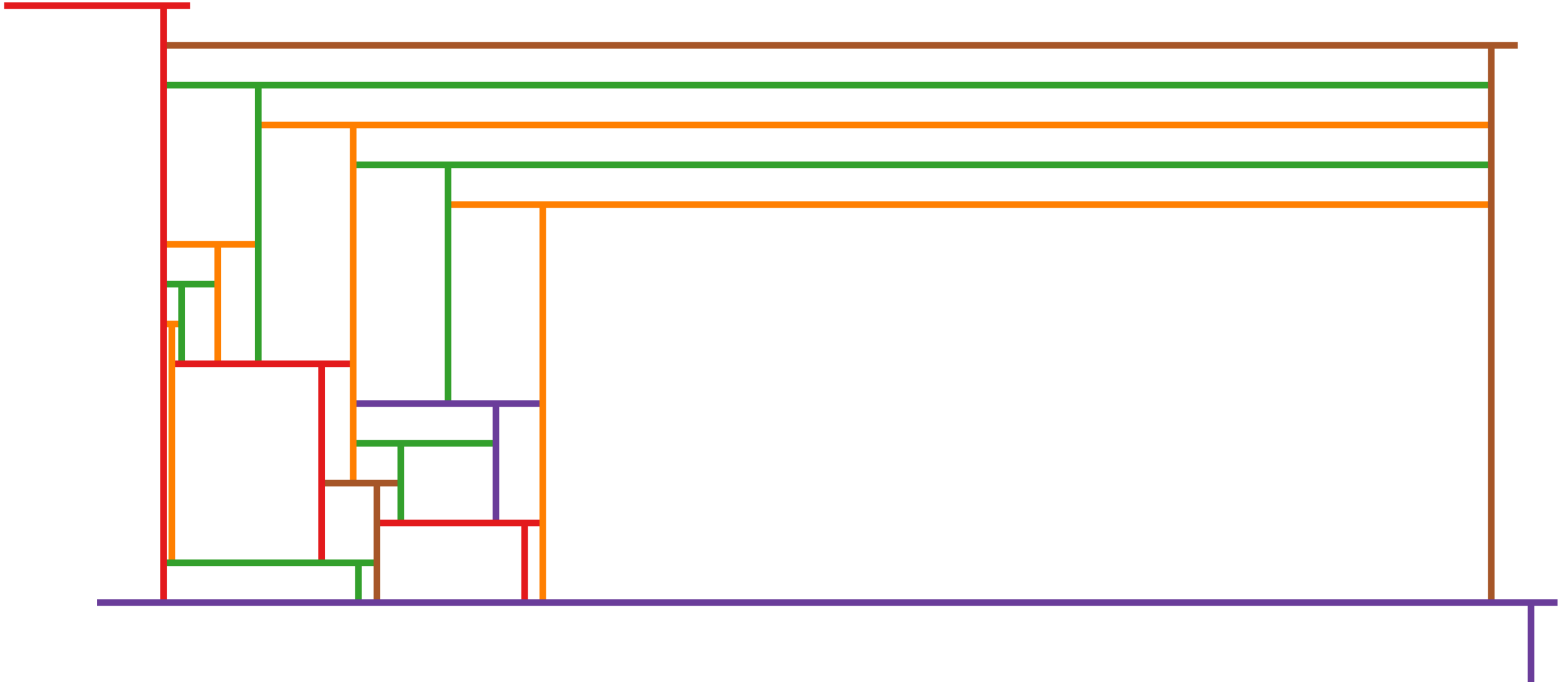
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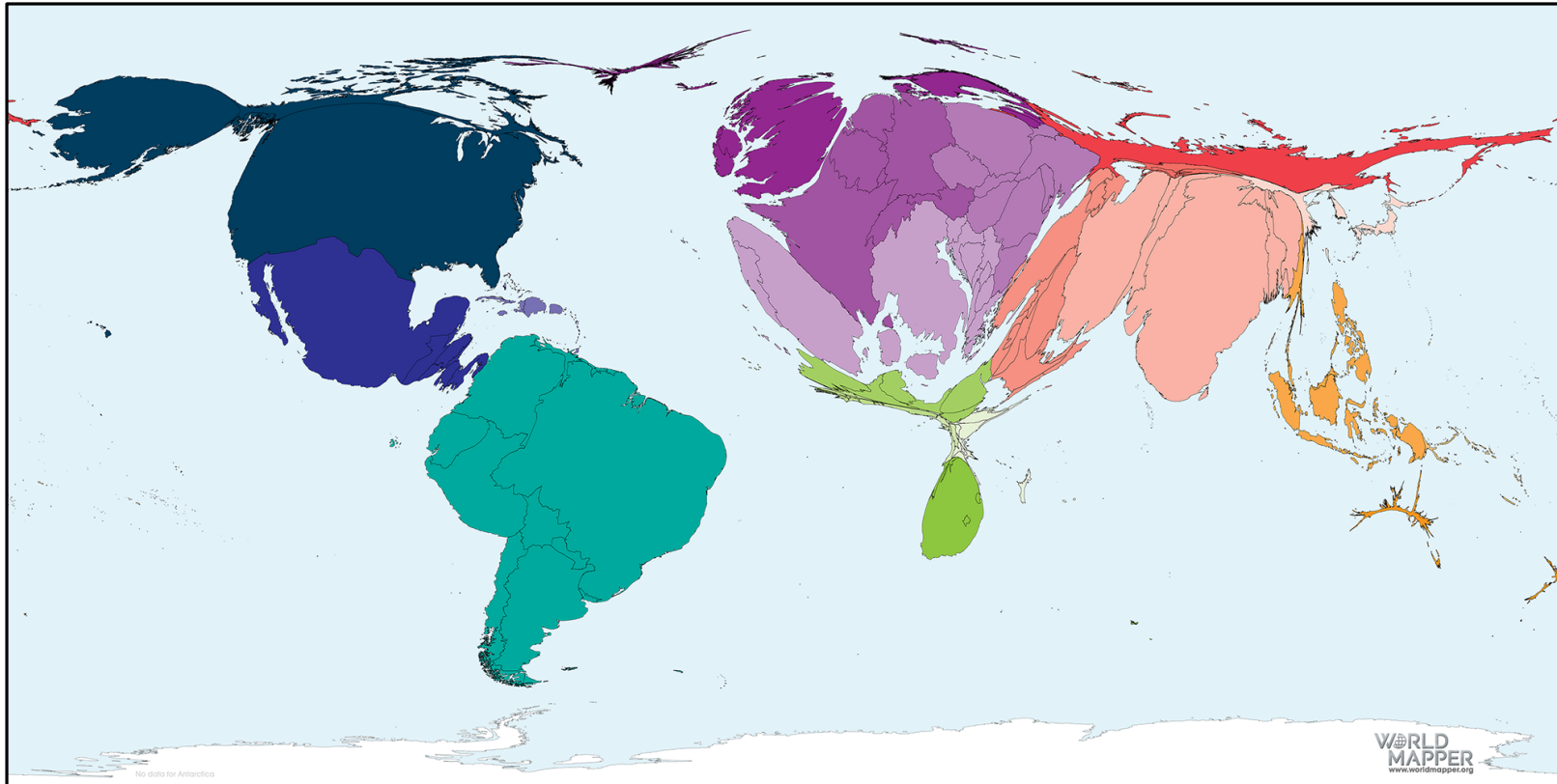


T-shape Contact Representation



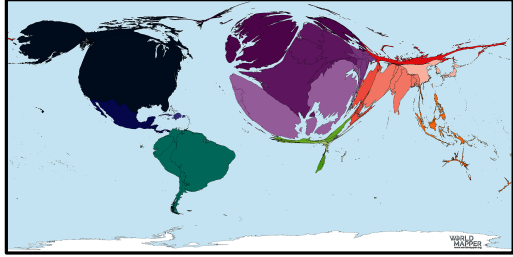
Cartograms

Cartograms



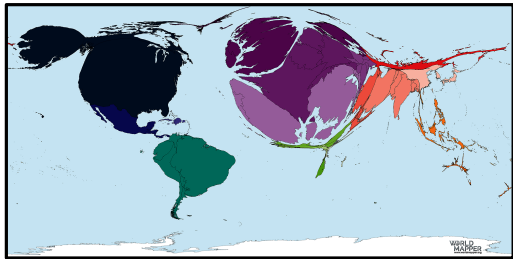
COVID19 reported deaths (January–December 2020)

Cartograms

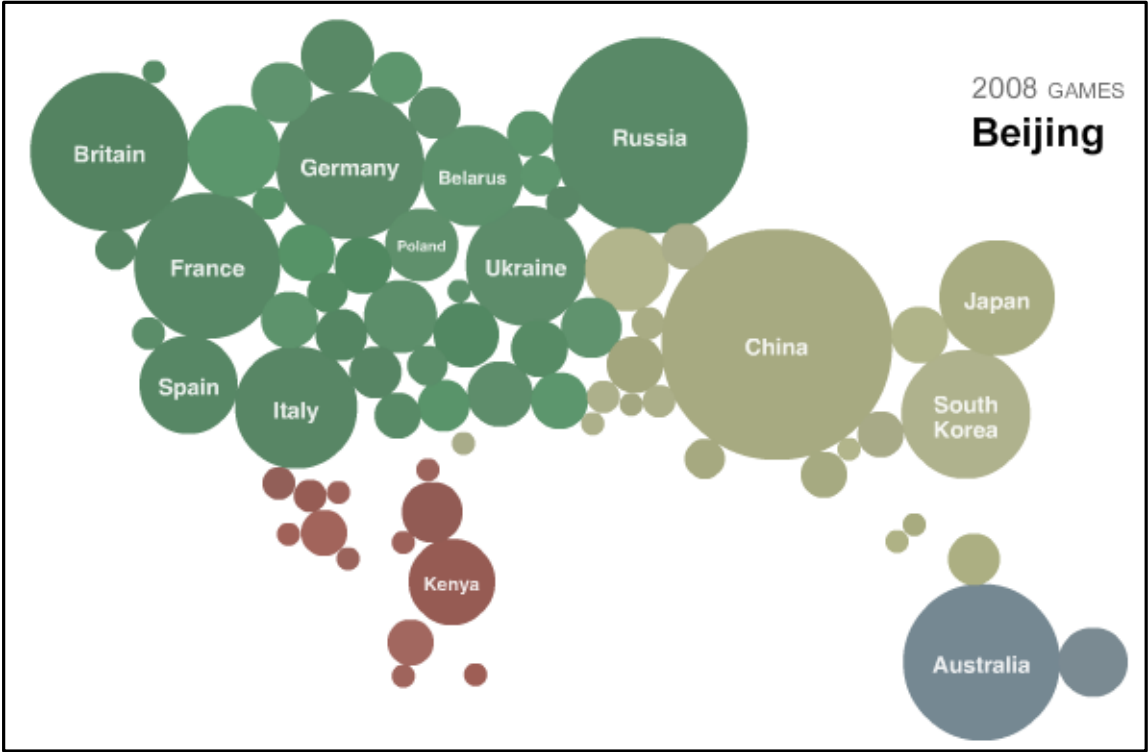


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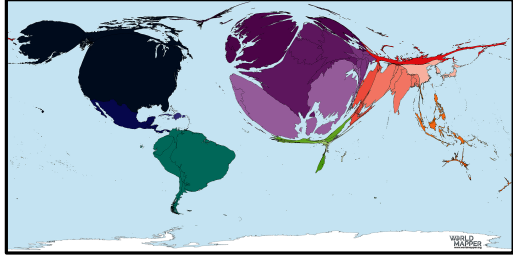
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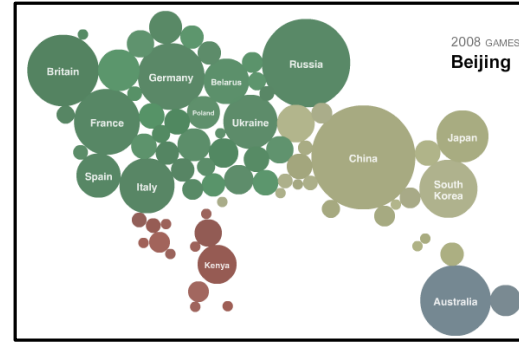
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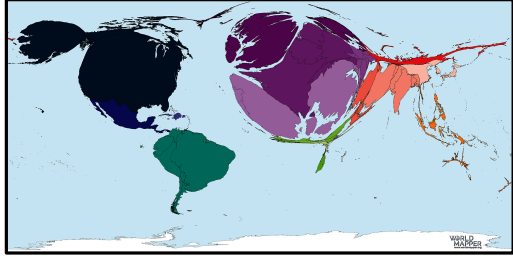


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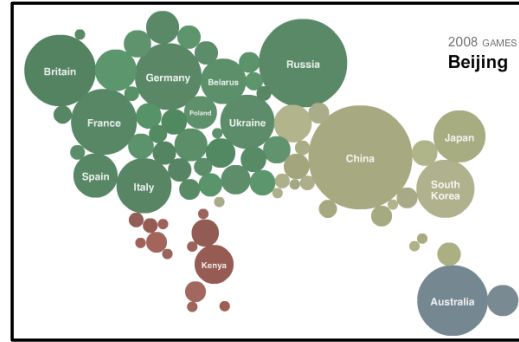


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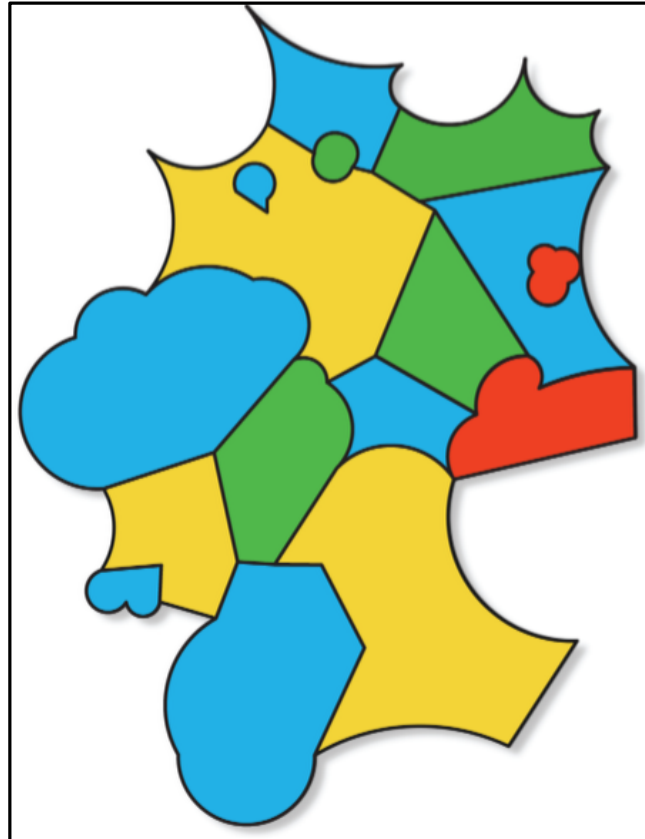
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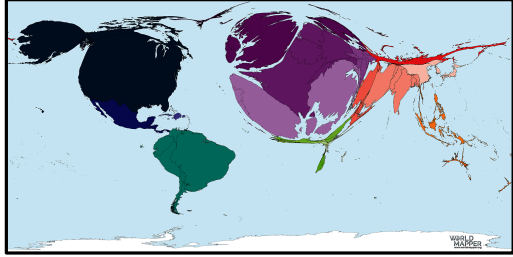
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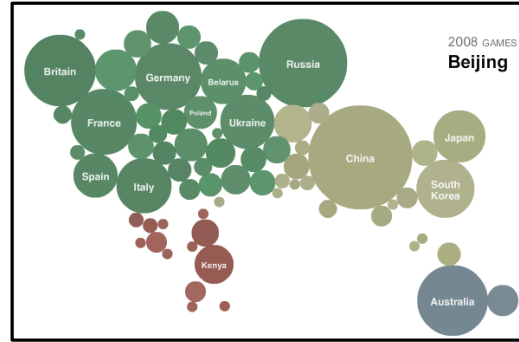
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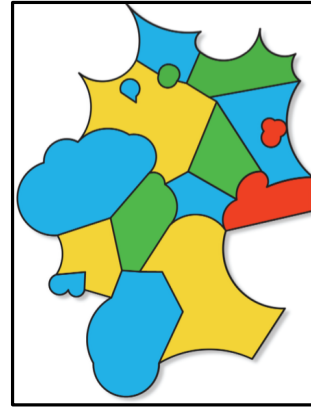
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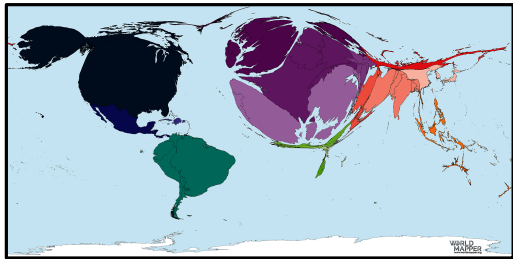
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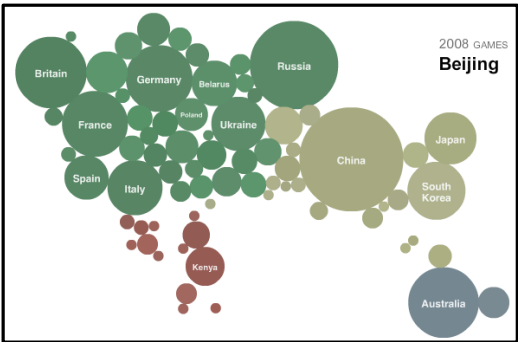
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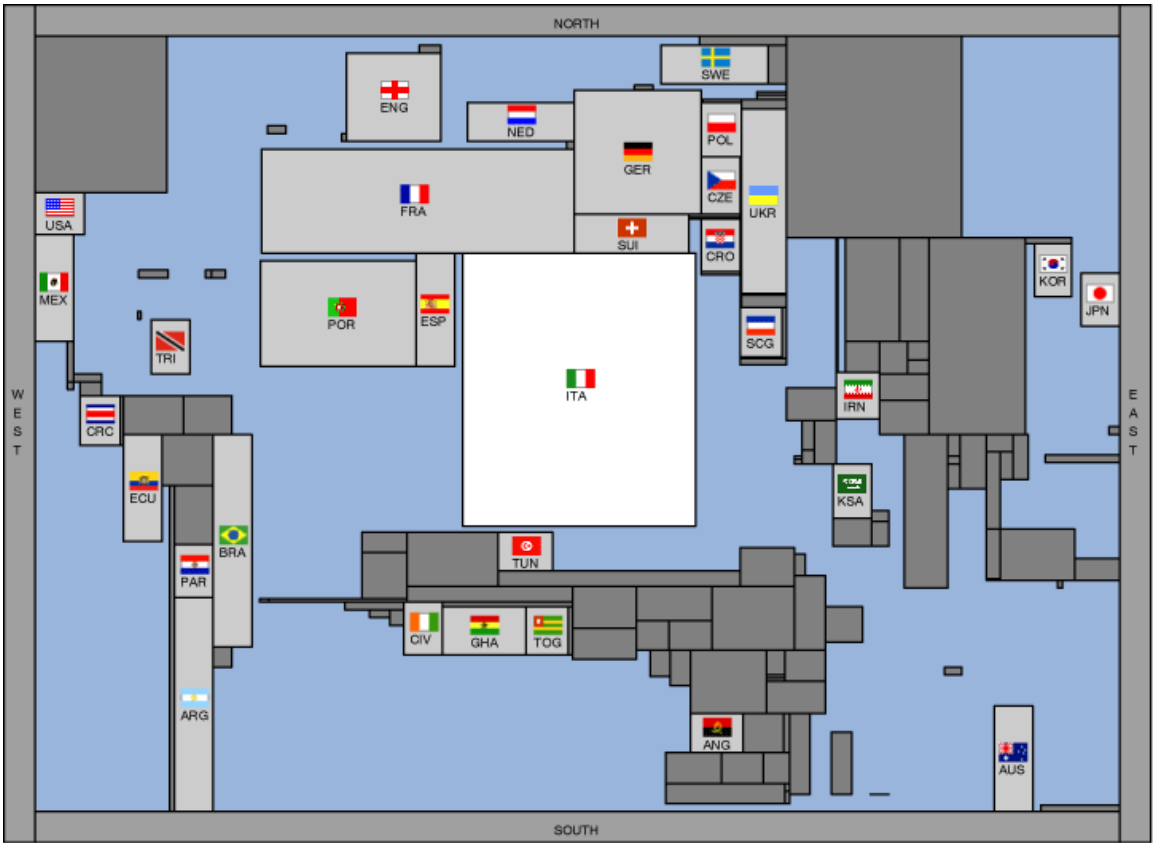
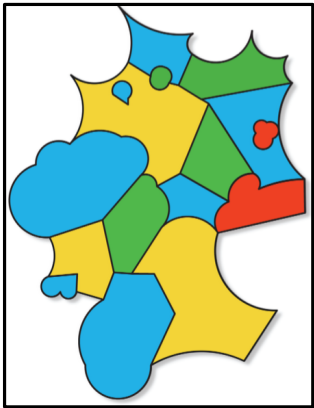
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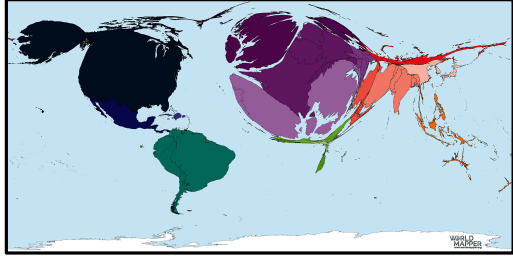
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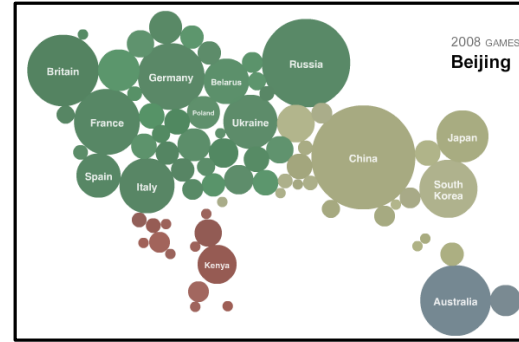
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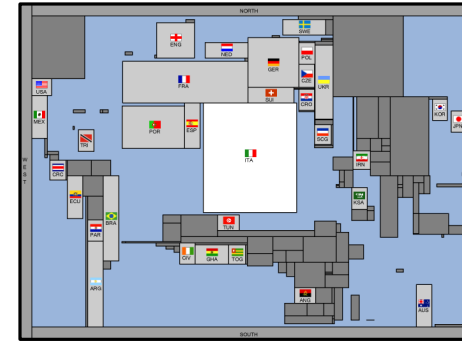
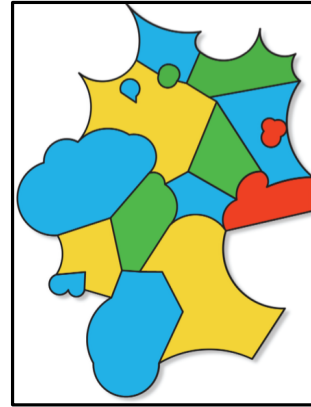
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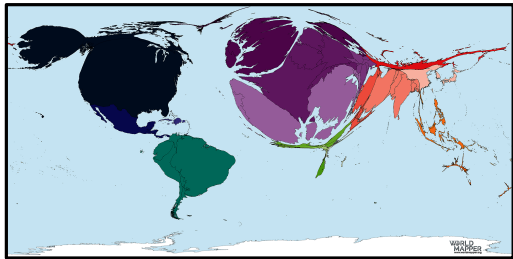


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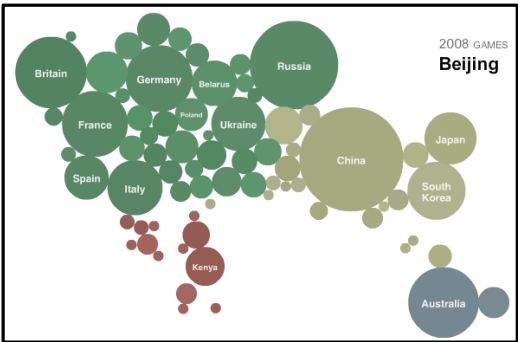


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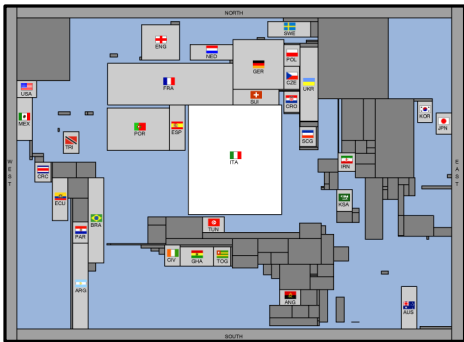
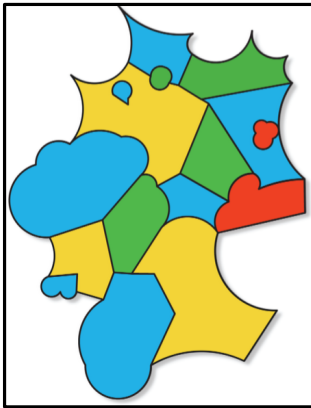
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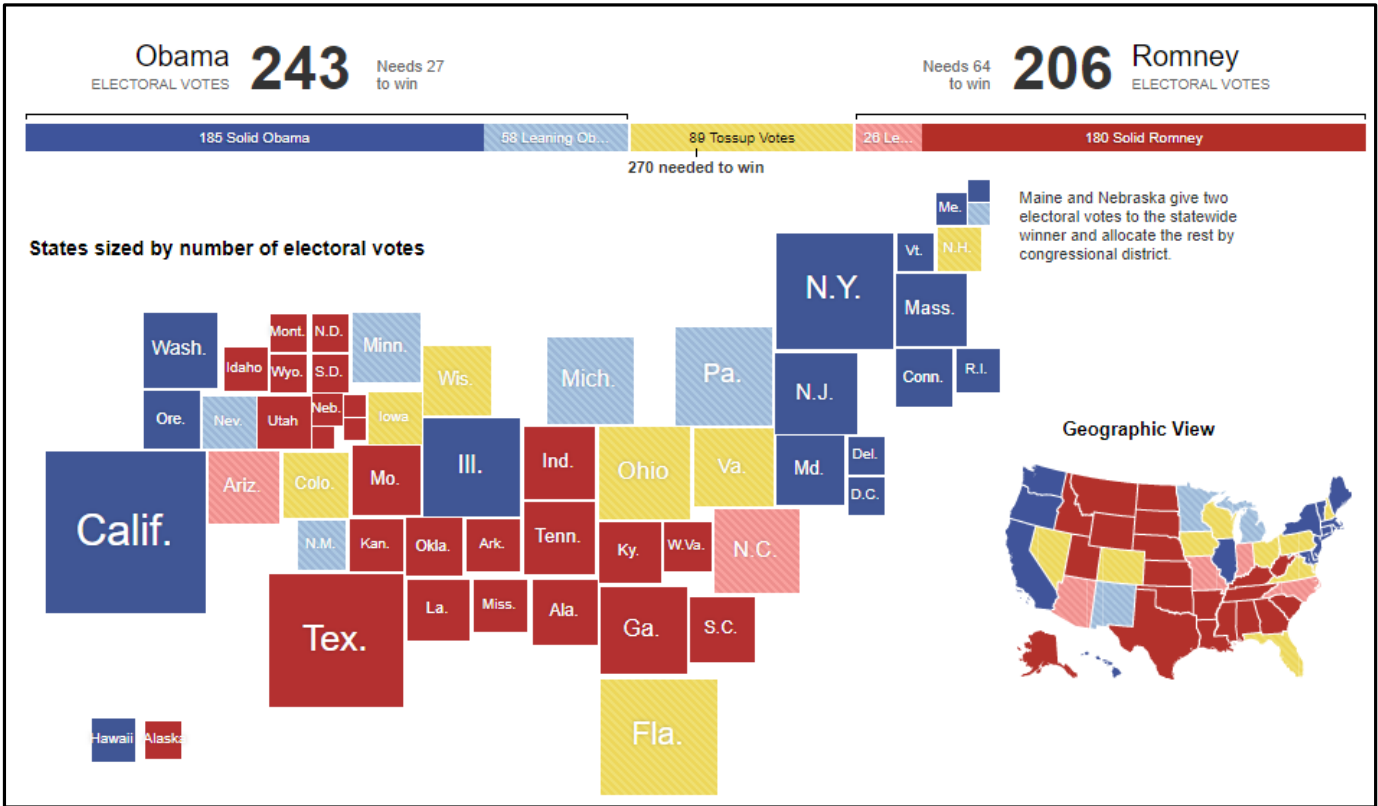
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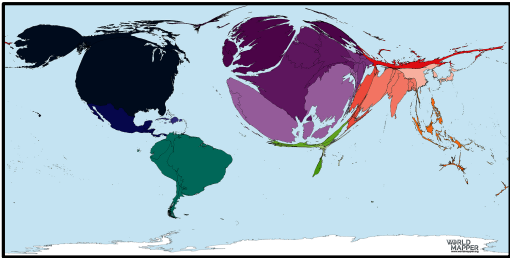
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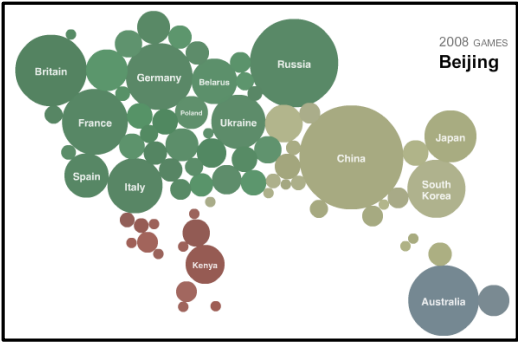
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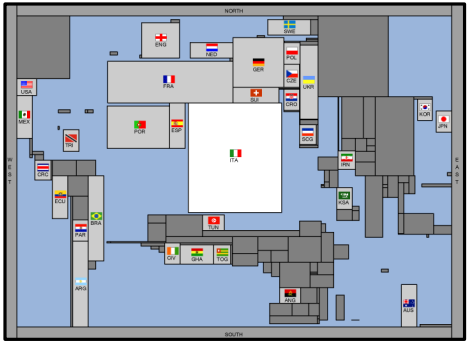
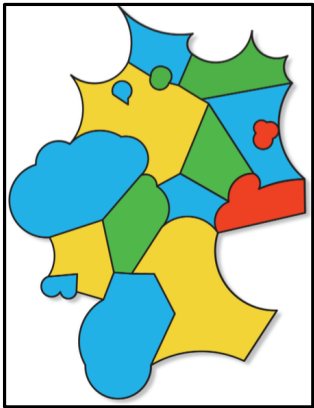
Cartograms



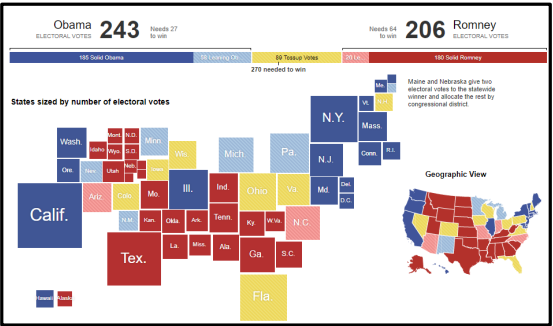
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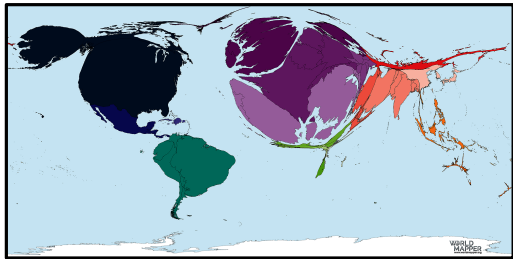


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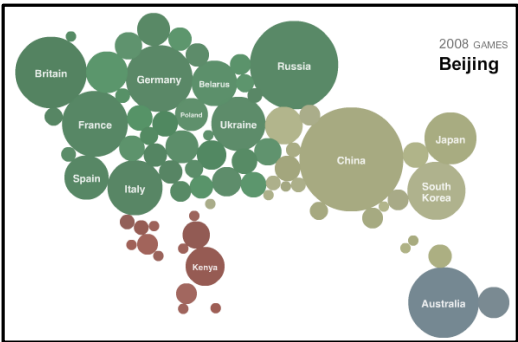


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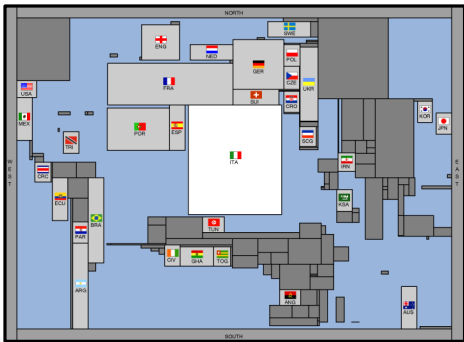
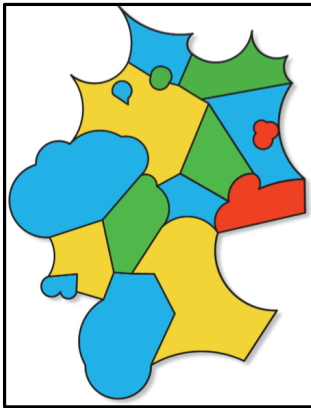
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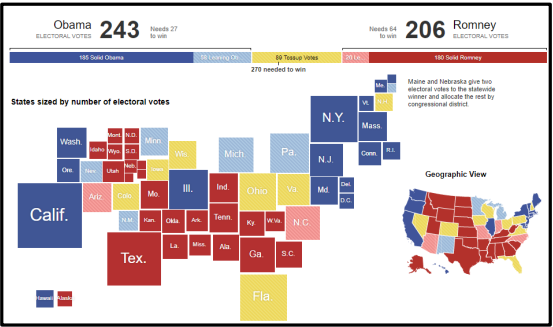
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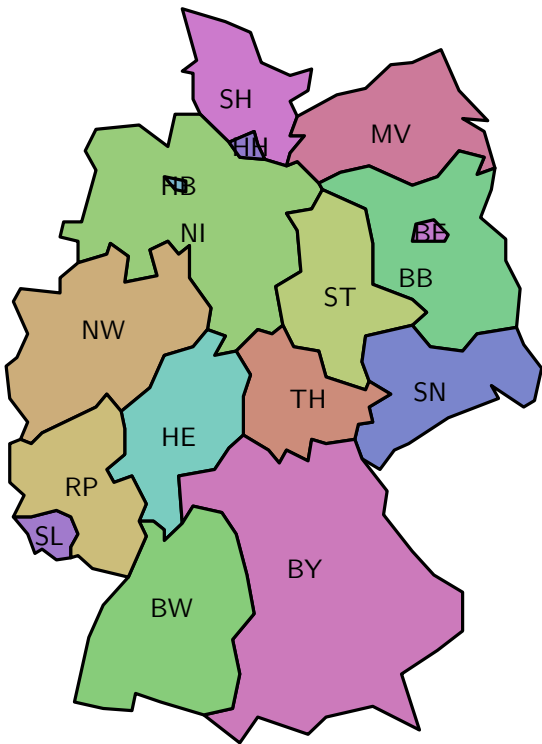
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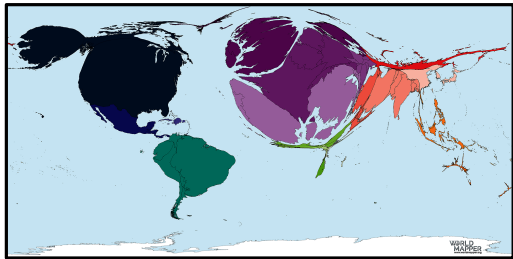
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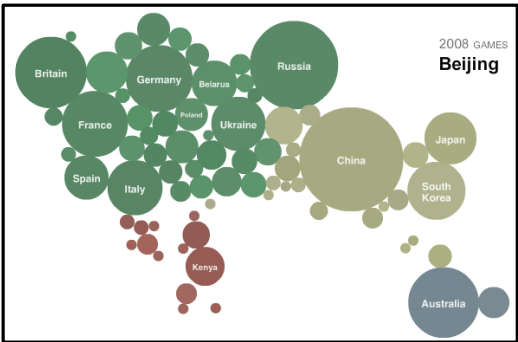
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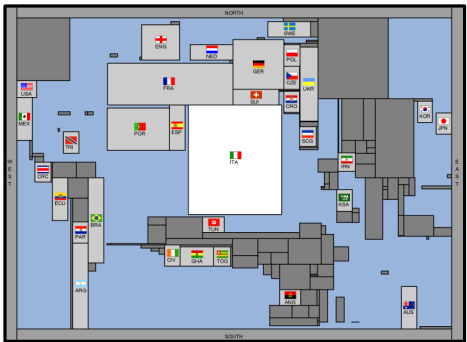
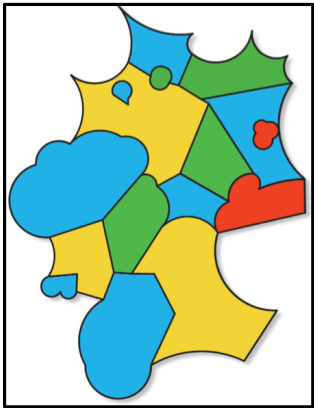
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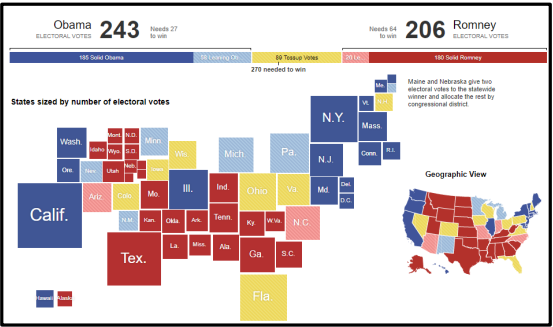
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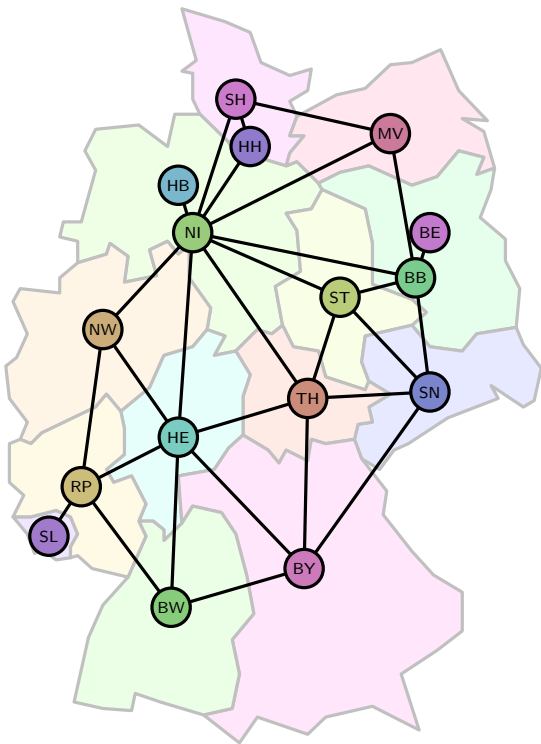
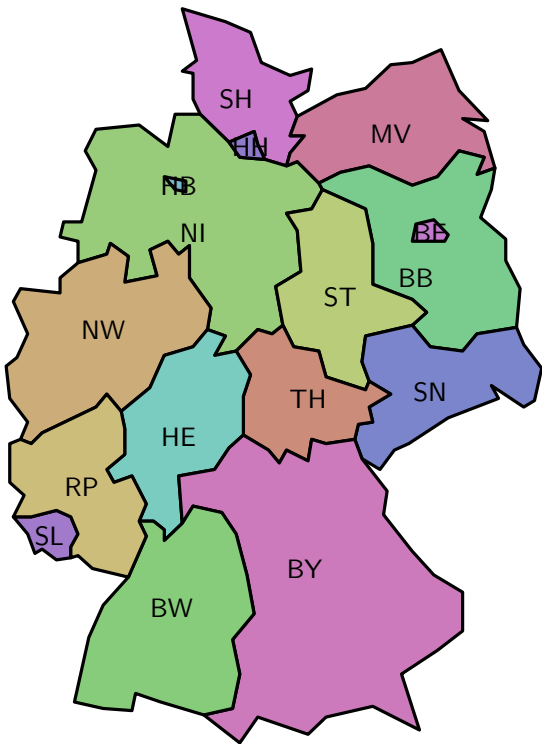
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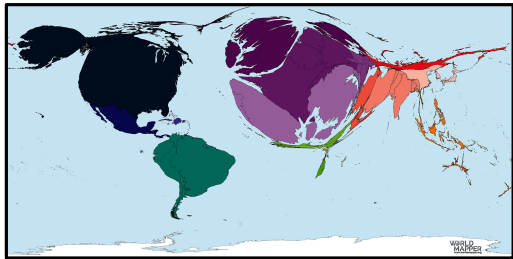
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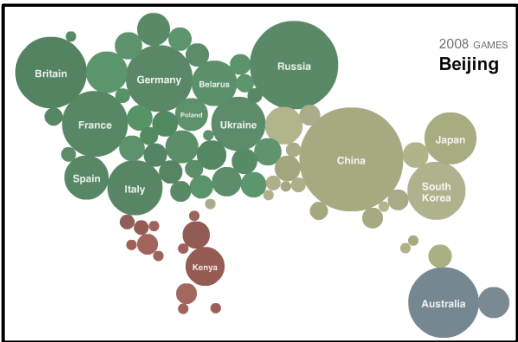
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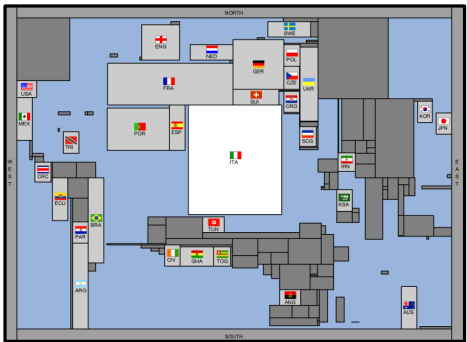
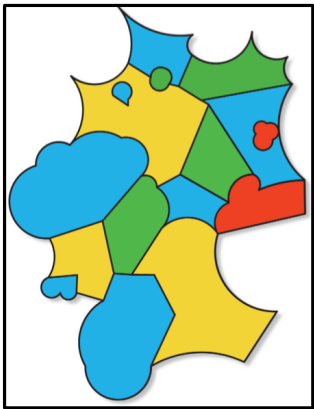
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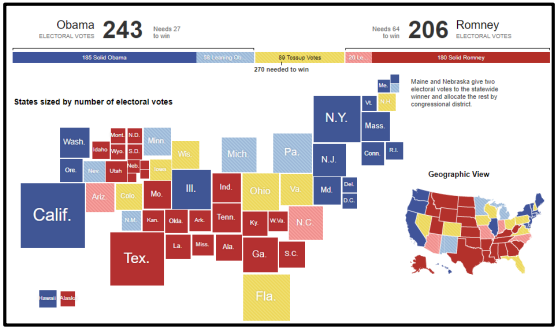
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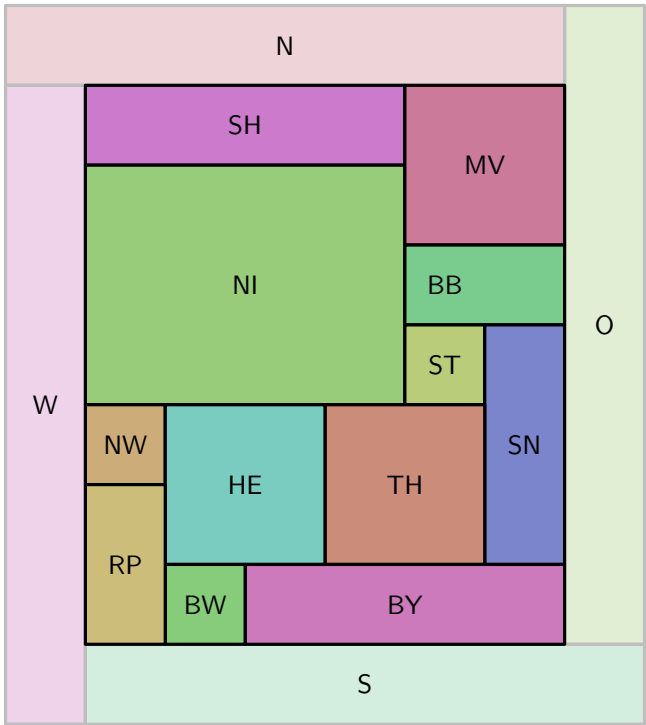
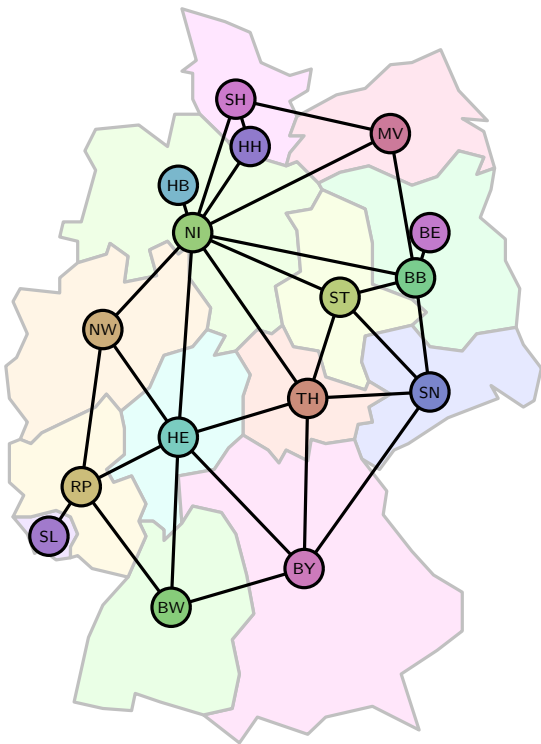
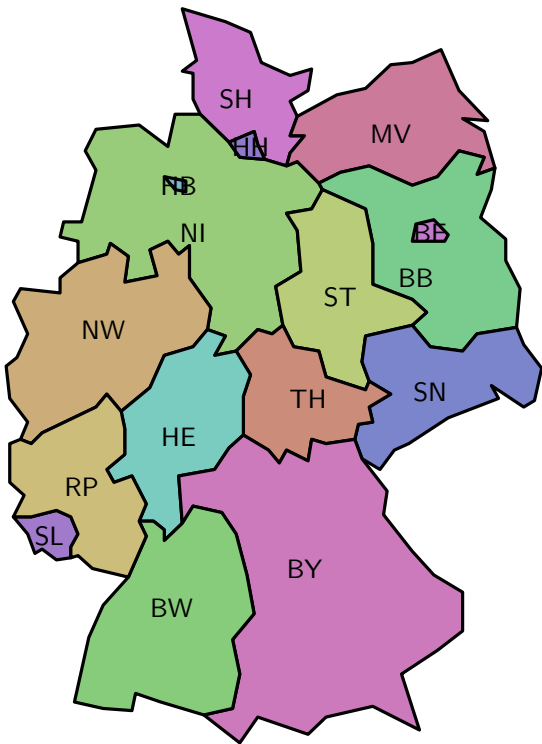
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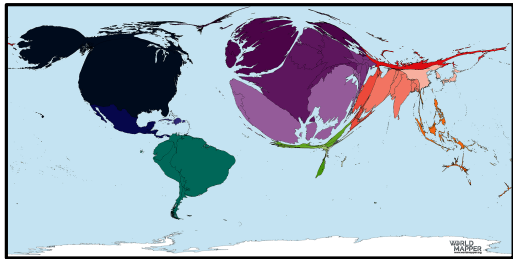
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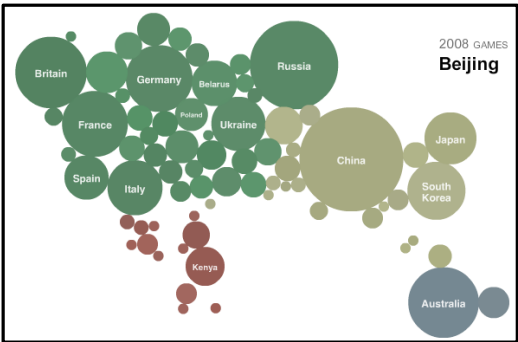
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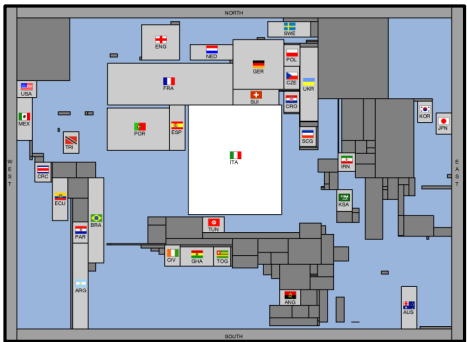
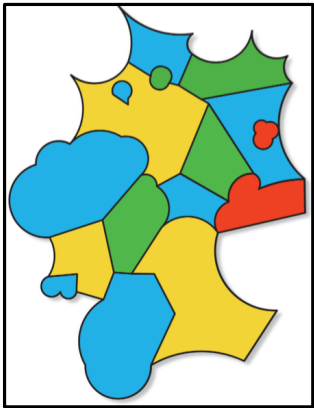
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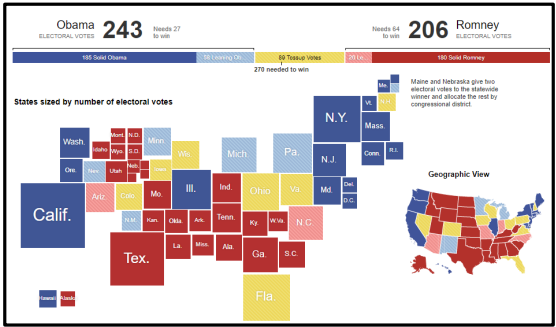
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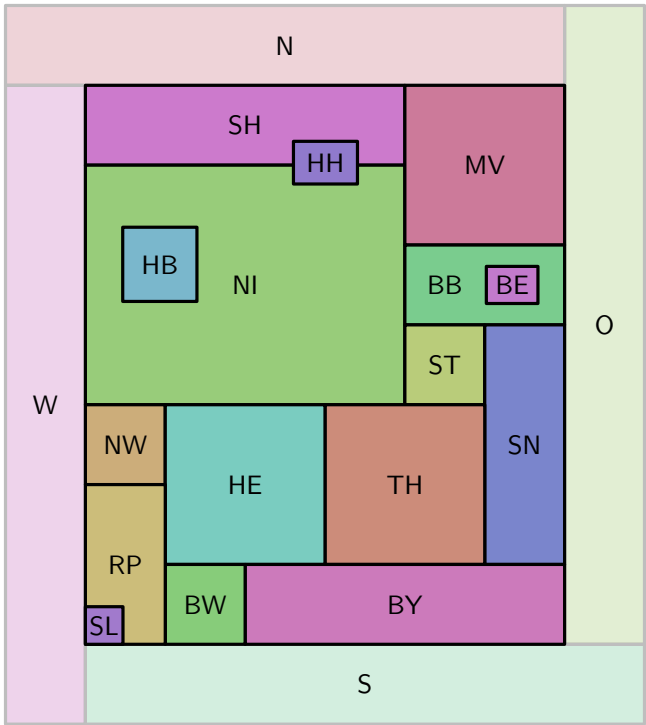
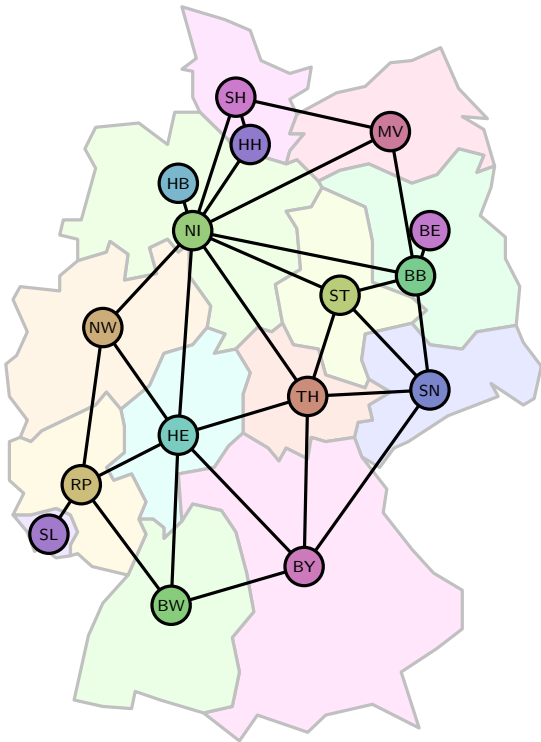
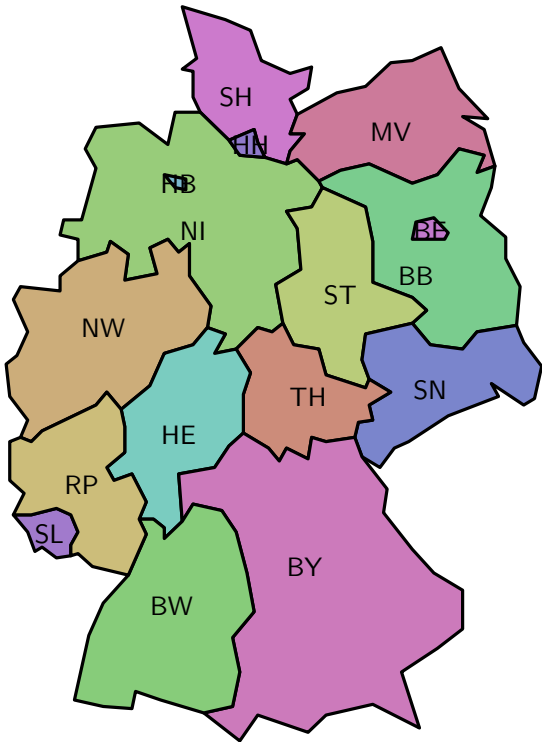
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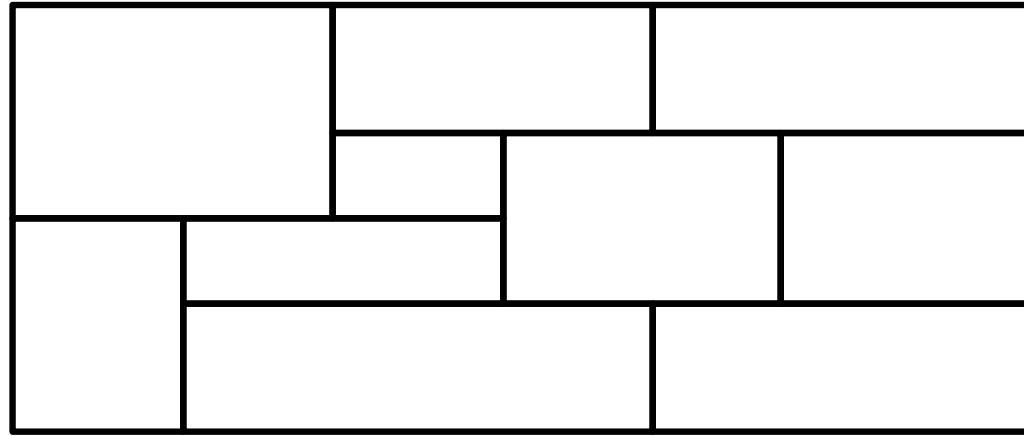
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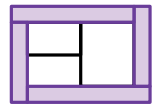
Rectangular Dual



Rectangular Dual

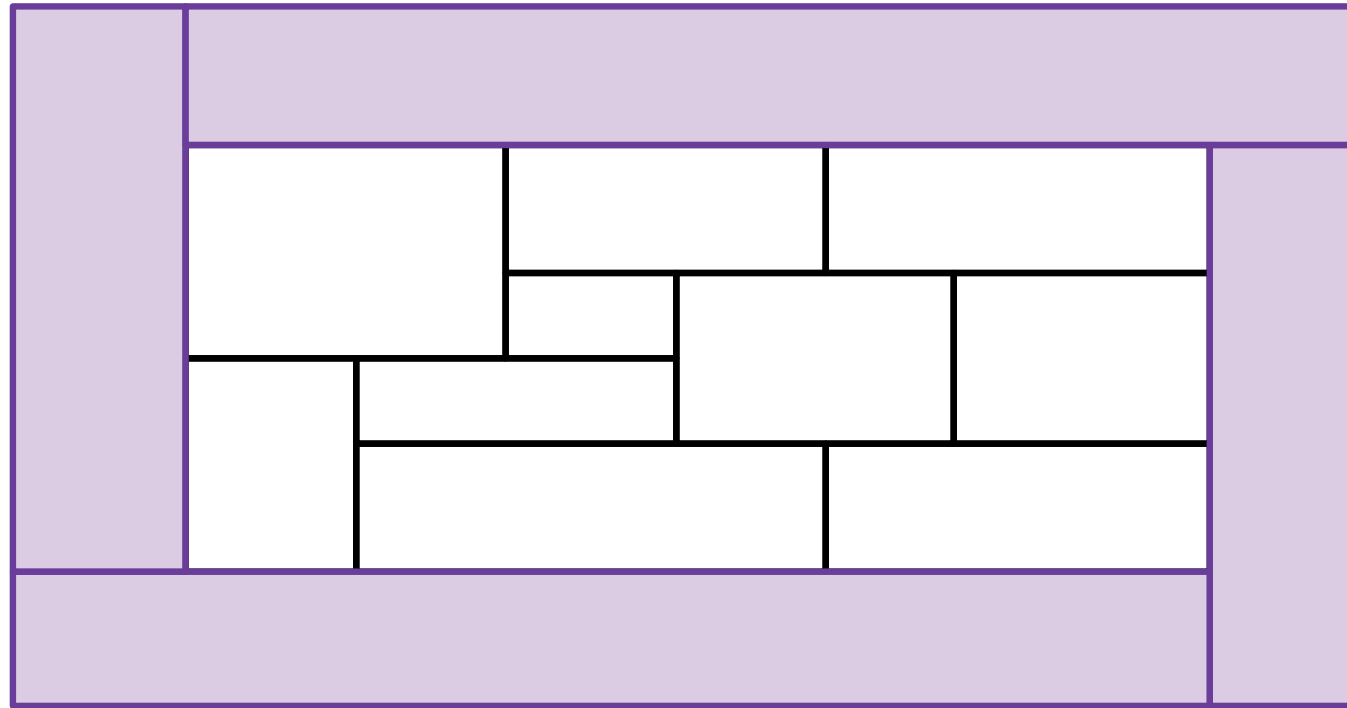


Rectangular Dual

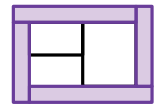


RD

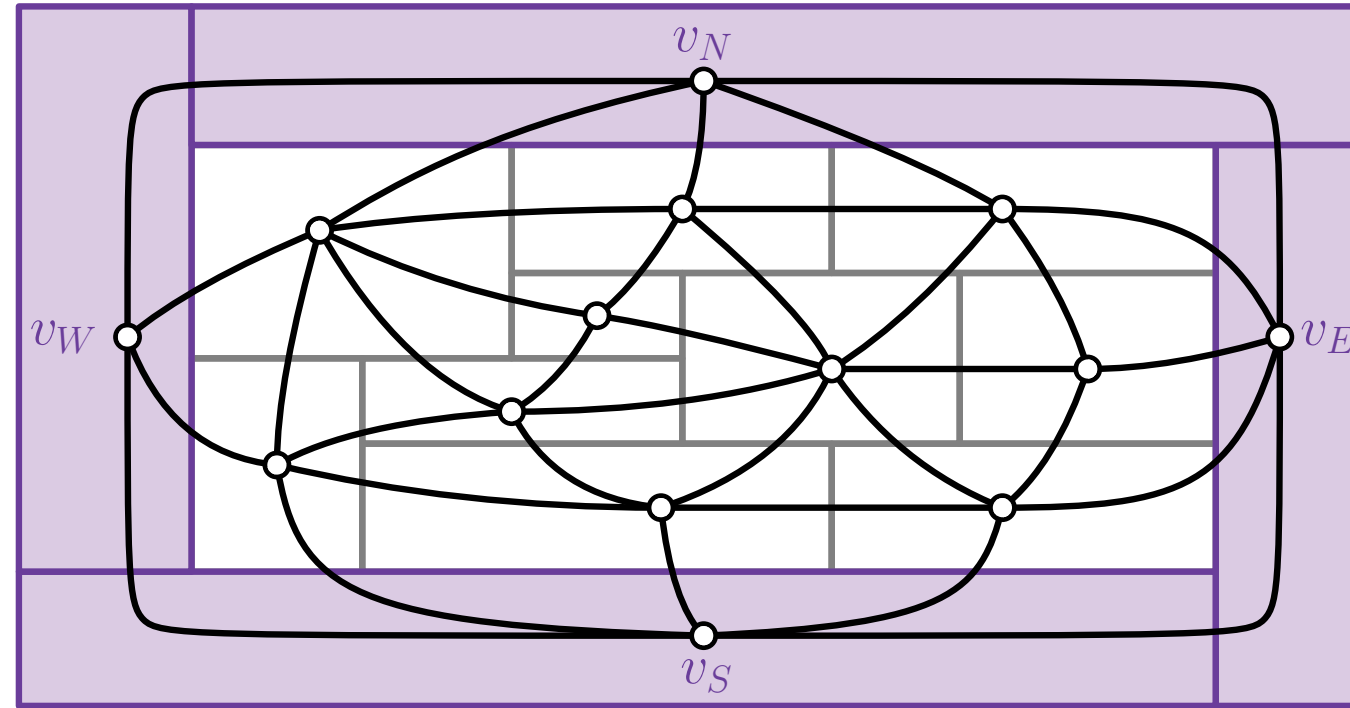
Rectangular Dual \mathcal{R}



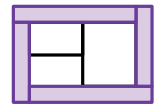
Rectangular Dual



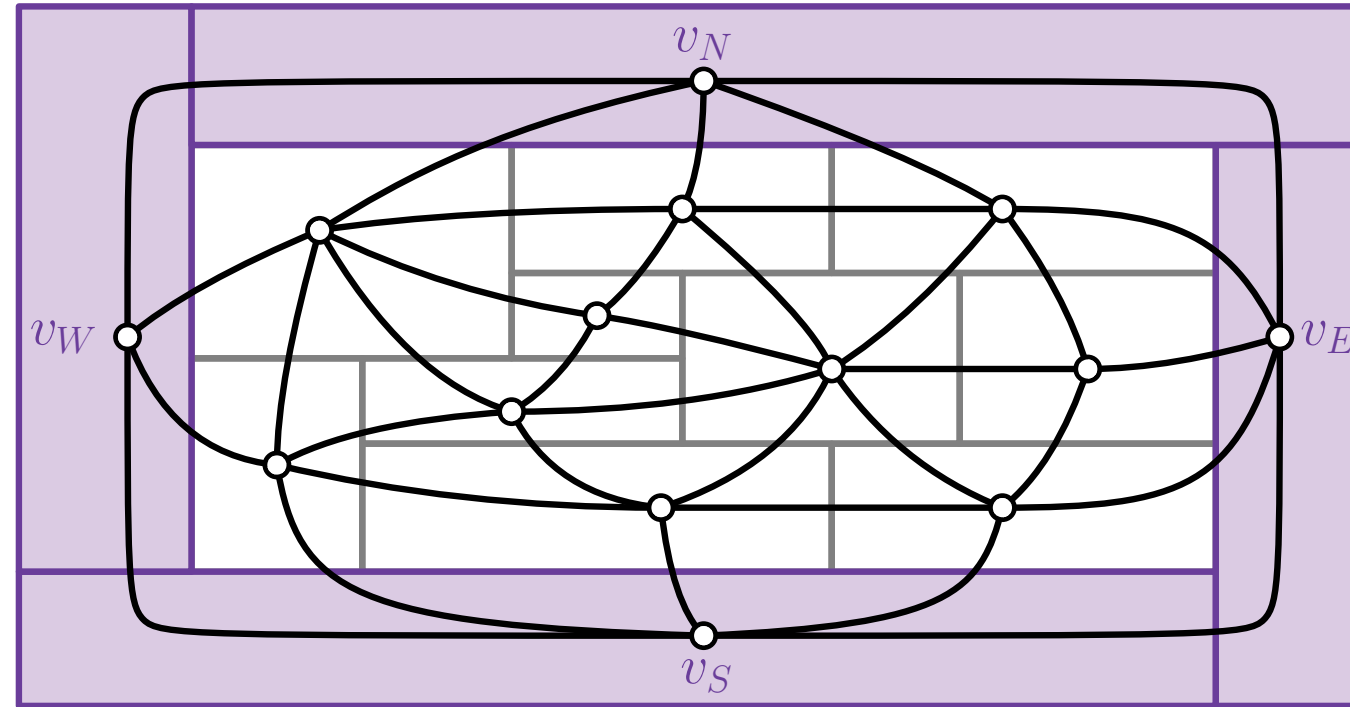
RD

Rectangular Dual \mathcal{R} 

Rectangular Dual

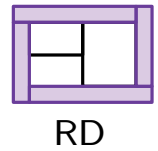


RD

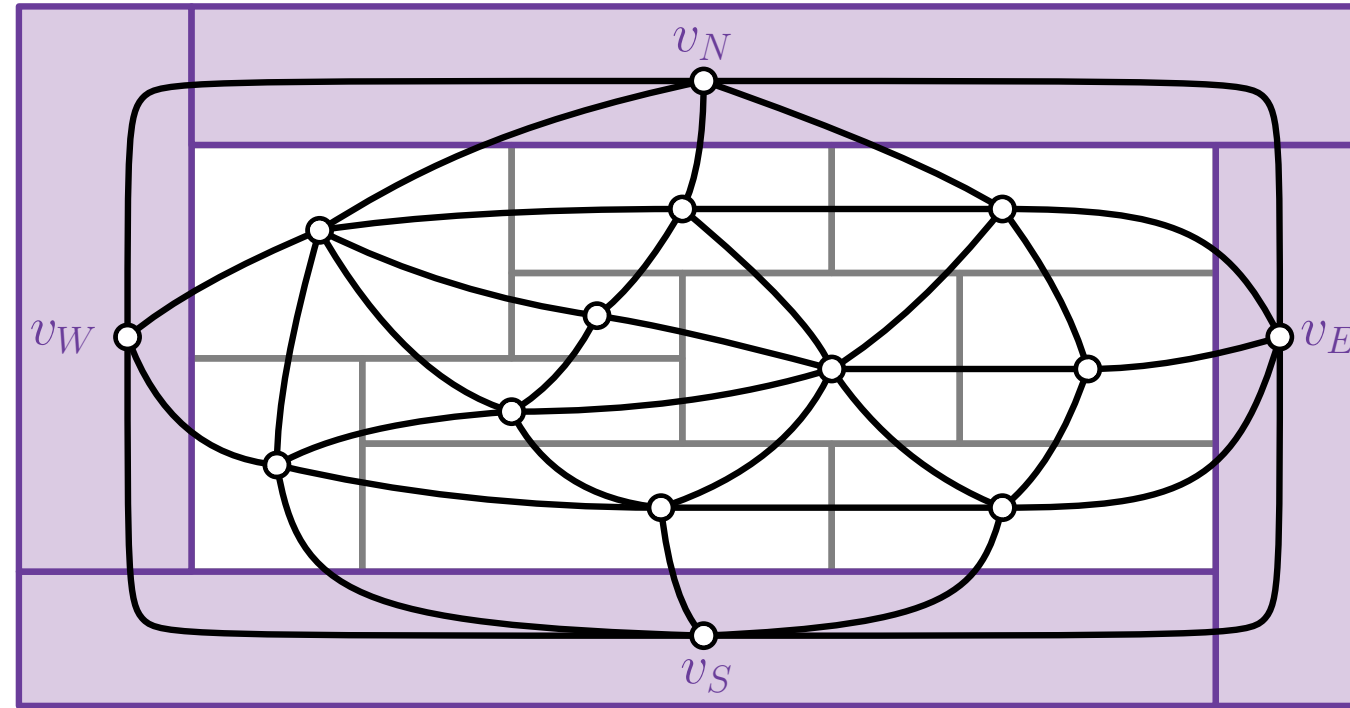
Rectangular Dual \mathcal{R} 

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

Rectangular Dual

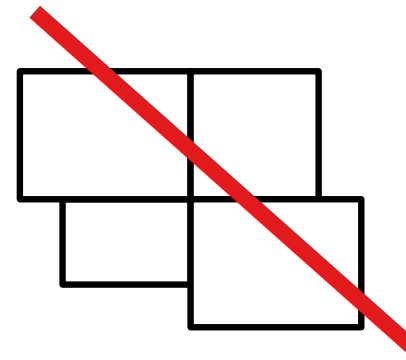


Rectangular Dual \mathcal{R}

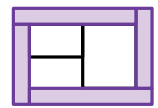


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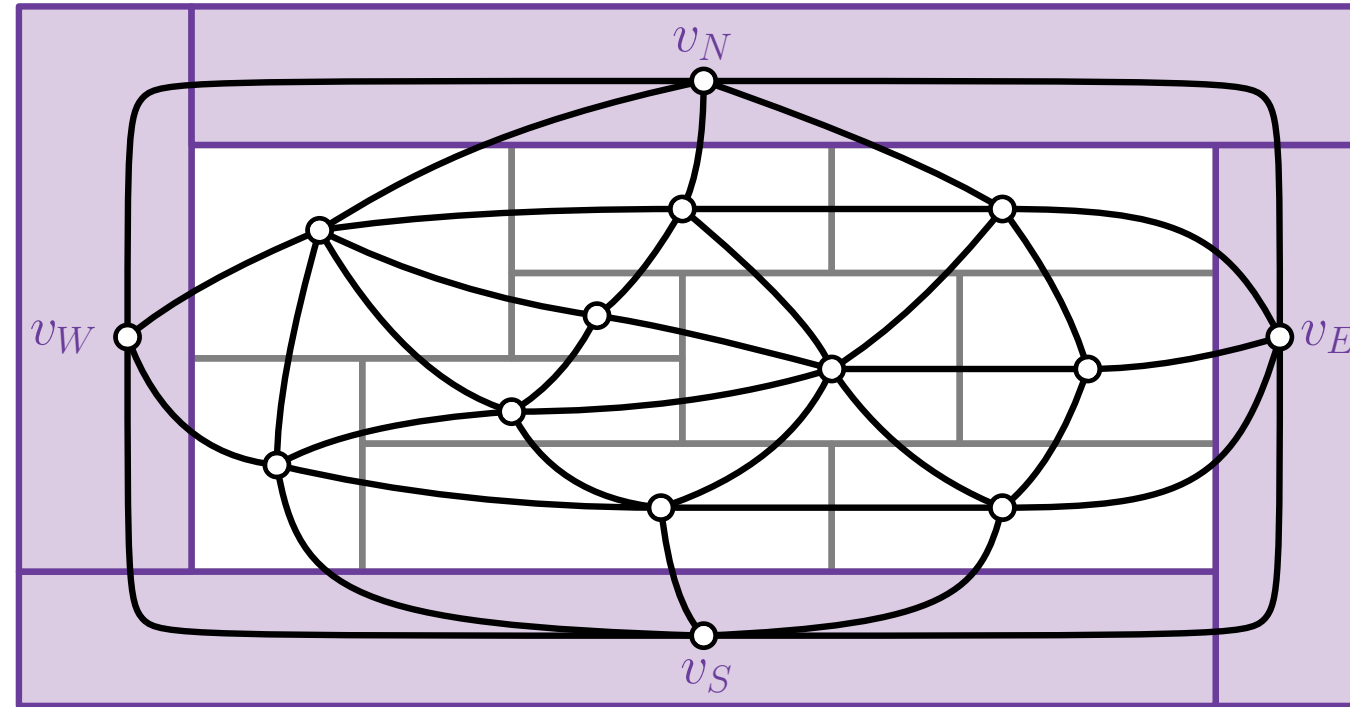
- no four rectangles share a point,



Rectangular Dual

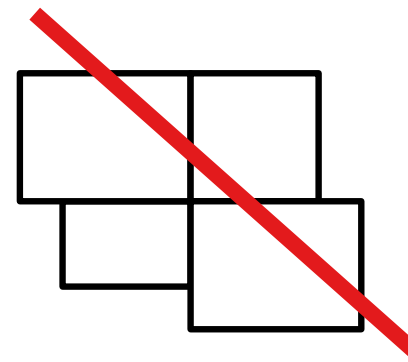


RD

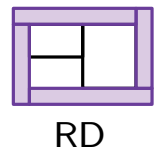
Rectangular Dual \mathcal{R} 

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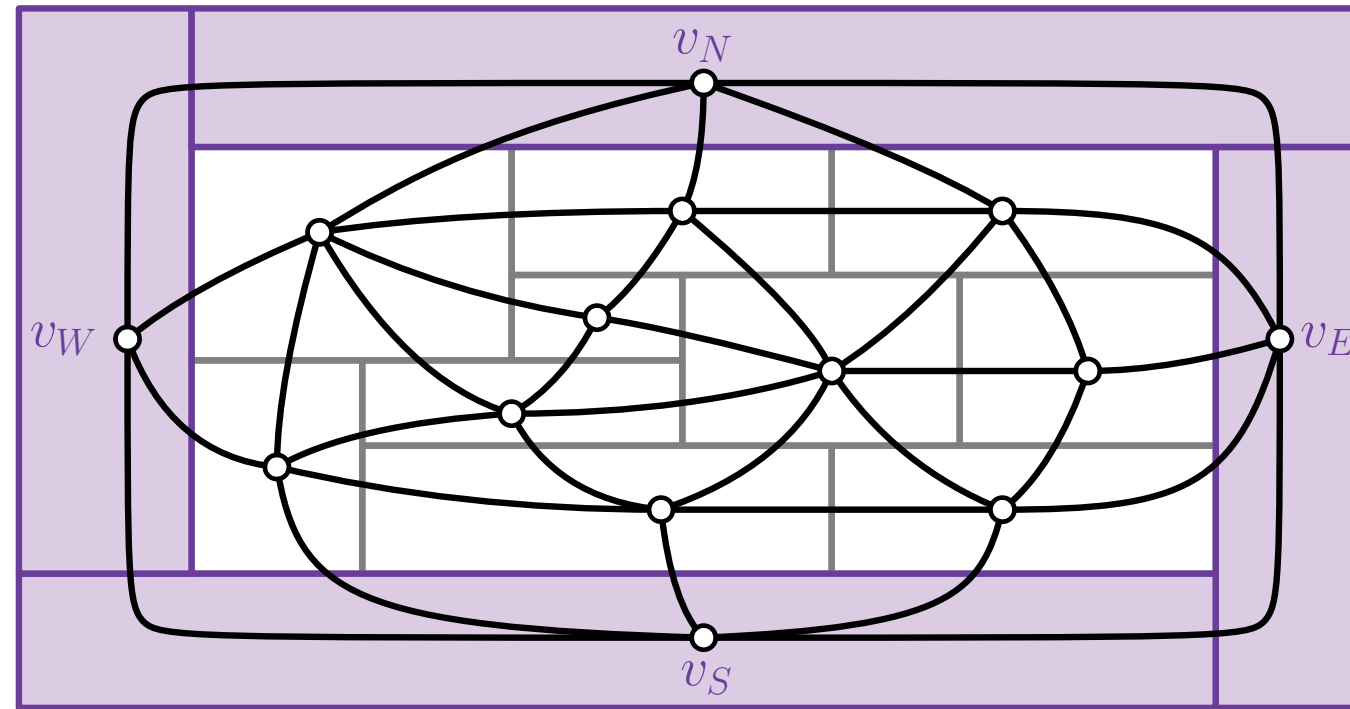
- no four rectangles share a point, and
- the union of all rectangles is a rectangle



Rectangular Dual

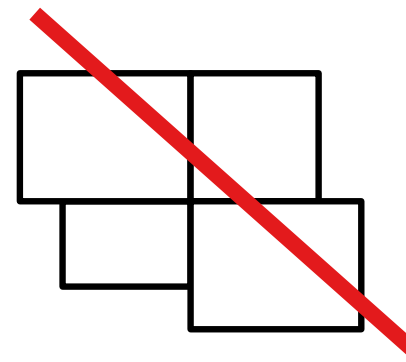


Rectangular Dual \mathcal{R}



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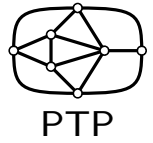


Theorem.

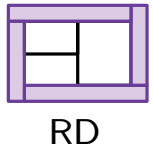
A graph G has a rectangular dual if and only if G is a PTP graph.

[Kozłowski, Kinnen '85]

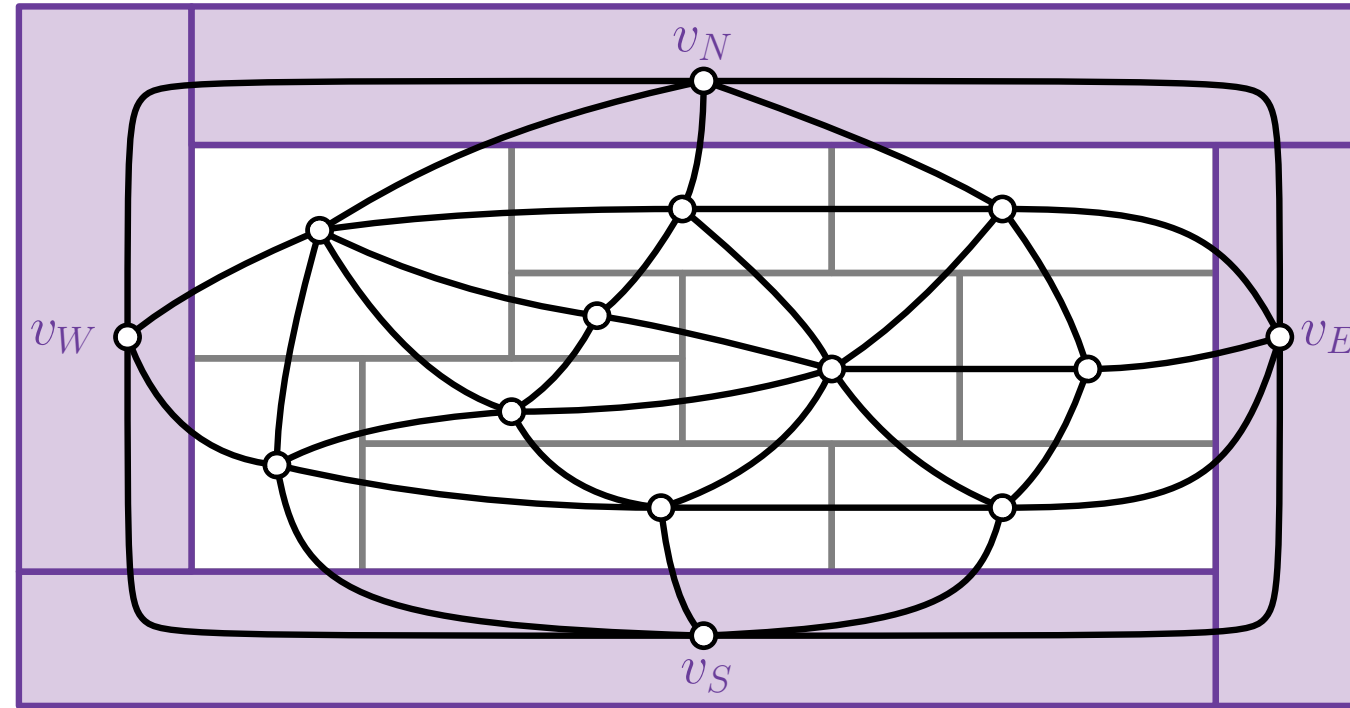
Rectangular Dual



Properly Triangulated
Planar Graph G

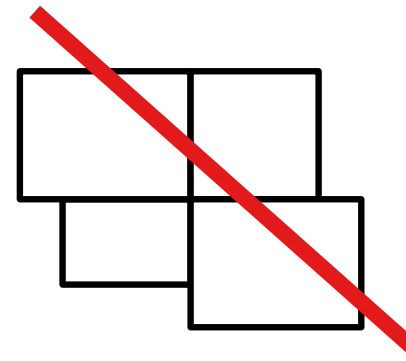


Rectangular Dual \mathcal{R}



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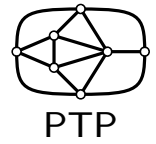


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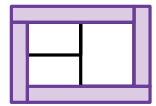
[Kozłmiński, Kinnen '85]

Rectangular Dual



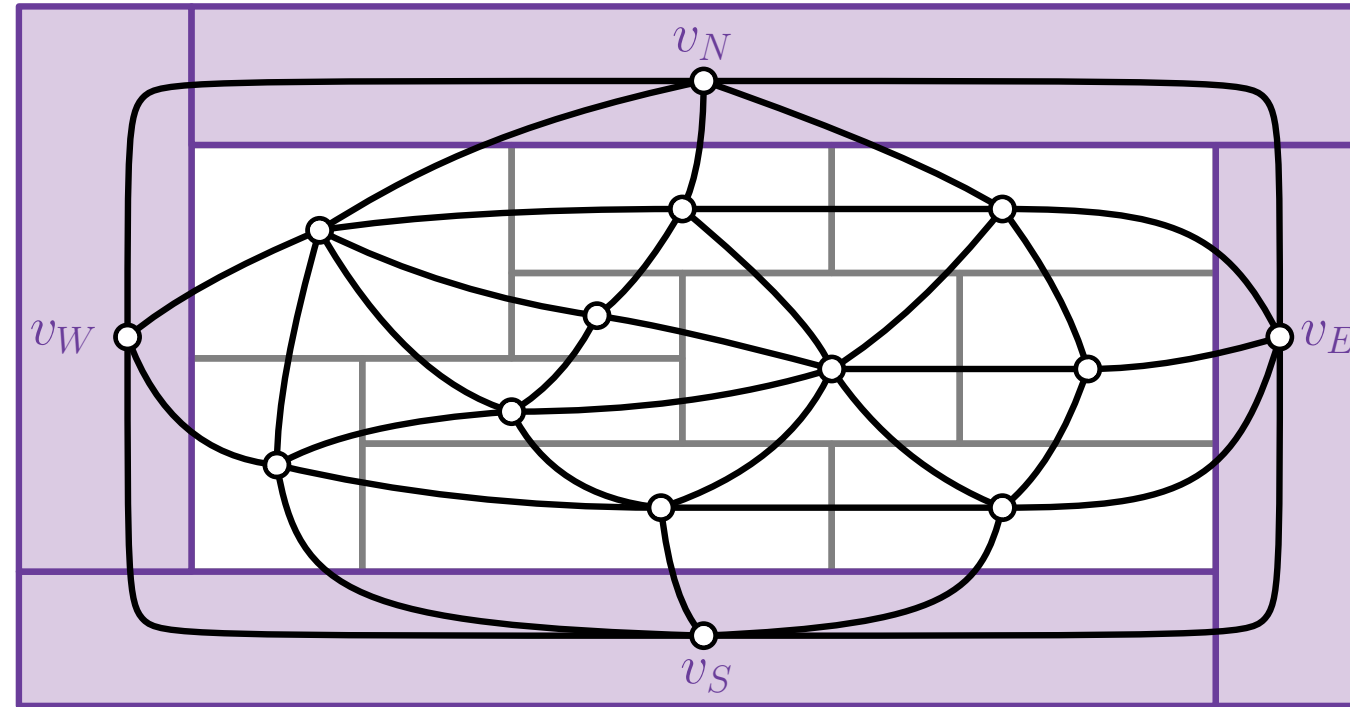
PTP

Properly Triangulated
Planar Graph G



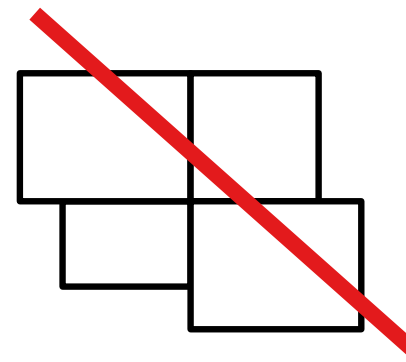
RD

Rectangular Dual \mathcal{R}



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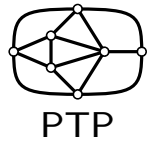


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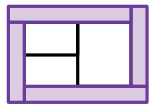
[Kozłowski, Kinnen '85]

Rectangular Dual



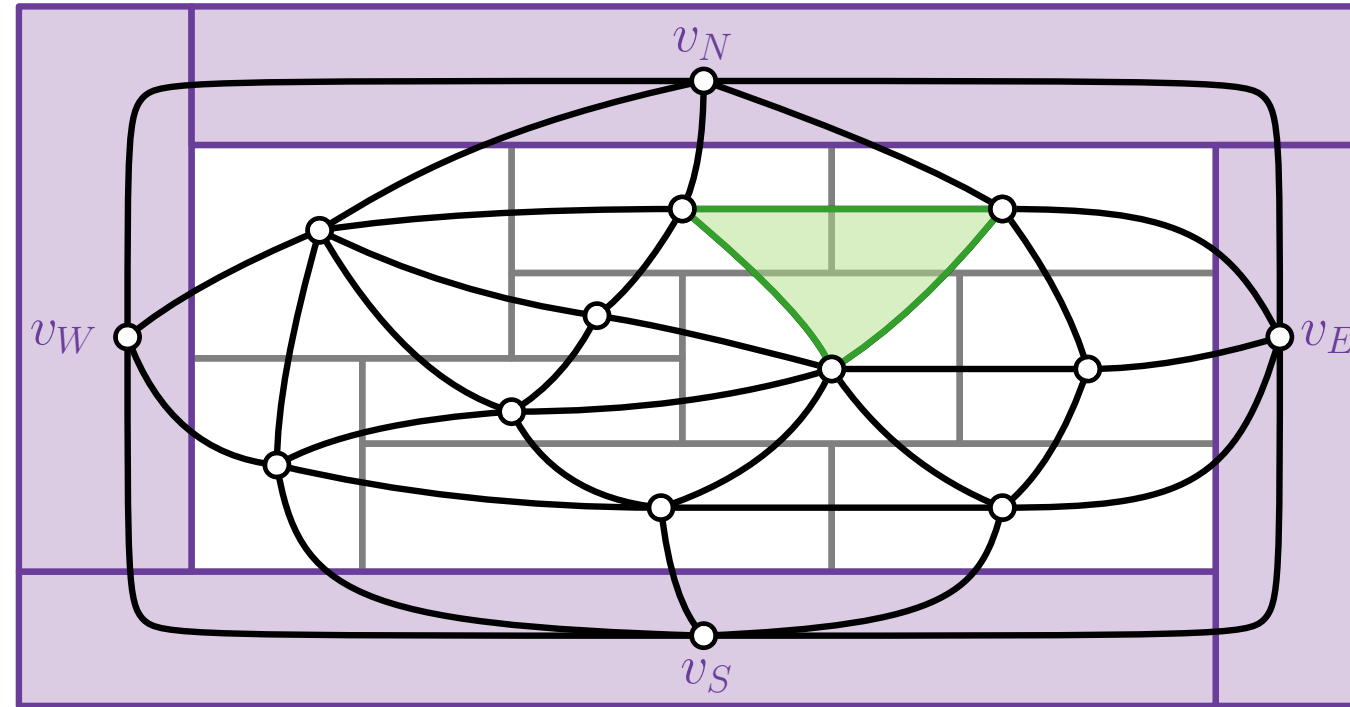
PTP

Properly **Triangulated**
Planar Graph G



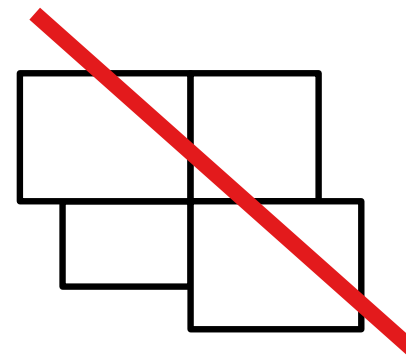
RD

Rectangular Dual \mathcal{R}



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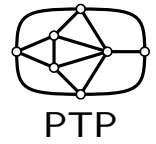


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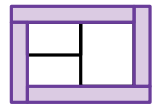
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Rectangular Dual



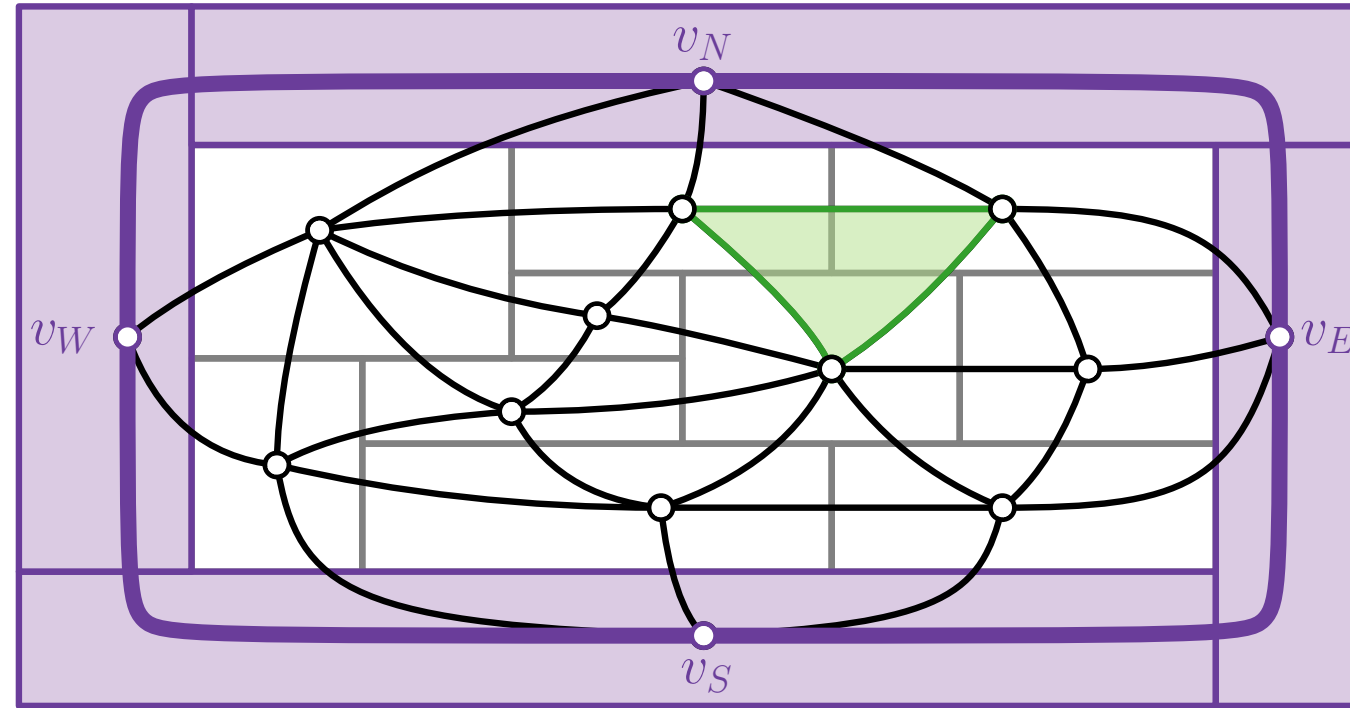
PTP

Properly Triangulated
Planar Graph G



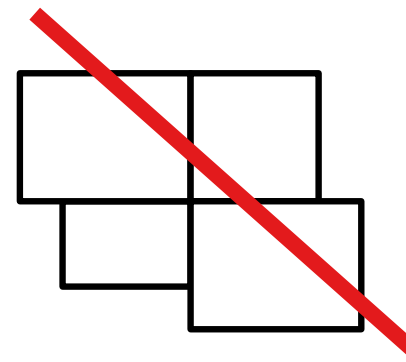
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Rectangular Dual \mathcal{R}



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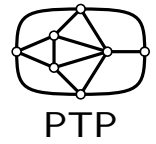


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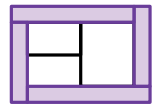
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Rectangular Dual



PTP

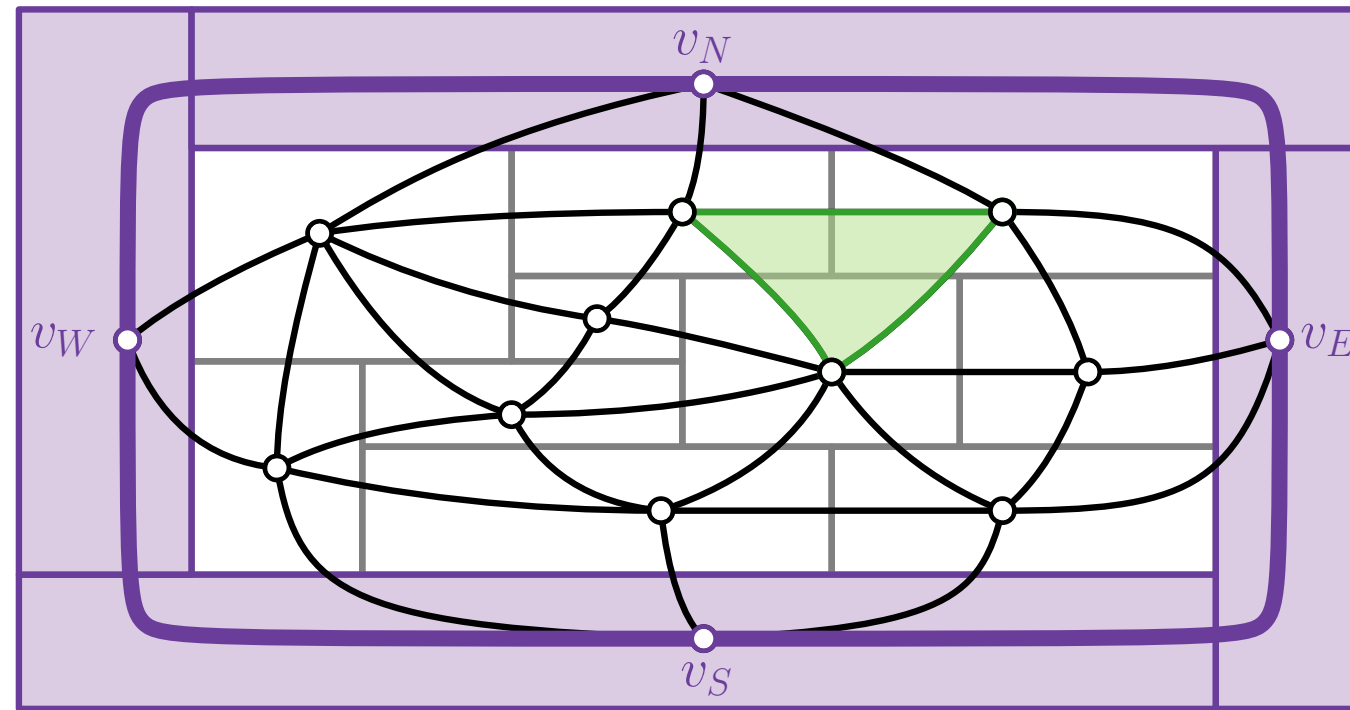
Properly Triangulated
Planar Graph G



RD

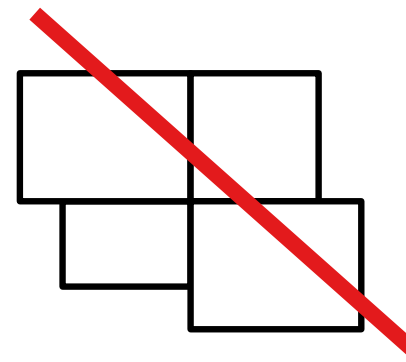
Rectangular Dual \mathcal{R}

Exactly four vertices on the outer face.



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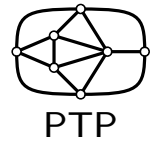


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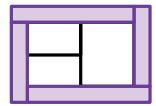
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PTP

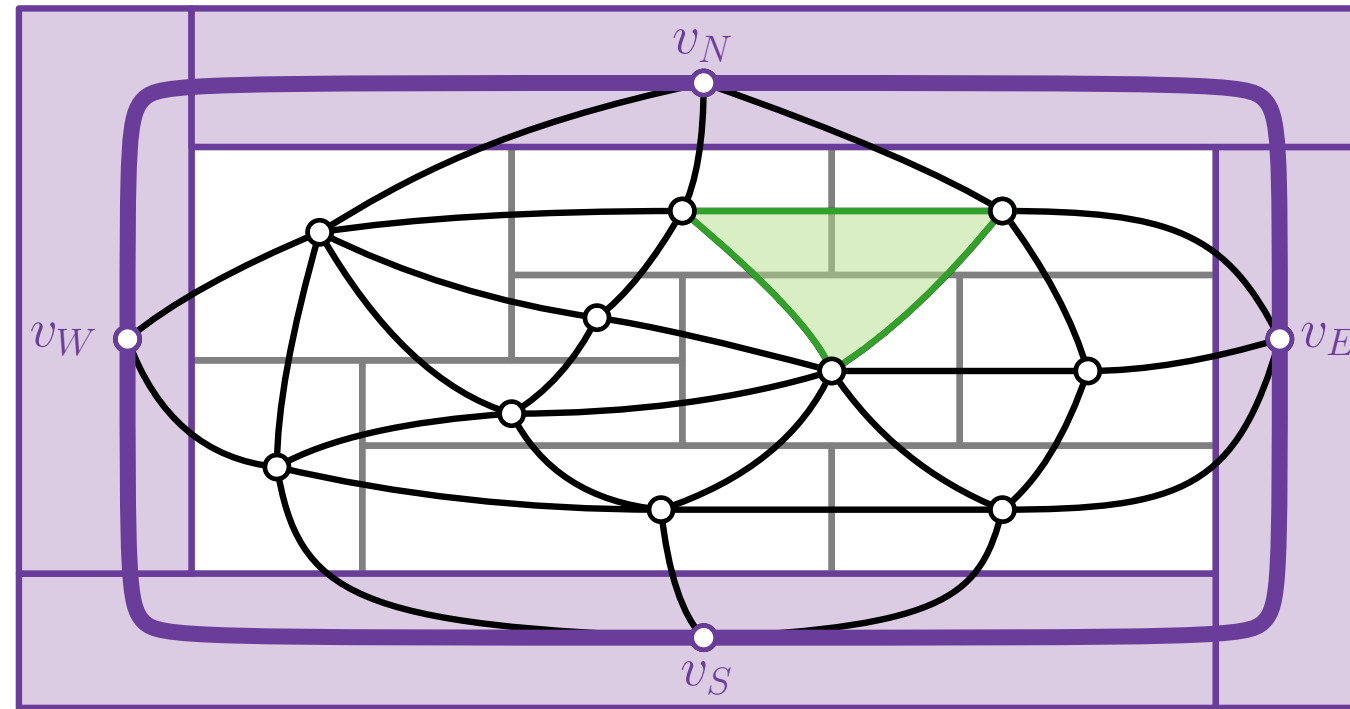
Properly Triangulated
Planar Graph G



RD

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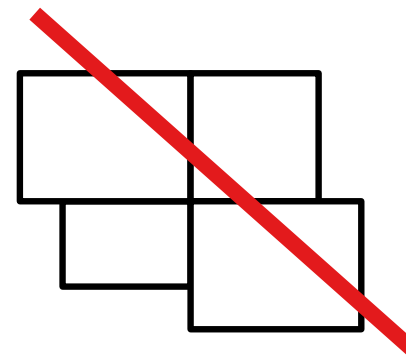
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No separating triangle!

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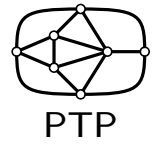


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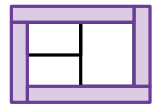
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Rectangular Dual



PTP

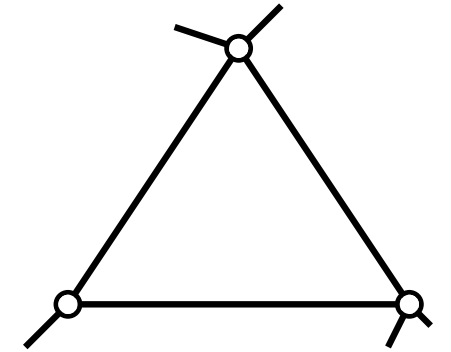
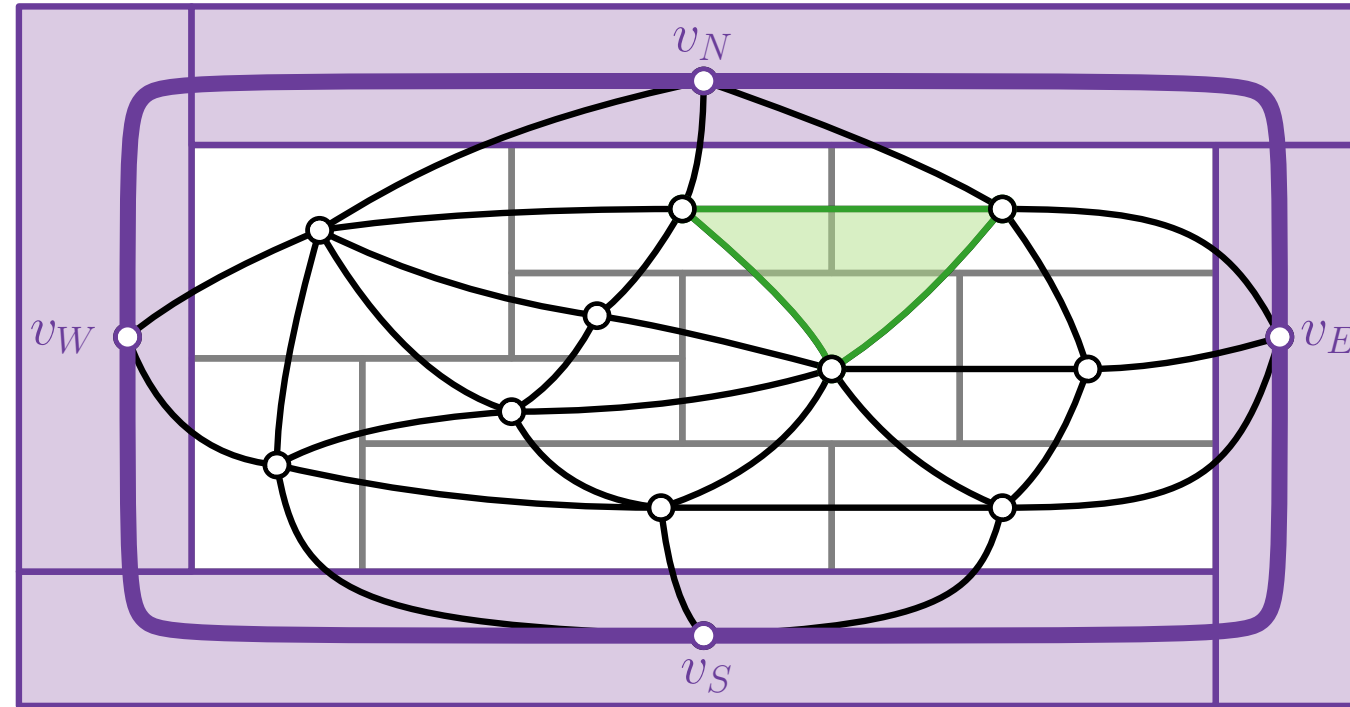
Properly Triangulated
Planar Graph G



RD

Rectangular Dual \mathcal{R}

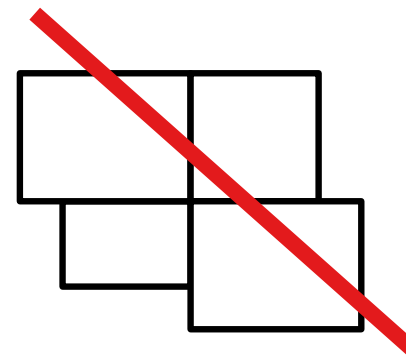
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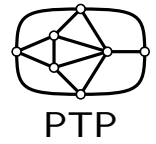


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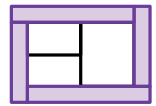
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Rectangular Dual



PTP

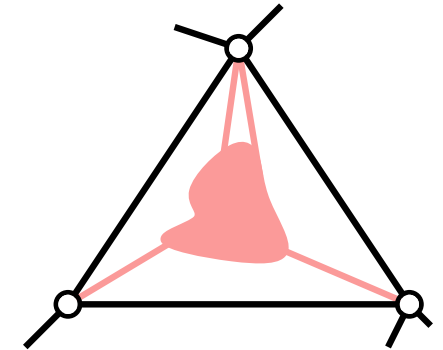
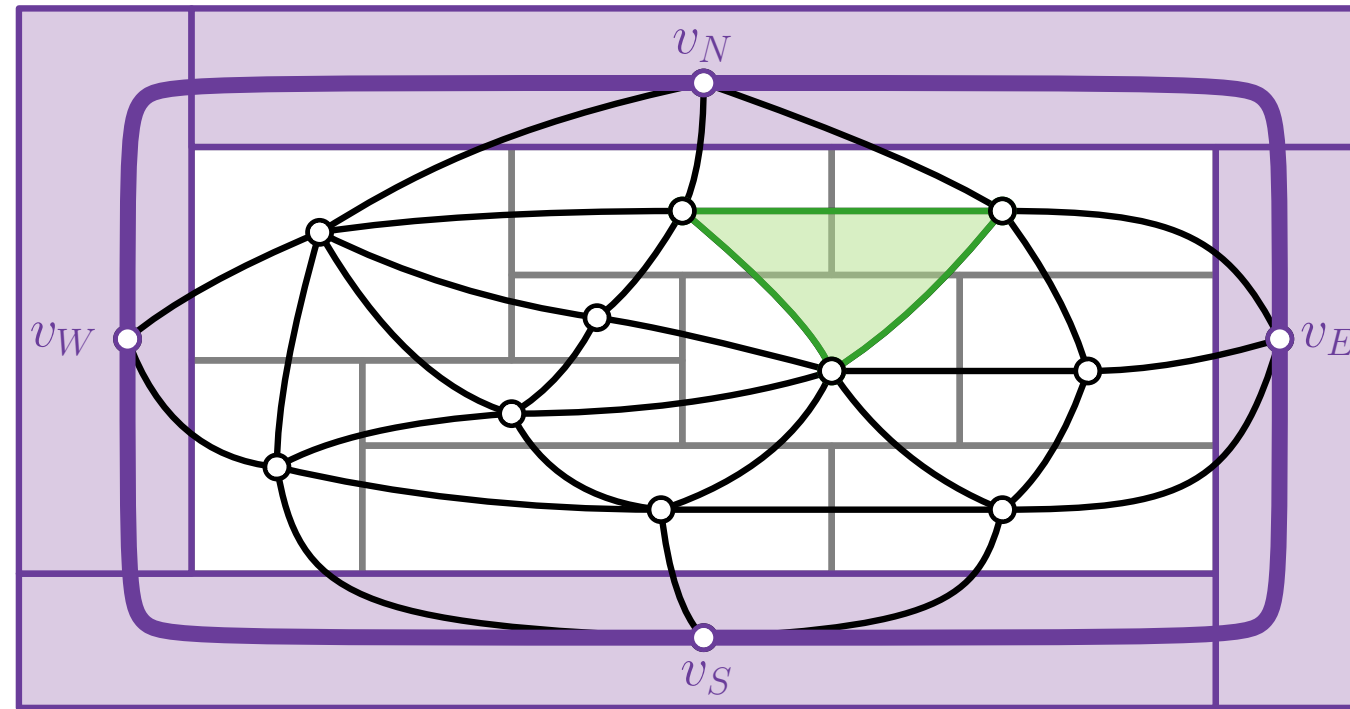
Properly Triangulated
Planar Graph G



RD

Rectangular Dual \mathcal{R}

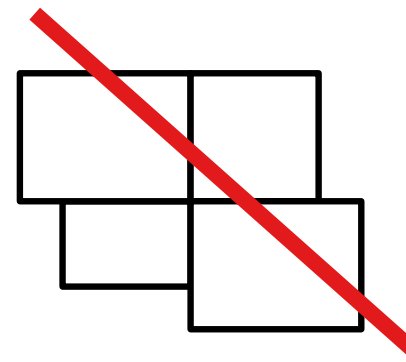
Exactly four vertices on the outer face.



No separating
triangle!

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

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

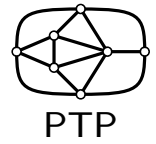


Theorem.

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

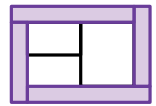
[Kozłowski, Kinnen '85]

Rectangular Dual



PTP

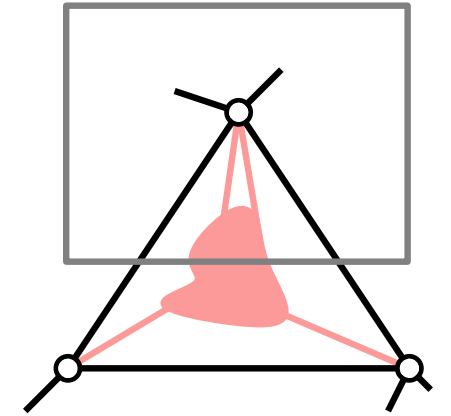
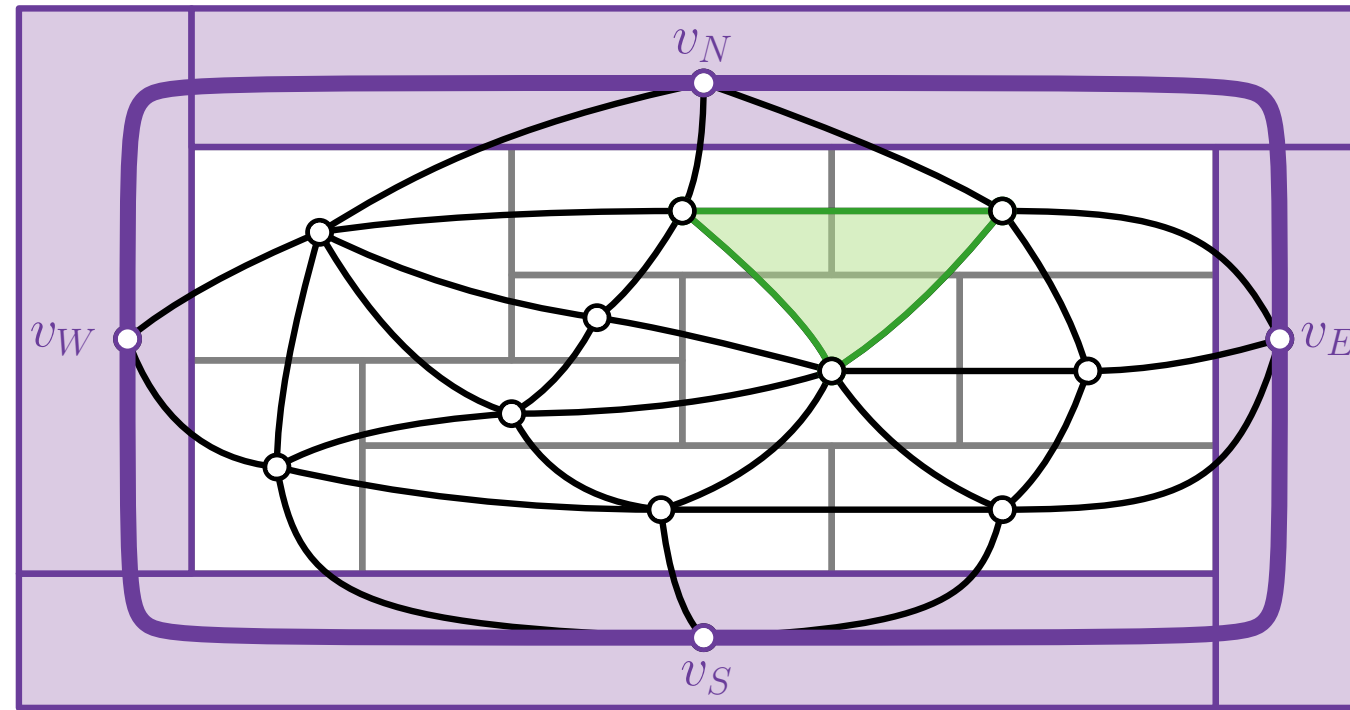
Properly Triangulated
Planar Graph G



RD

Rectangular Dual \mathcal{R}

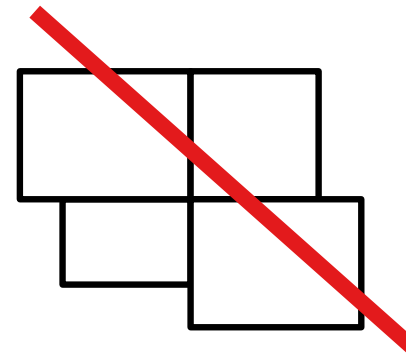
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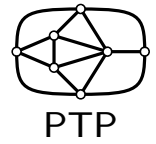


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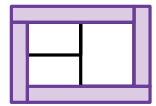
[Koźmiński, Kinnen '85]

Rectangular Dual



PTP

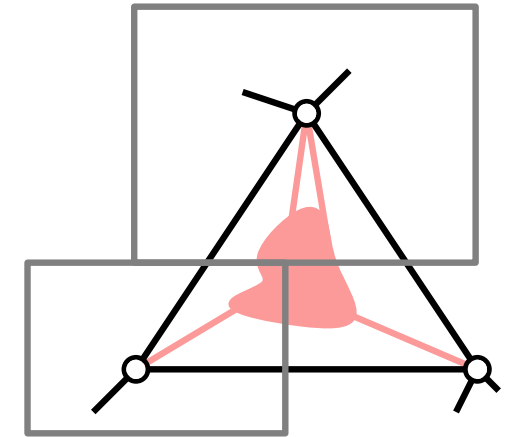
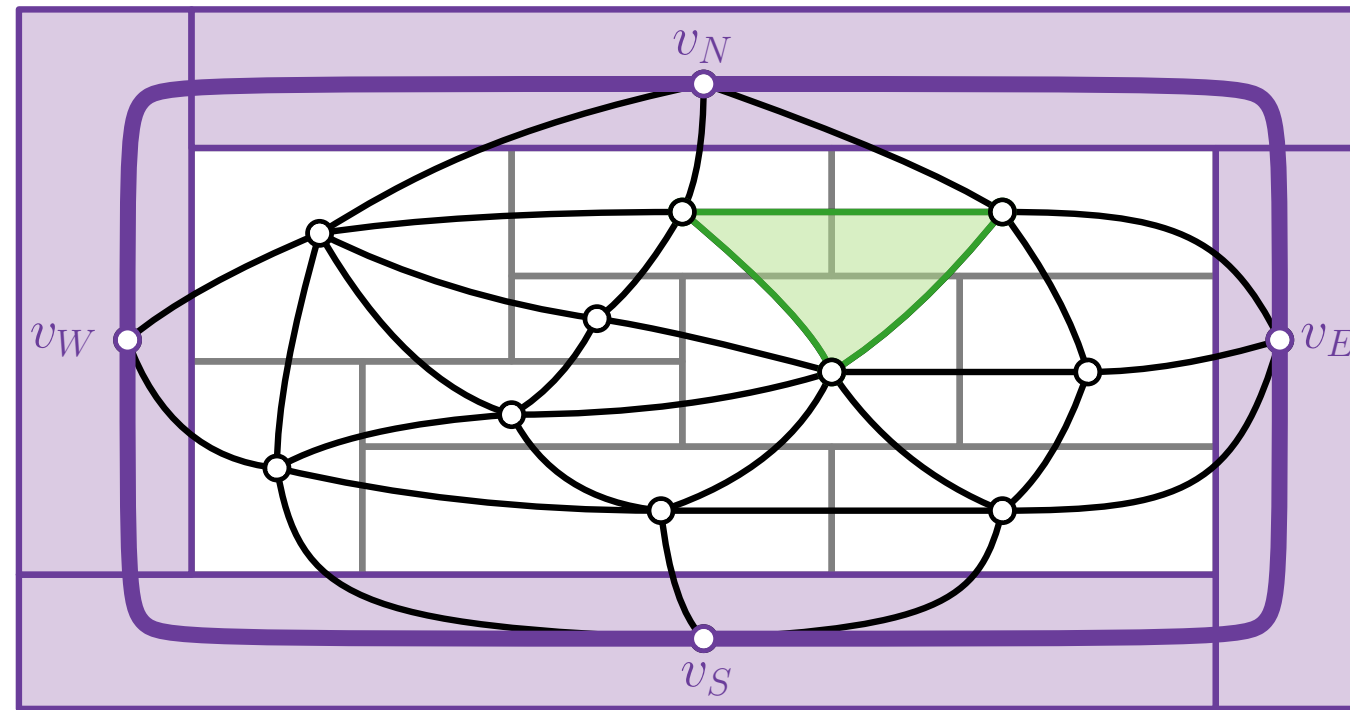
Properly Triangulated
Planar Graph G



RD

Rectangular Dual \mathcal{R}

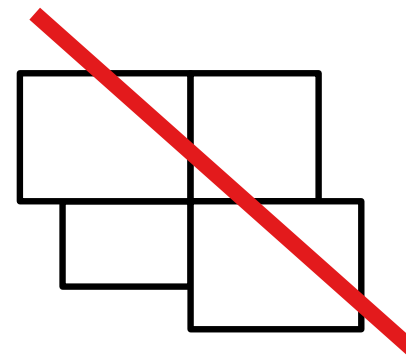
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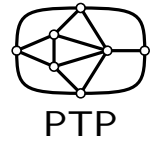


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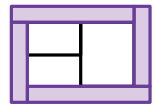
[Koźmiński, Kinnen '85]

Rectangular Dual



PTP

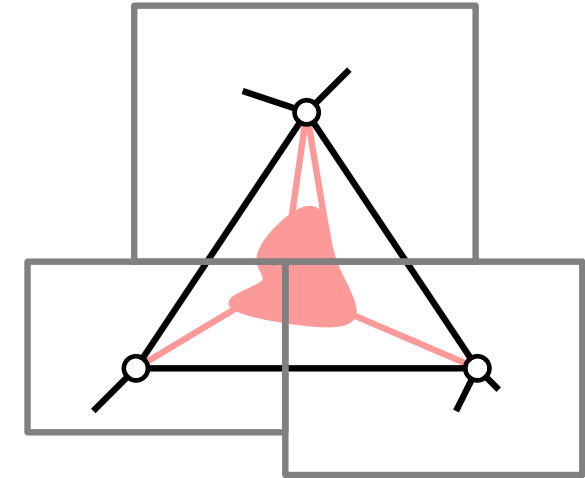
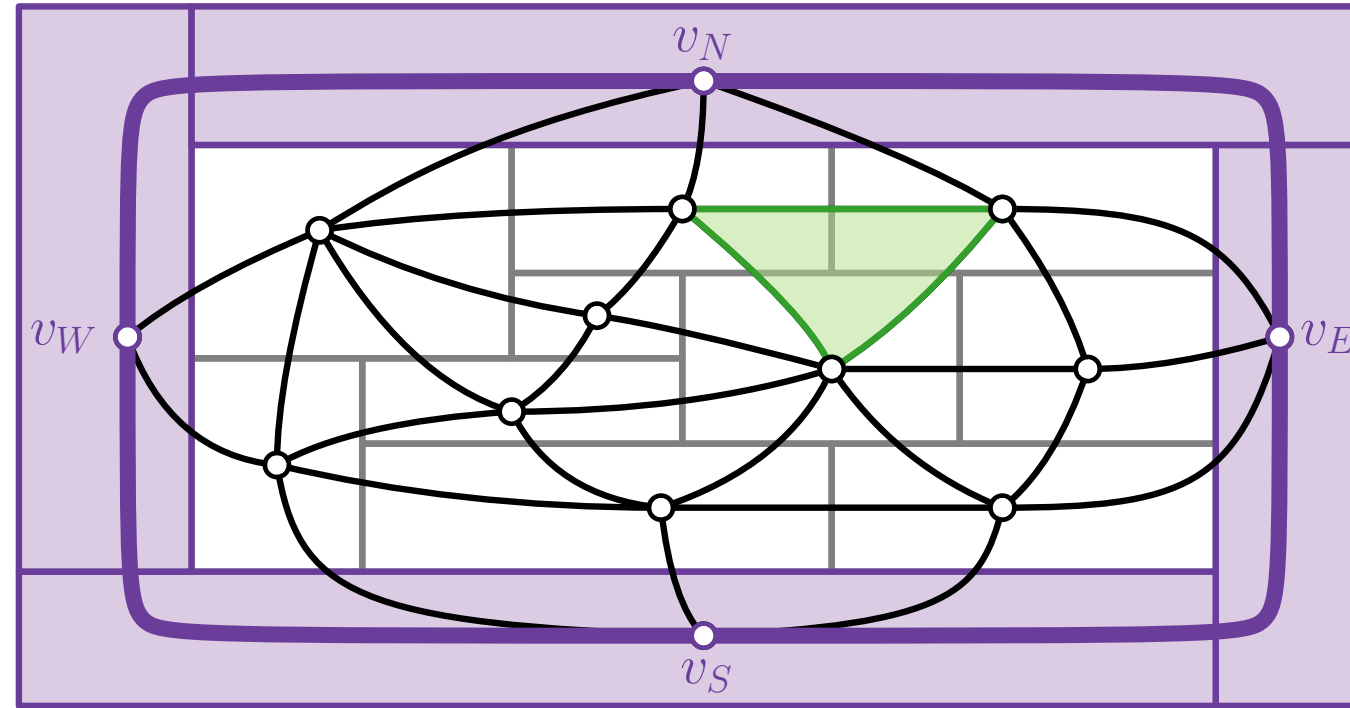
Properly Triangulated
Planar Graph G



RD

Rectangular Dual \mathcal{R}

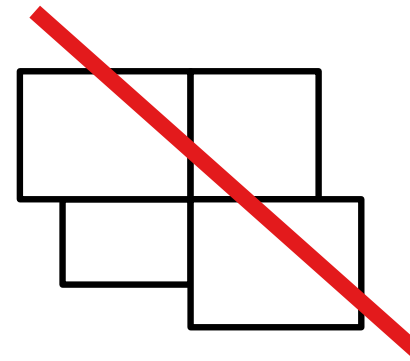
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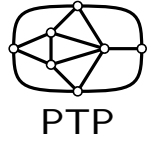


Theorem.

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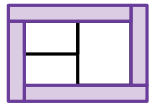
[Koźmiński, Kinnen '85]

Regular Edge Labeling



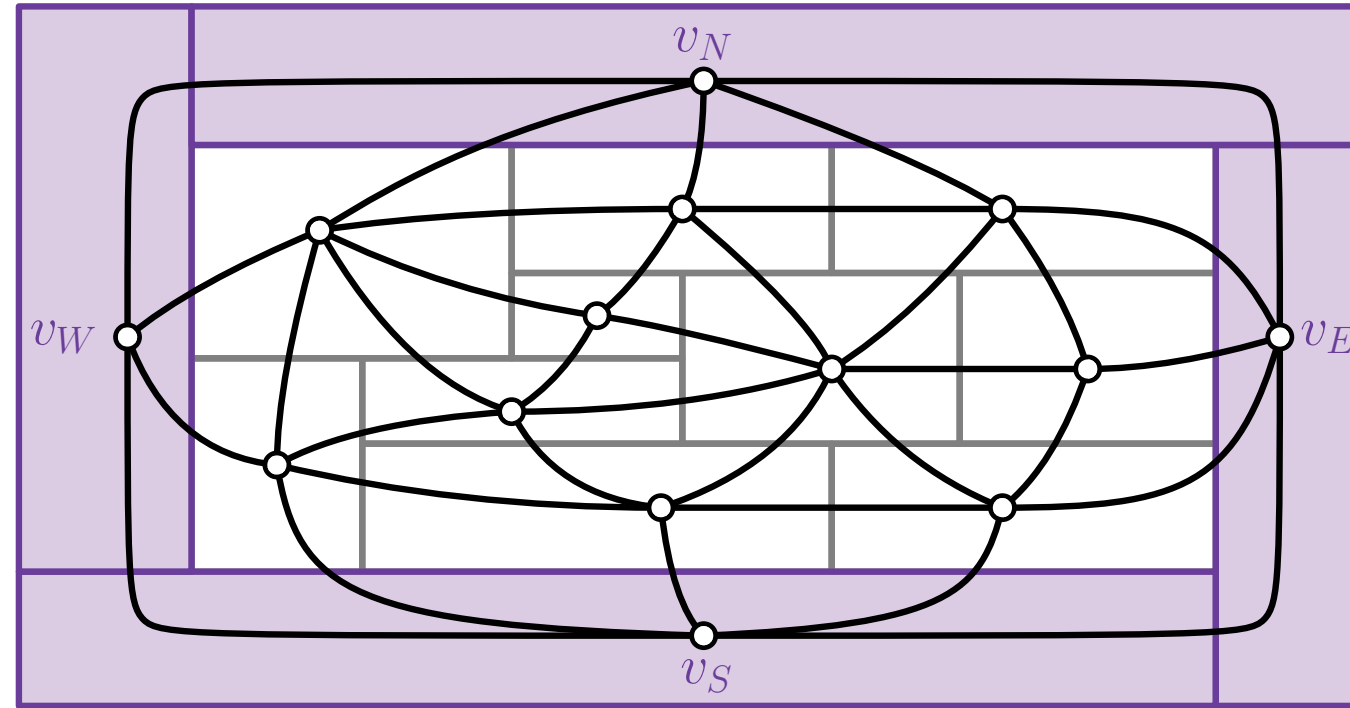
PTP

Properly Triangulated
Planar Graph G

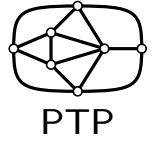


RD

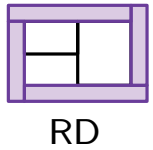
Rectangular Dual \mathcal{R}



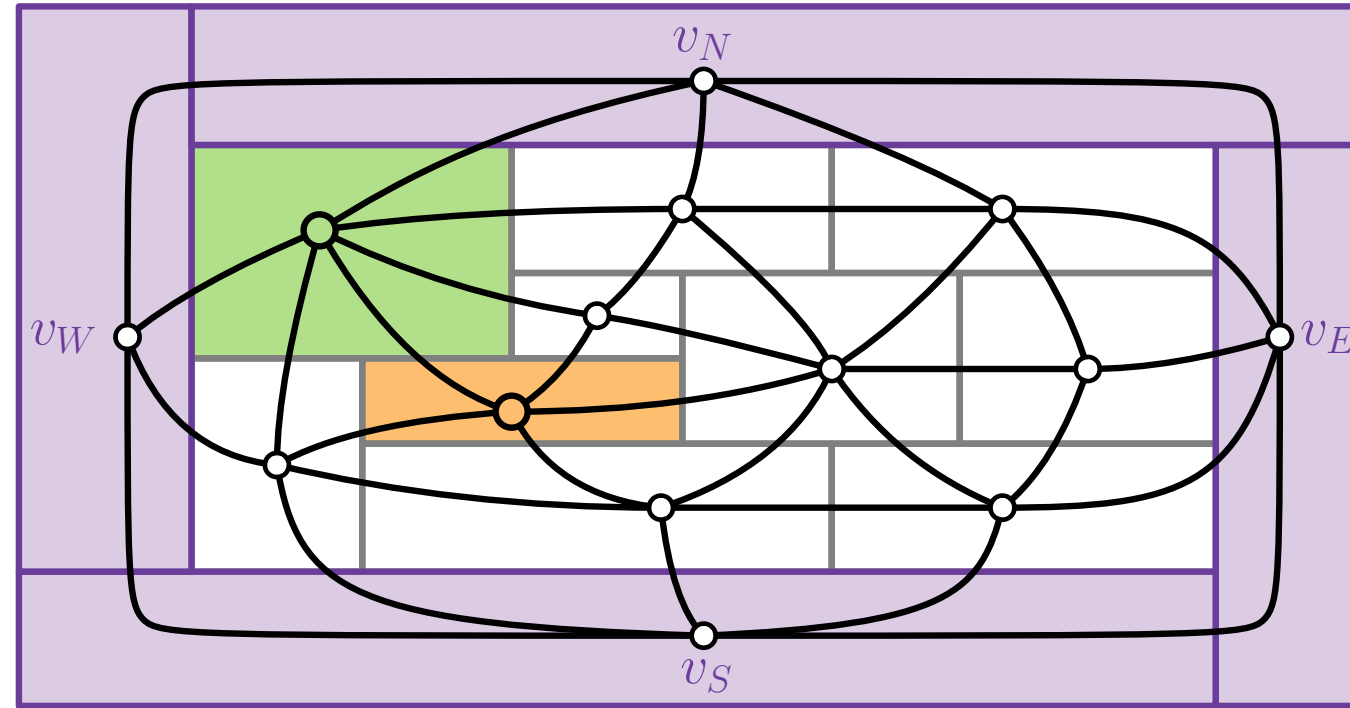
Regular Edge Labeling



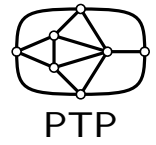
Properly Triangulated
Planar Graph G



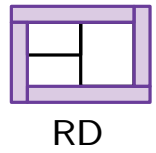
Rectangular Dual \mathcal{R}



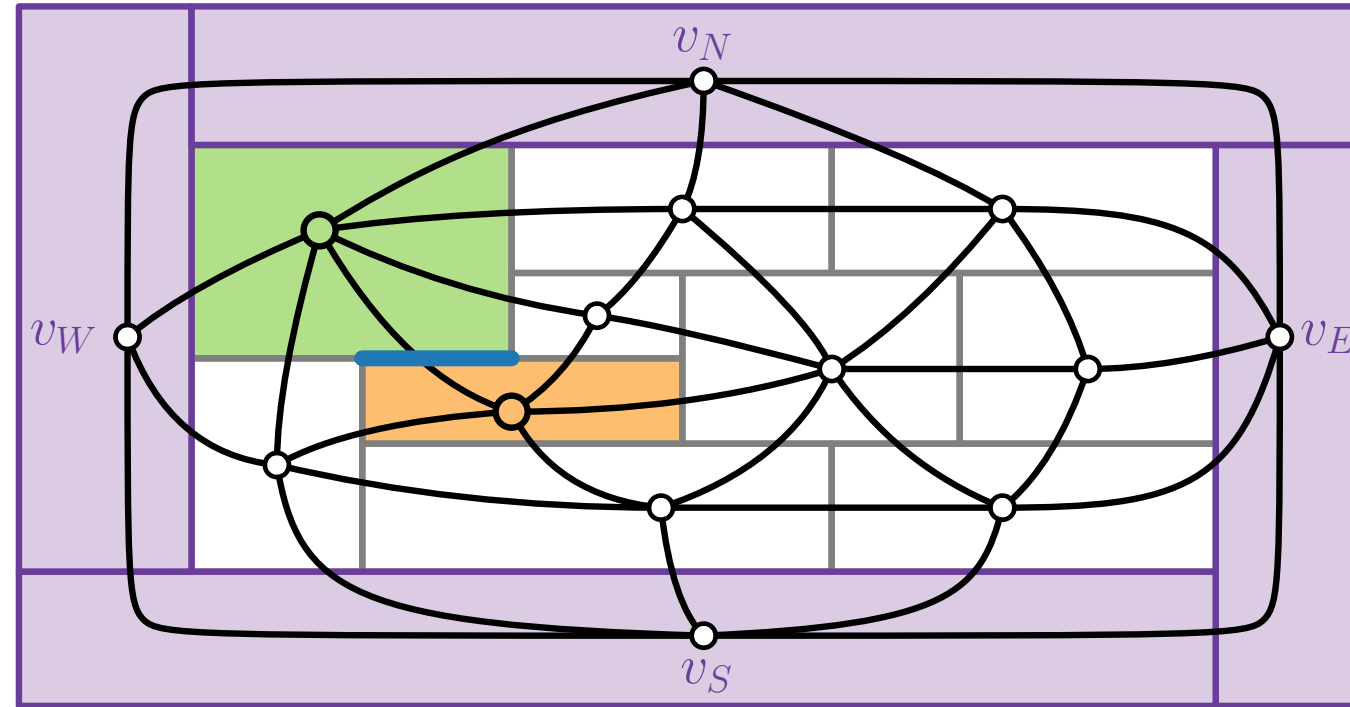
Regular Edge Labeling



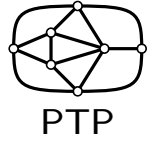
Properly Triangulated
Planar Graph G



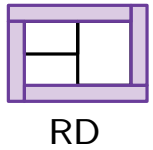
Rectangular Dual \mathcal{R}



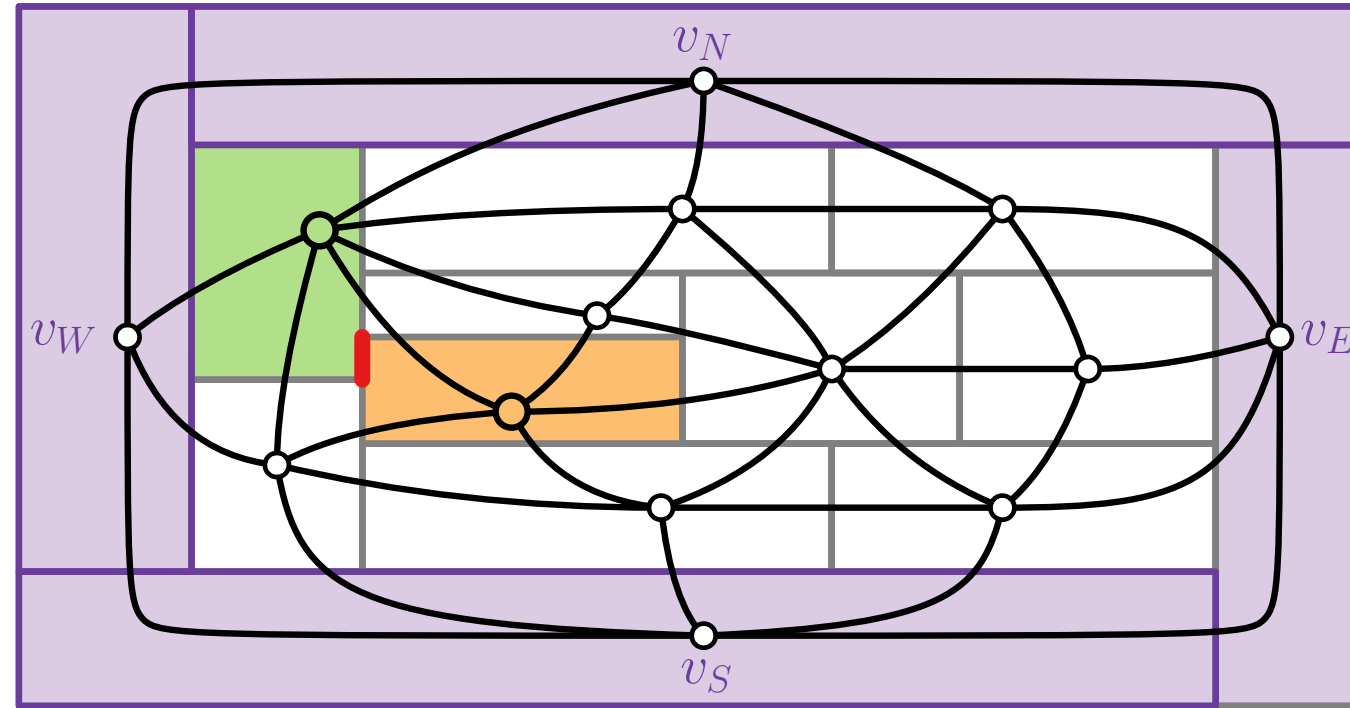
Regular Edge Labeling



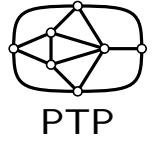
Properly Triangulated
Planar Graph G



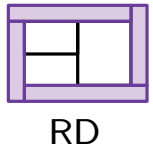
Rectangular Dual \mathcal{R}



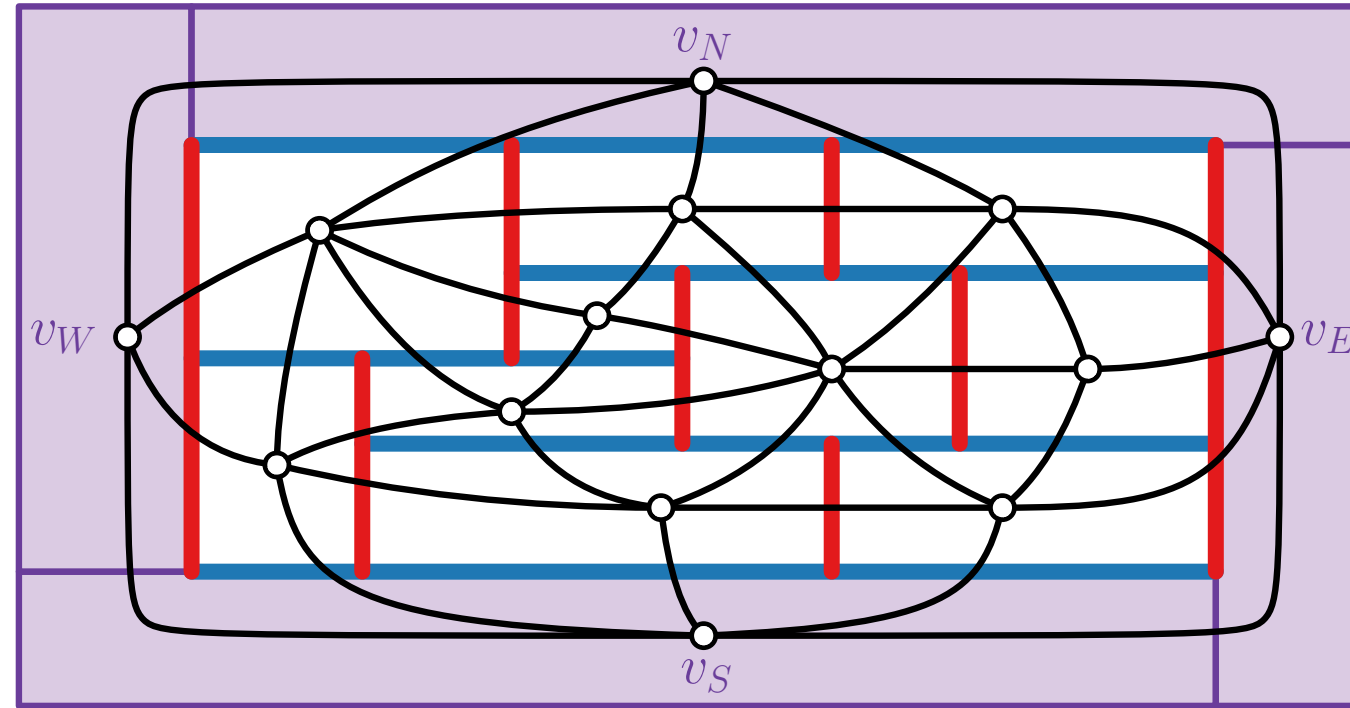
Regular Edge Labeling



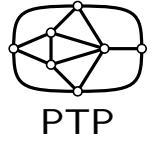
Properly Triangulated
Planar Graph G



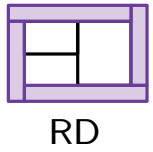
Rectangular Dual \mathcal{R}



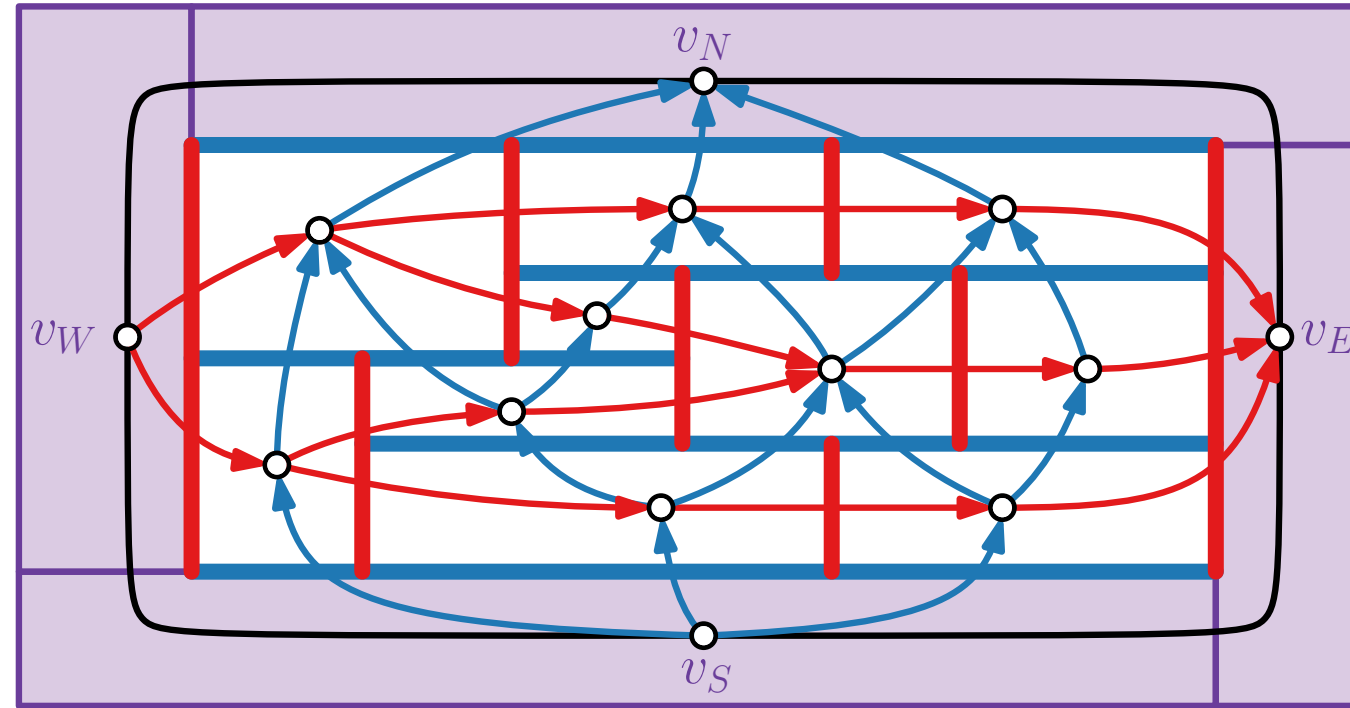
Regular Edge Labeling



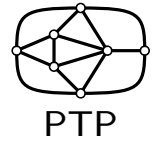
Properly Triangulated
Planar Graph G



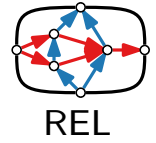
Rectangular Dual \mathcal{R}



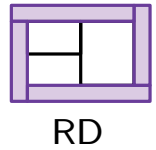
Regular Edge Labeling



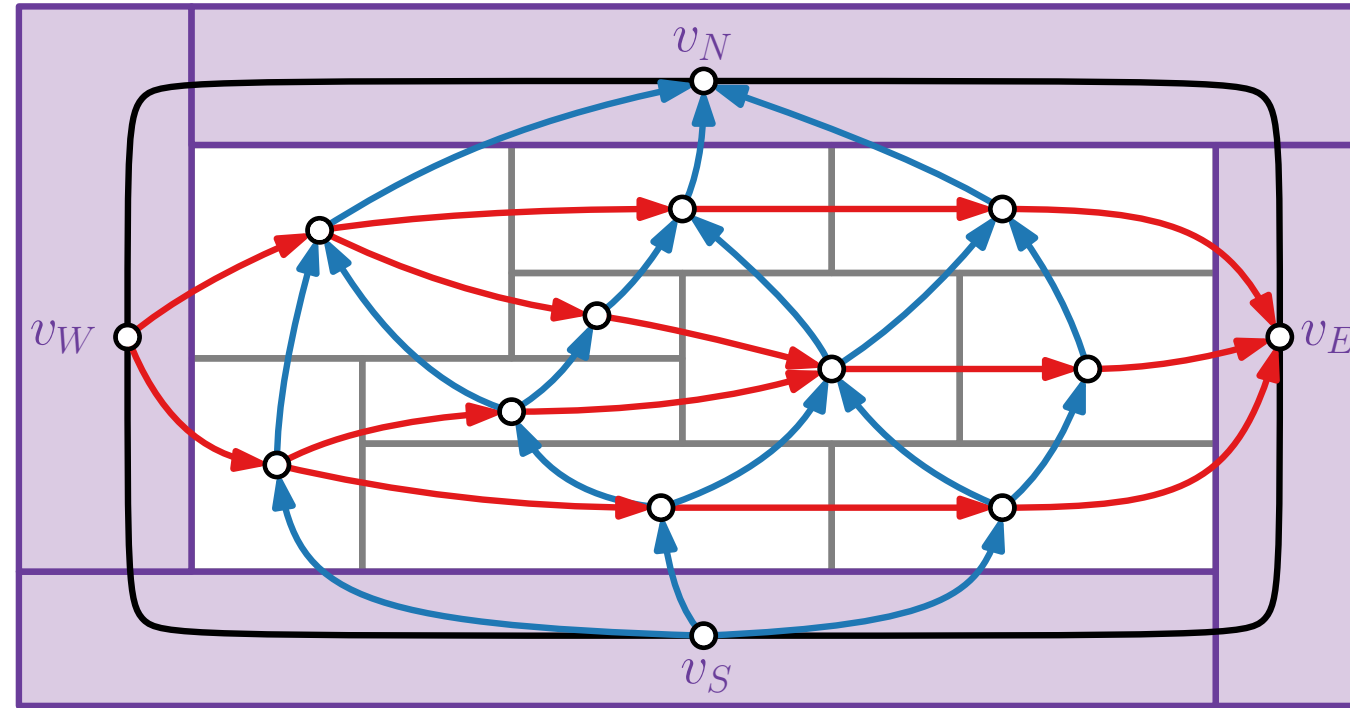
Properly Triangulated
Planar Graph G



Regular Edge Labeling

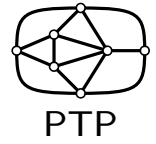


Rectangular Dual \mathcal{R}

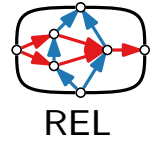


Regular Edge Labeling

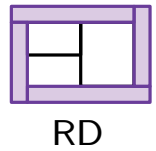
Properties:



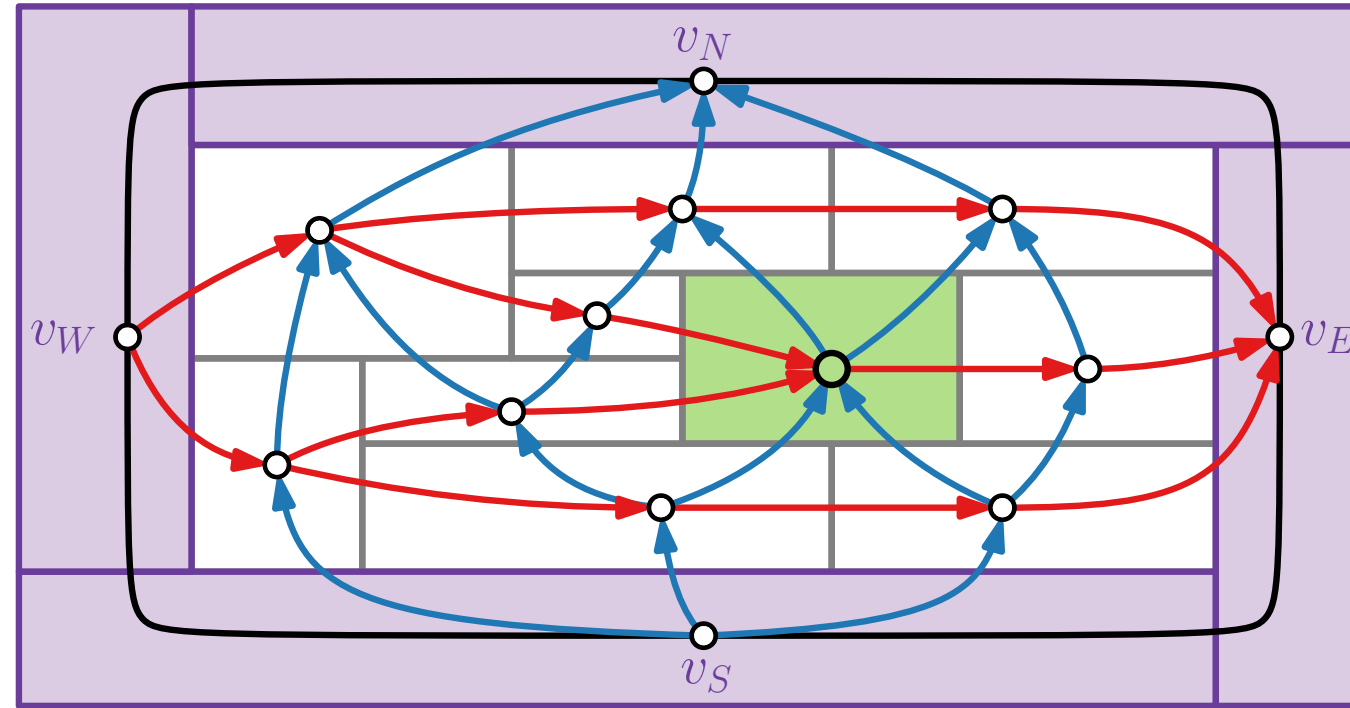
Properly Triangulated
Planar Graph G



Regular Edge Labeling

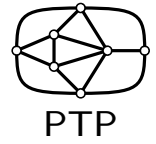


Rectangular Dual \mathcal{R}

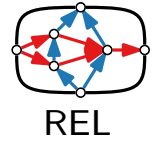


Regular Edge Labeling

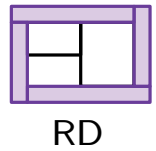
Properties:



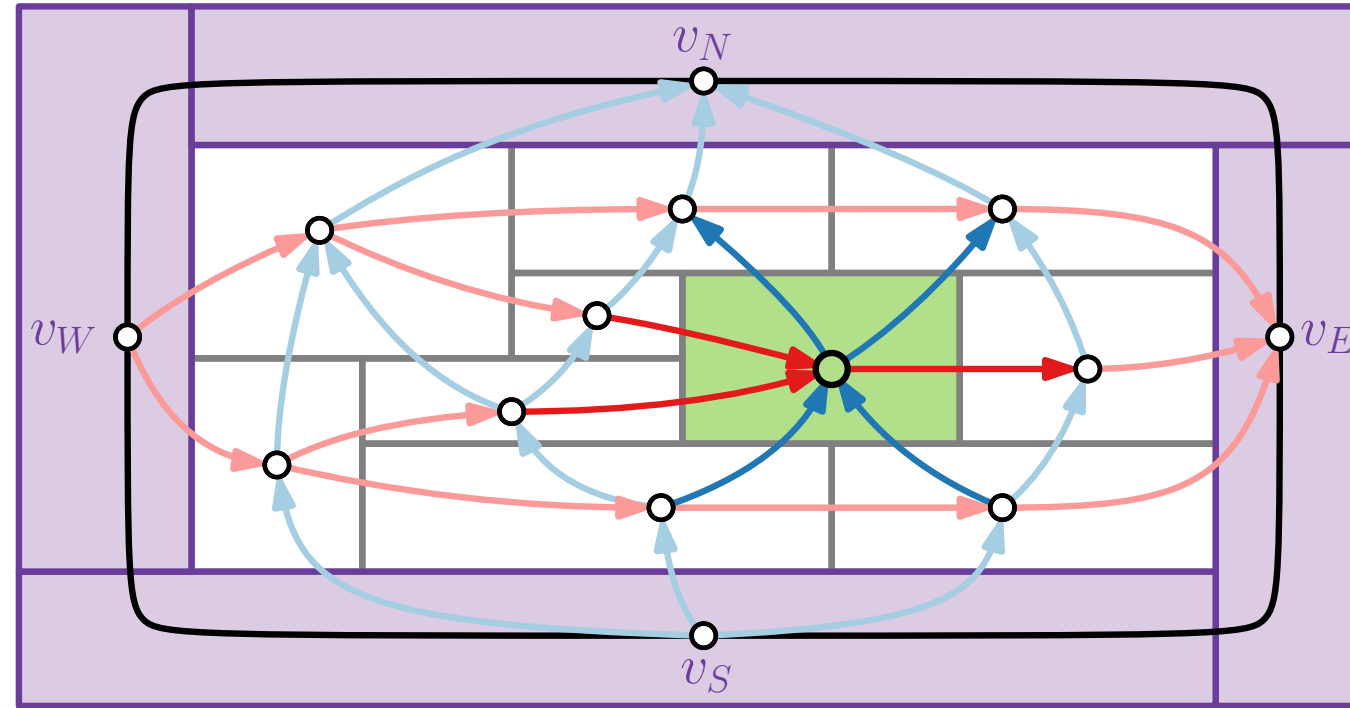
Properly Triangulated
Planar Graph G



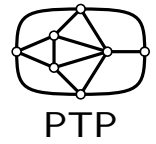
Regular Edge Labeling



Rectangular Dual \mathcal{R}

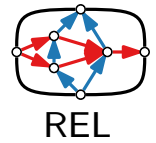


Regular Edge Labeling



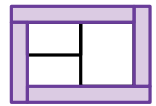
PTP

Properly Triangulated
Planar Graph G



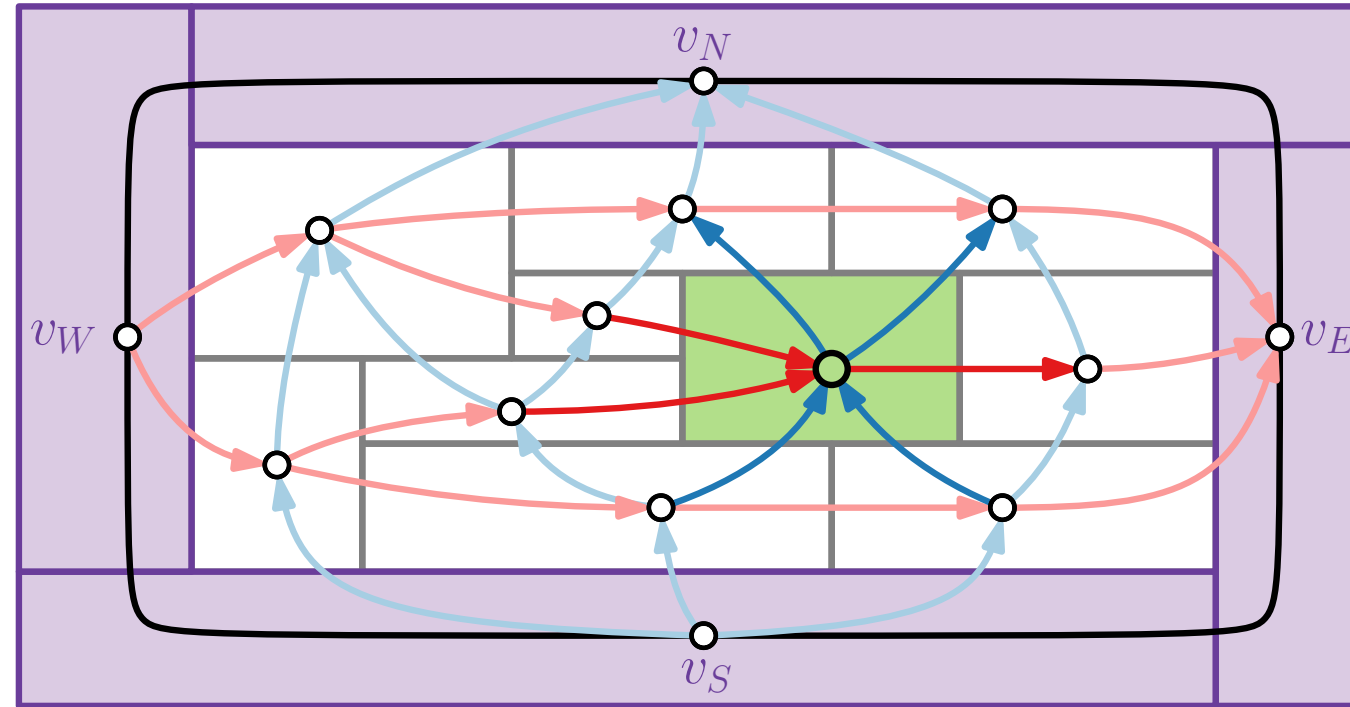
REL

Regular Edge Labeling

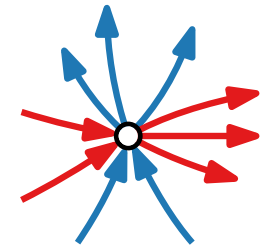


RD

Rectangular Dual \mathcal{R}

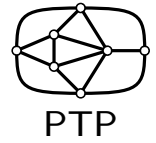


Properties:



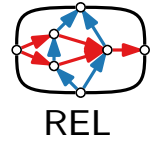
for every
inner vertex

Regular Edge Labeling



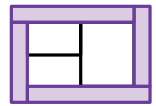
PTP

Properly Triangulated
Planar Graph G



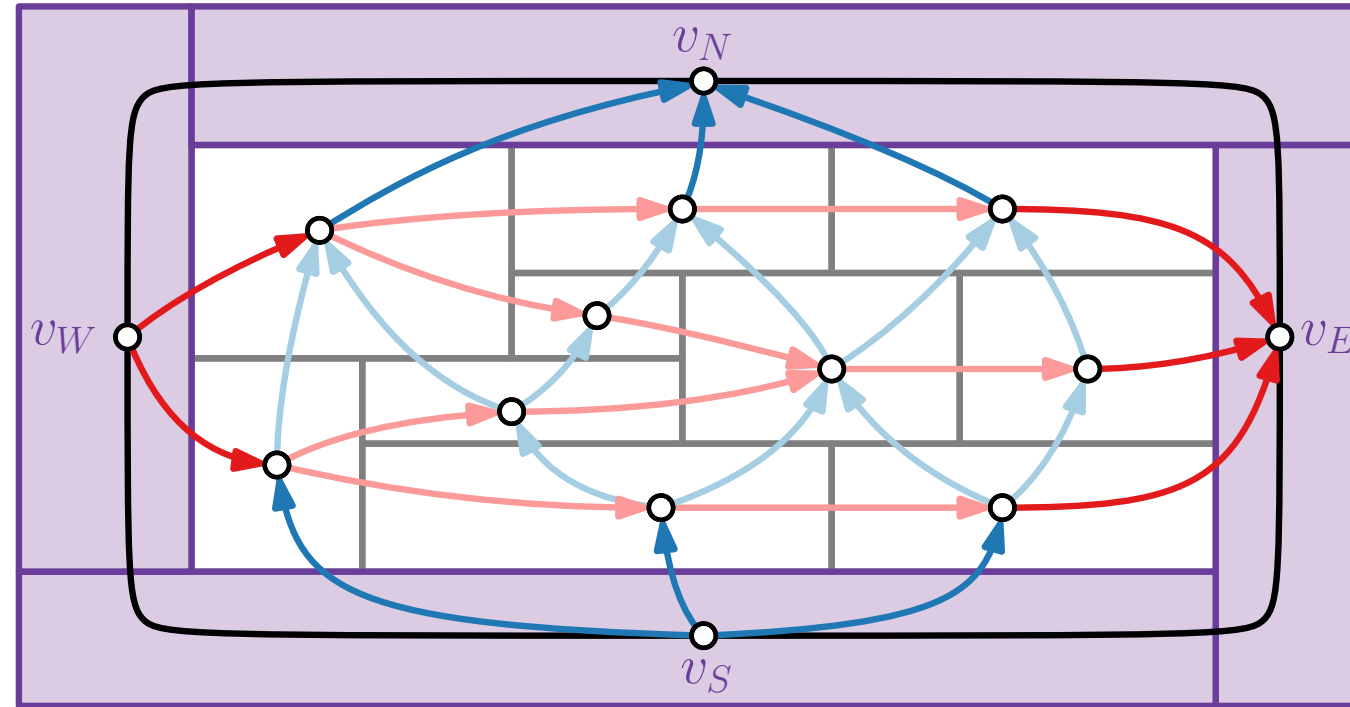
REL

Regular Edge Labeling

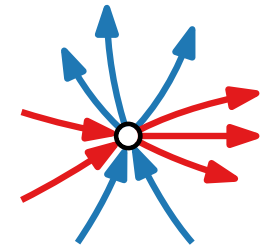


RD

Rectangular Dual \mathcal{R}

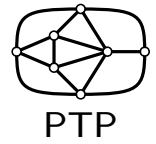


Properties:

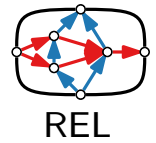


for every
inner vertex

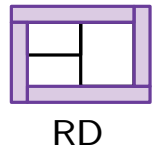
Regular Edge Labeling



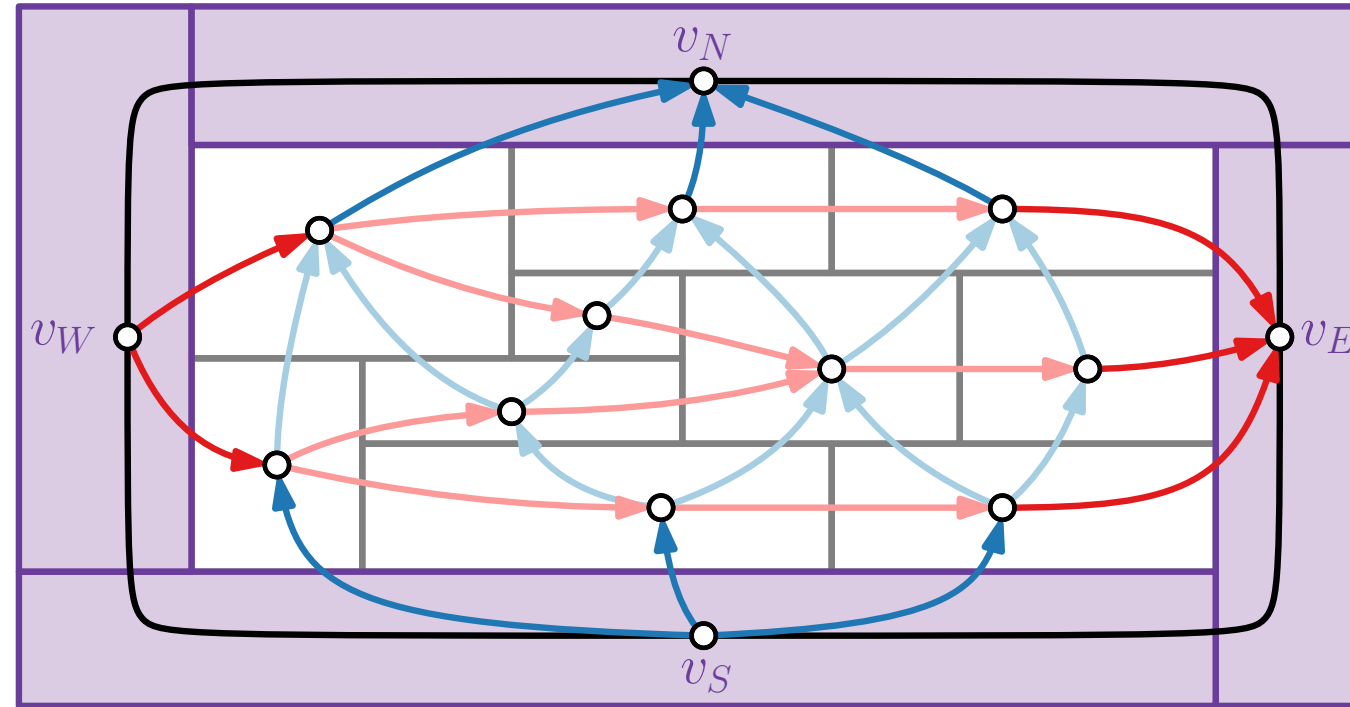
Properly Triangulated
Planar Graph G



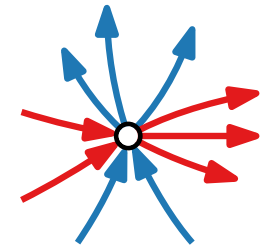
Regular Edge Labeling



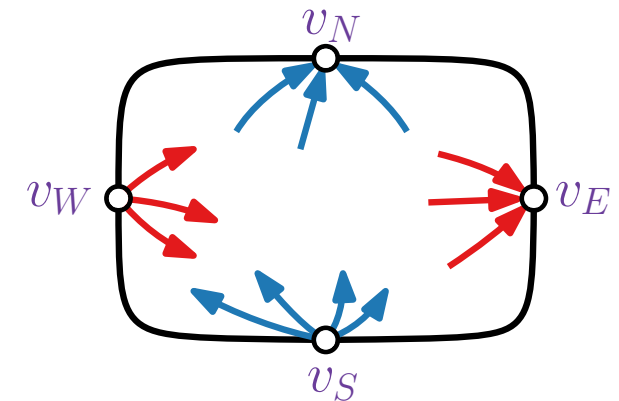
Rectangular Dual \mathcal{R}



Properties:

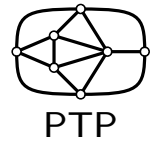


for every
inner vertex

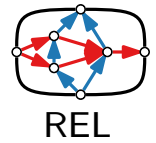


for four
outer vertices

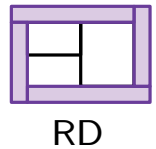
Regular Edge Labeling



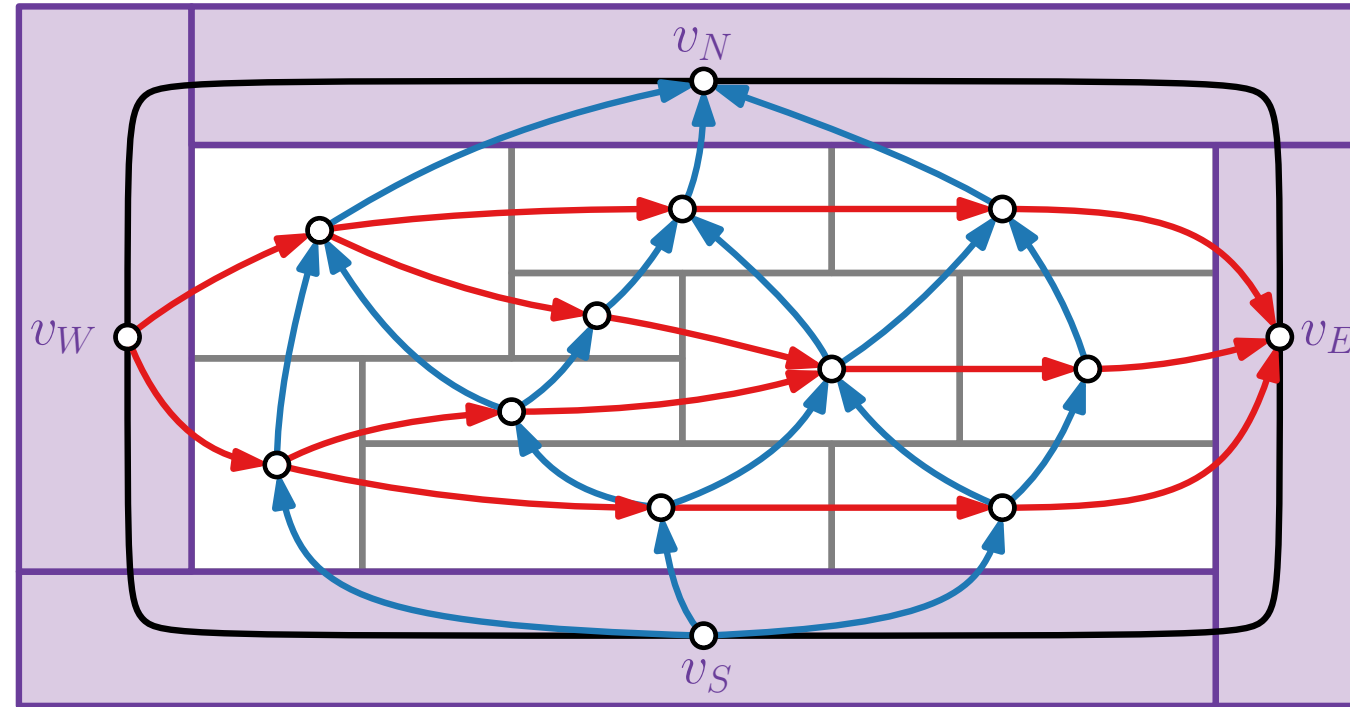
Properly Triangulated
Planar Graph G



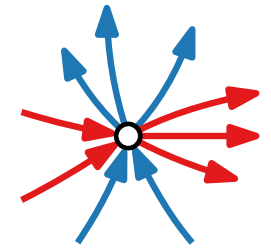
Regular Edge Labeling



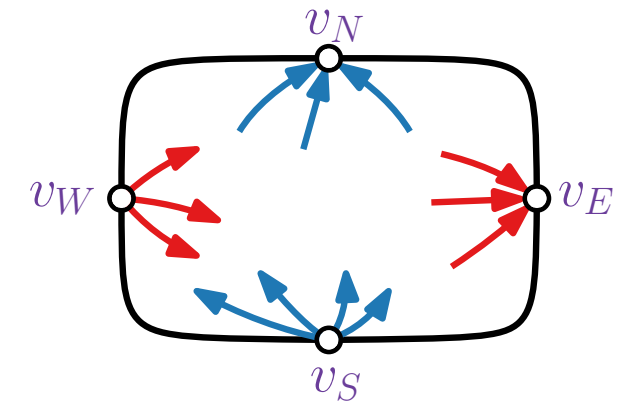
Rectangular Dual \mathcal{R}



Properties:

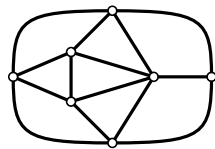


for every
inner vertex



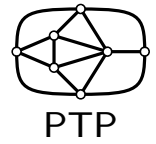
for four
outer vertices

[Kant, He '94]:

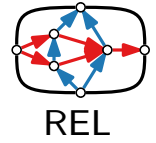


PTP

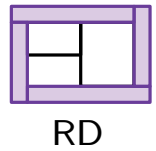
Regular Edge Labeling



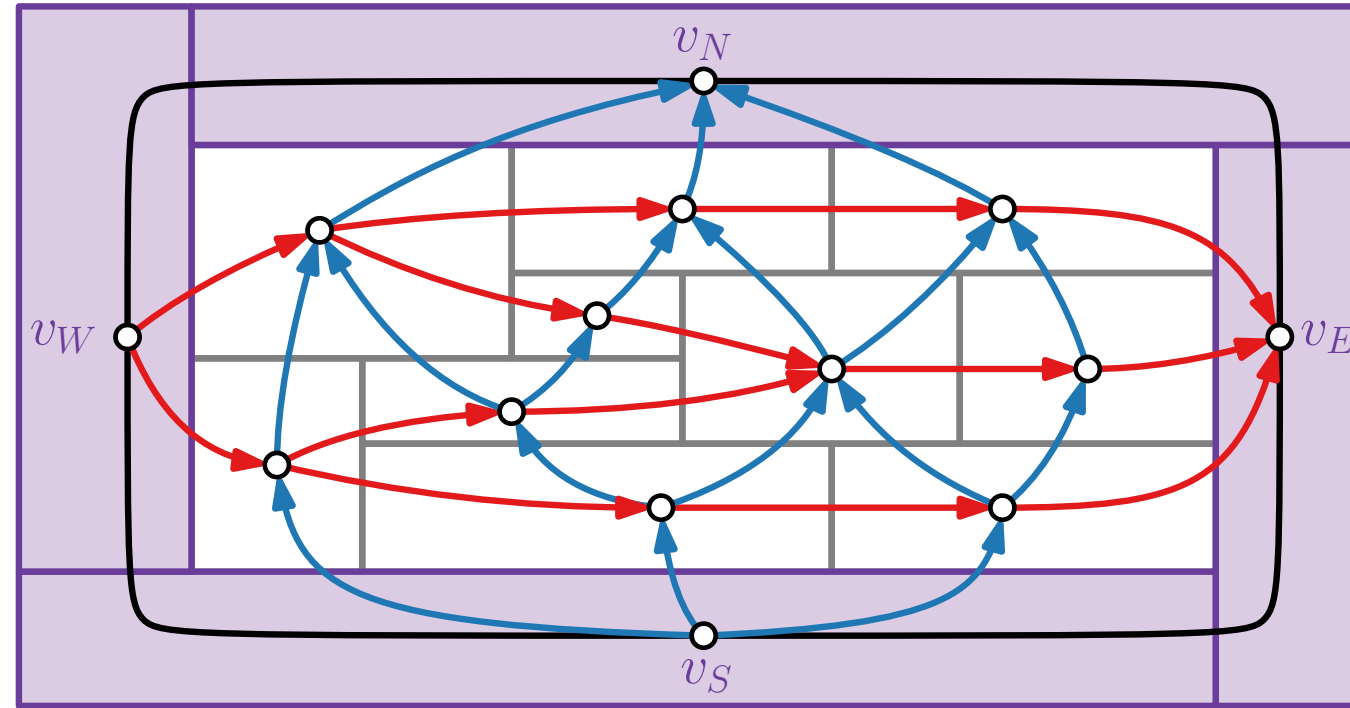
Properly Triangulated
Planar Graph G



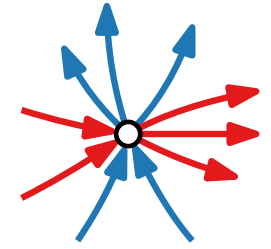
Regular Edge Labeling



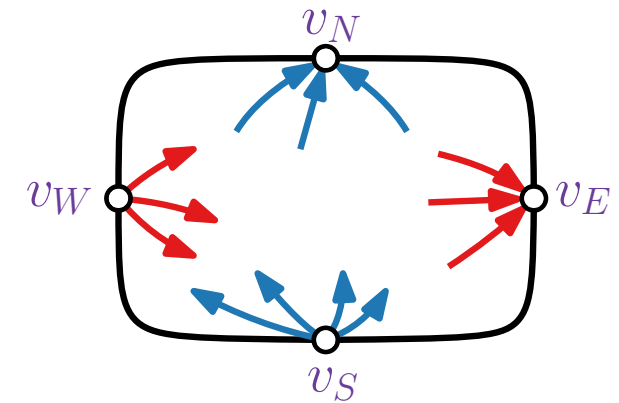
Rectangular Dual \mathcal{R}



Properties:

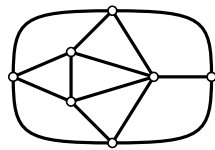


for every
inner vertex

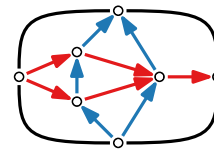


for four
outer vertices

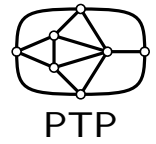
[Kant, He '94]:



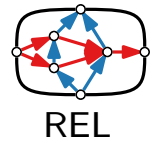
$O(n)$



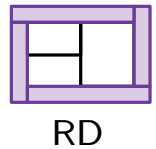
Regular Edge Labeling



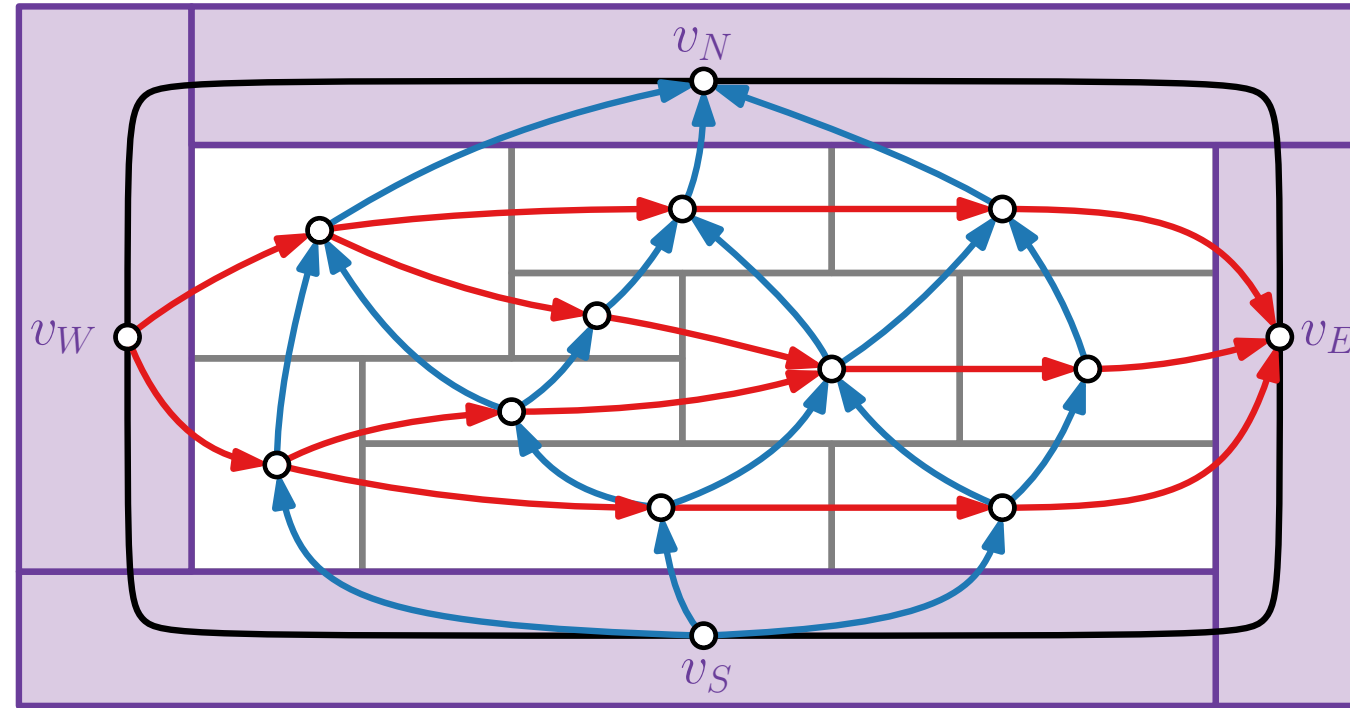
Properly Triangulated
Planar Graph G



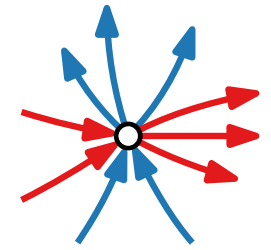
Regular Edge Labeling



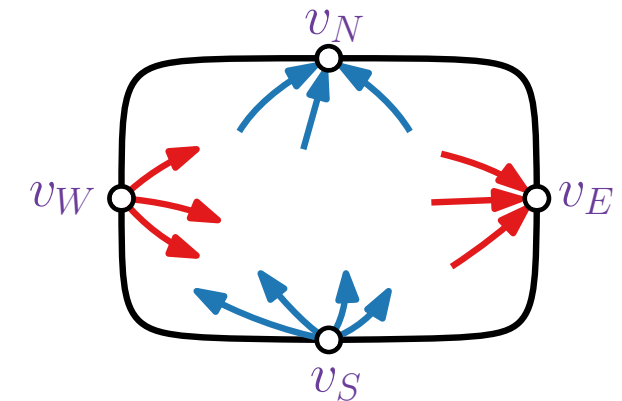
Rectangular Dual \mathcal{R}



Properties:

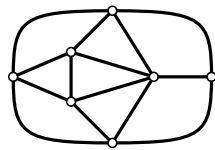


for every
inner vertex

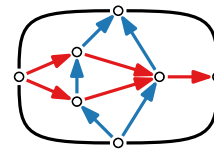
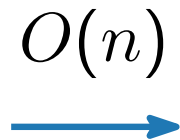


for four
outer vertices

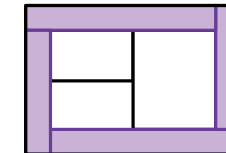
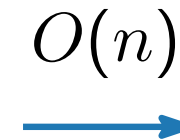
[Kant, He '94]:



PTP



REL



RD

Refined Canonical Order

Theorem.

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

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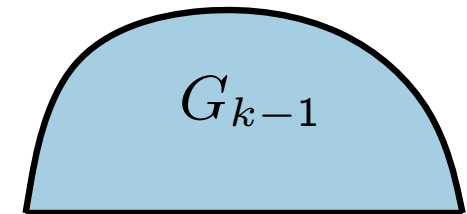
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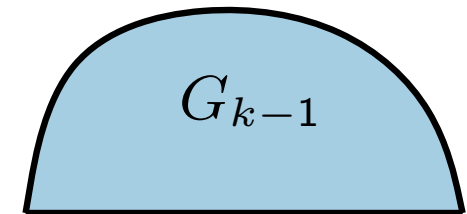


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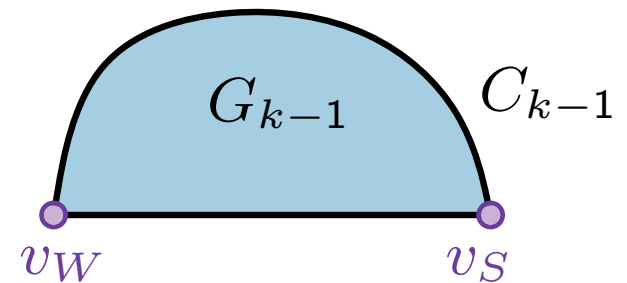


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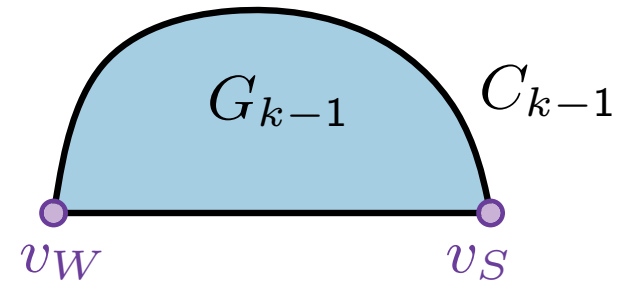


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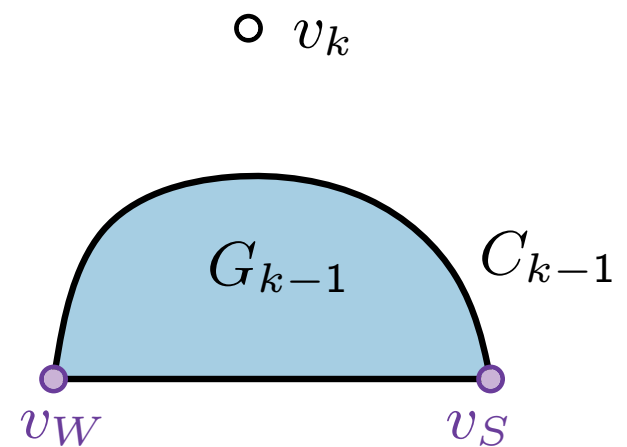


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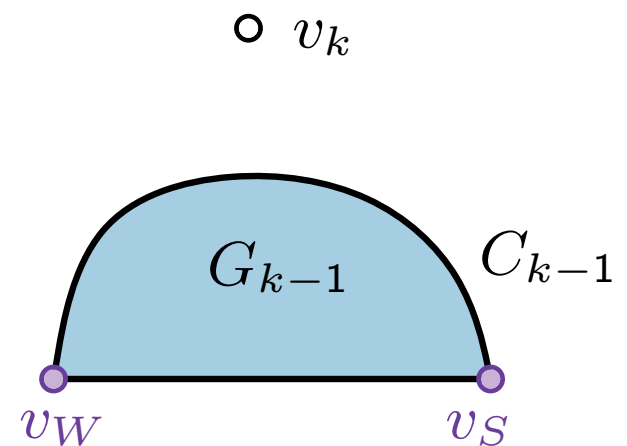


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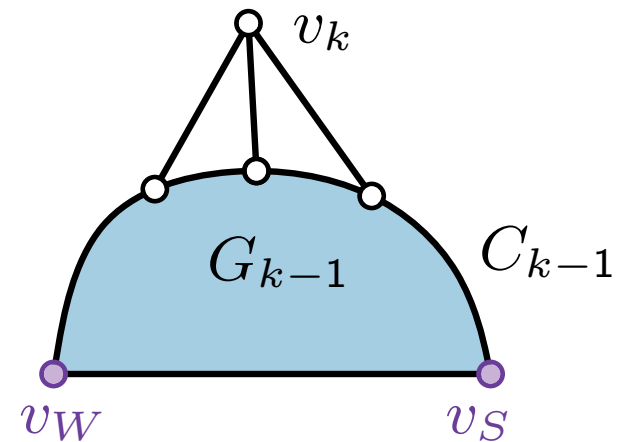


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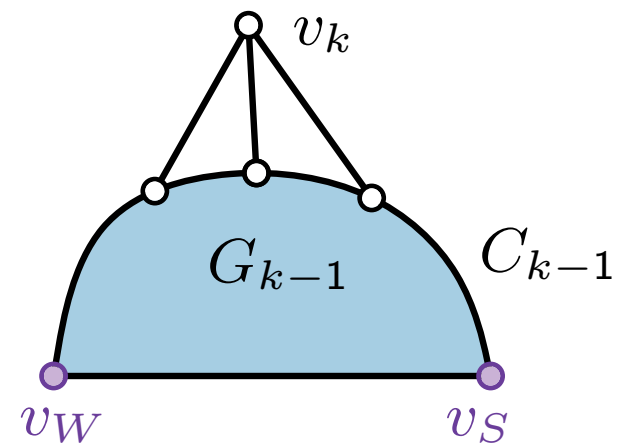


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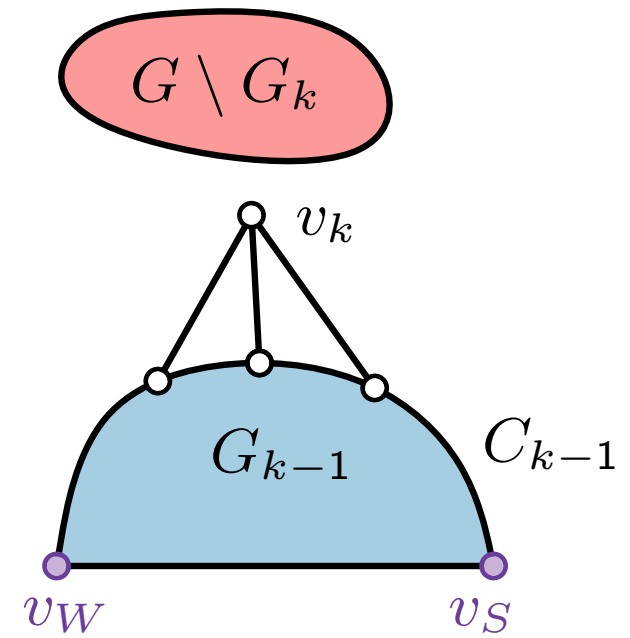


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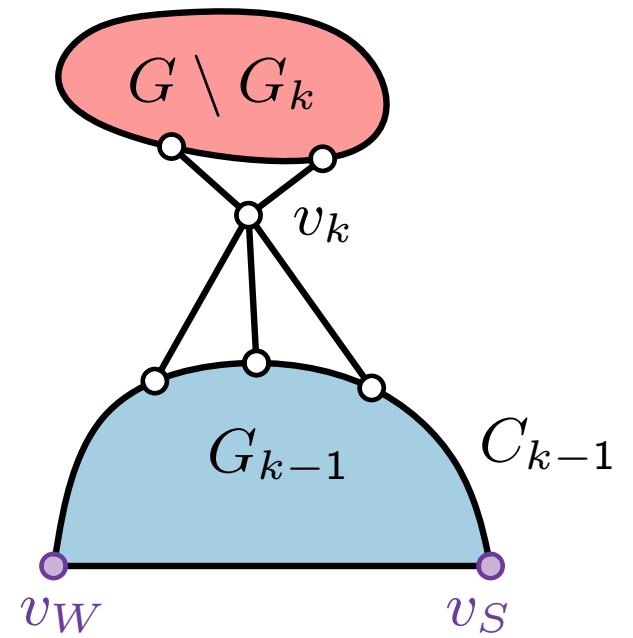


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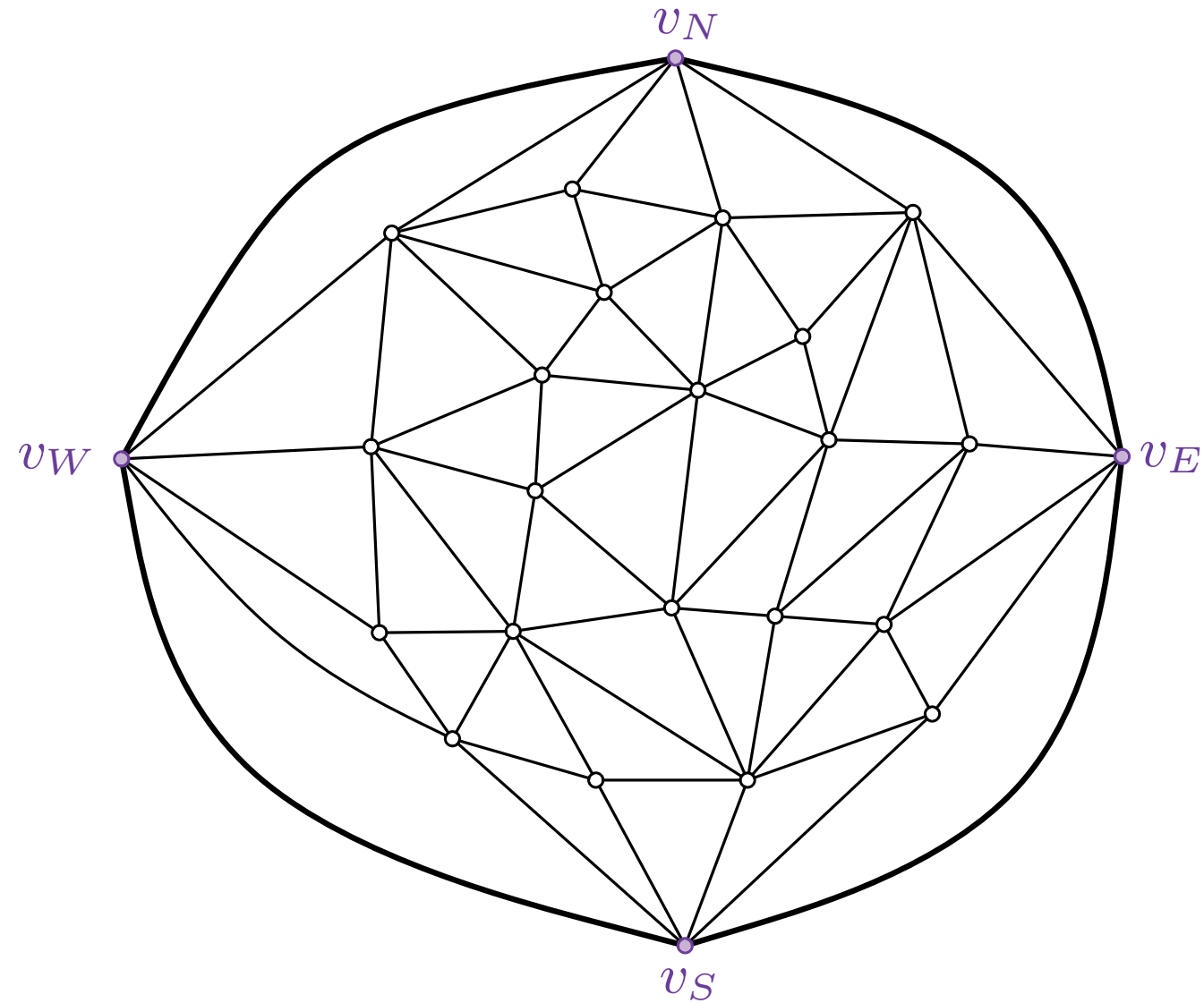
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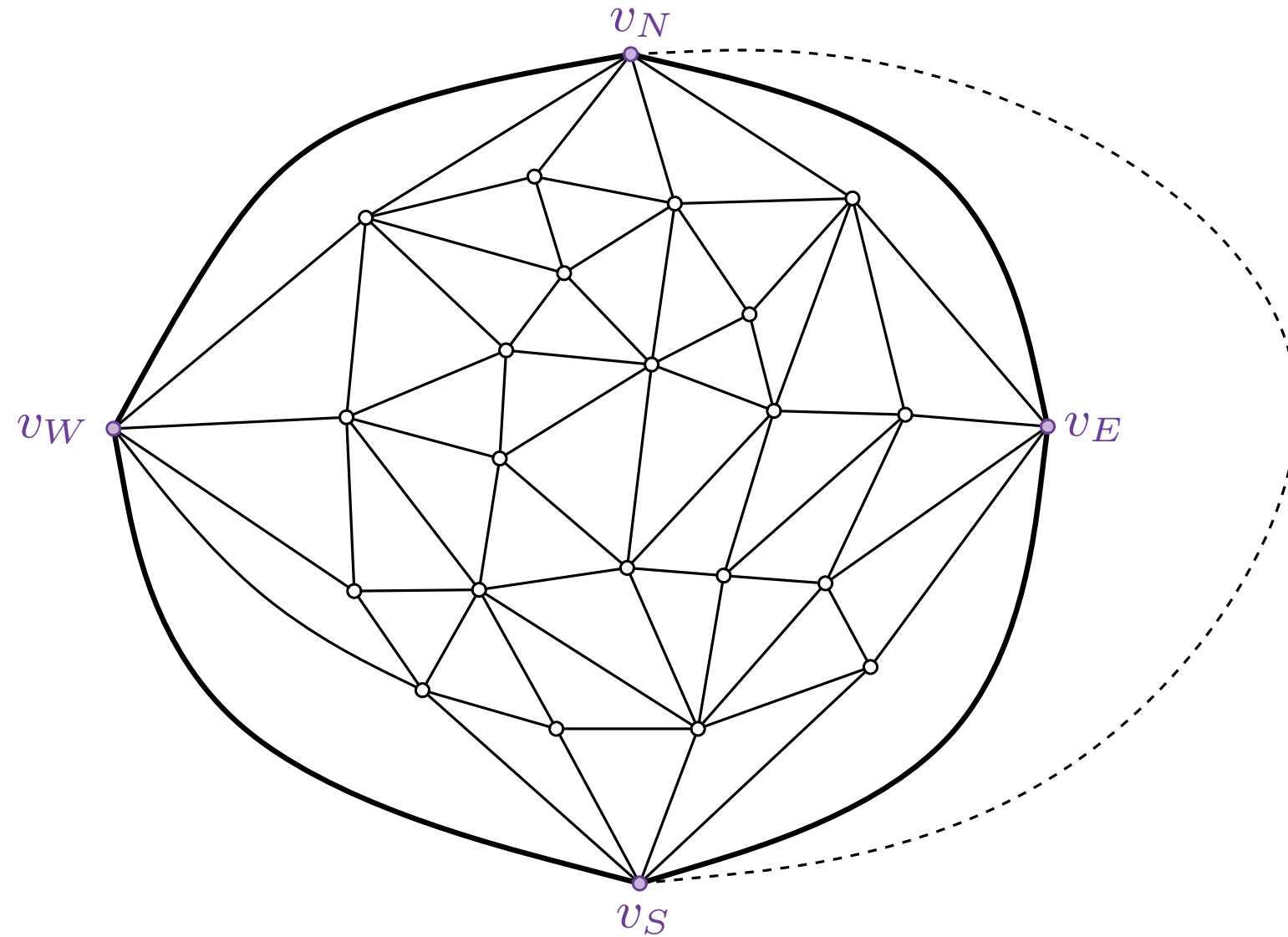
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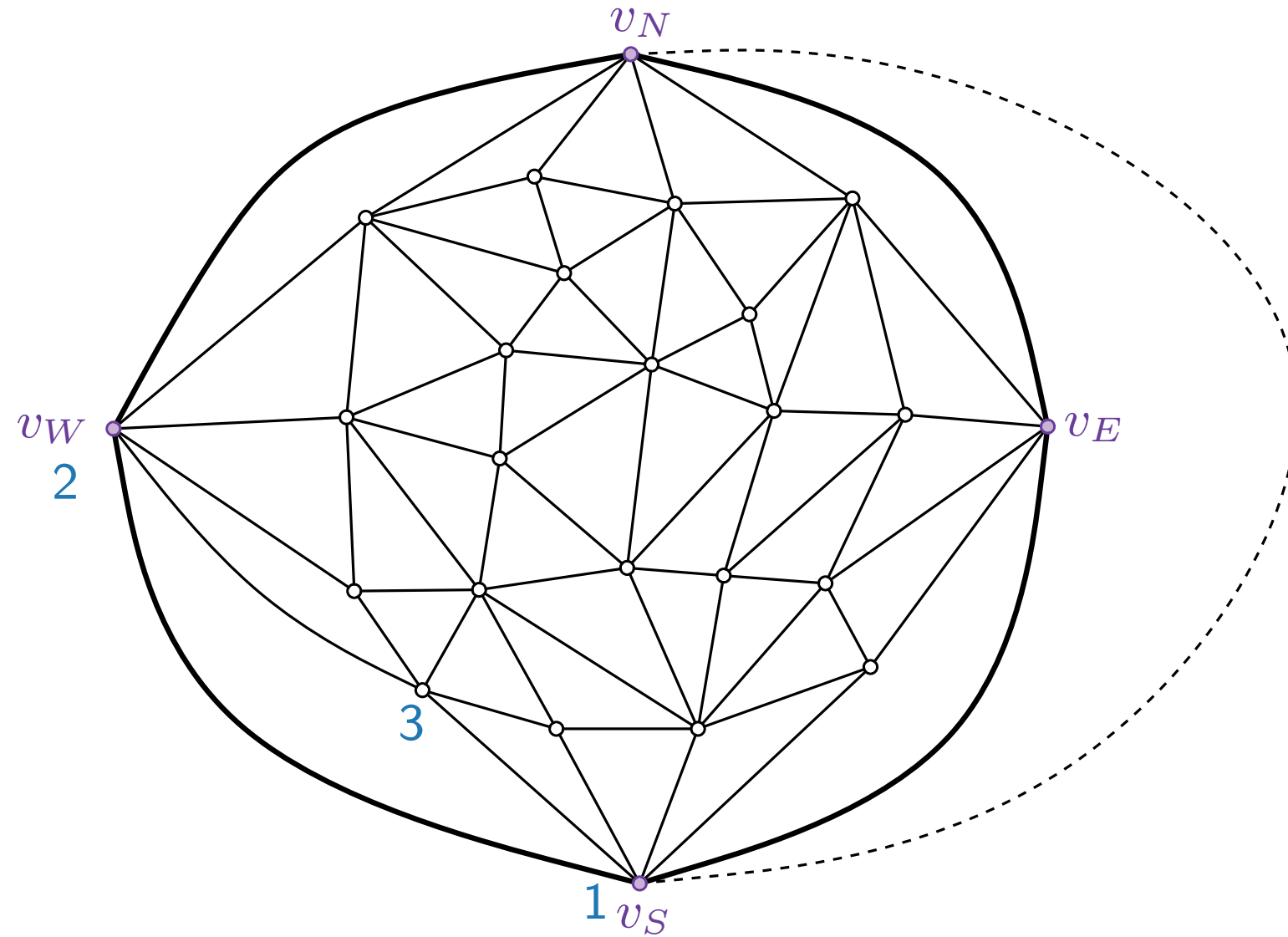
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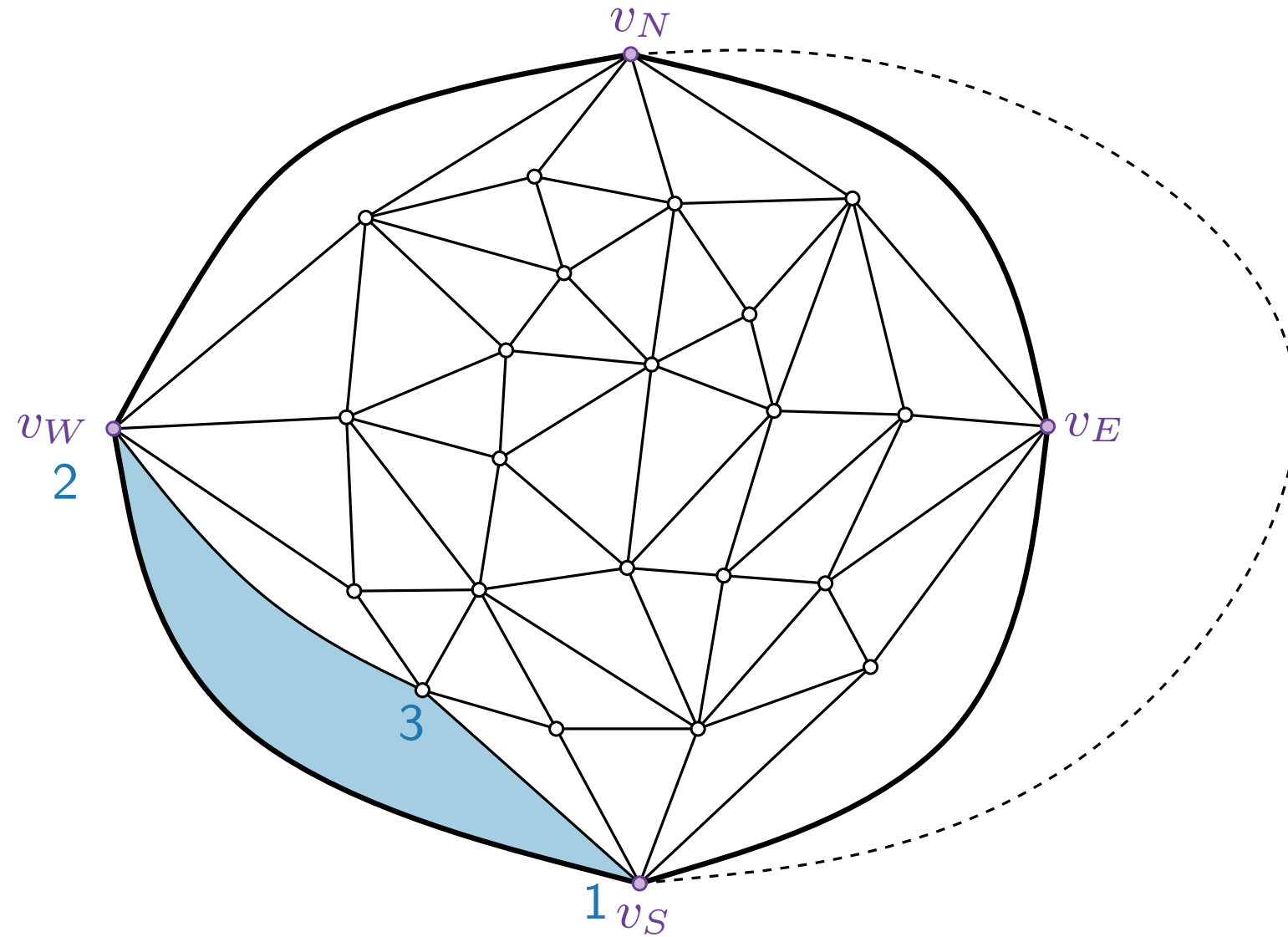
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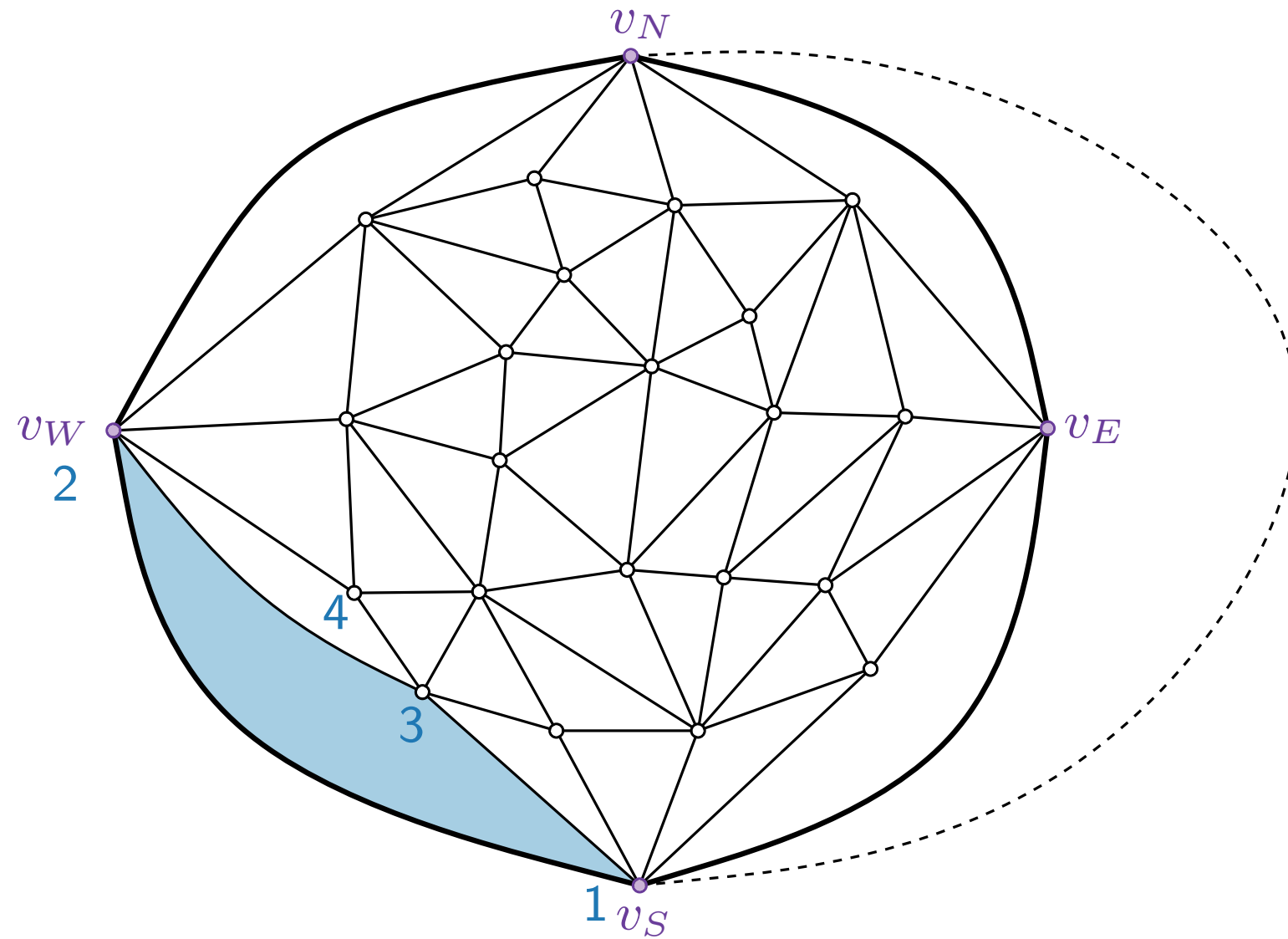
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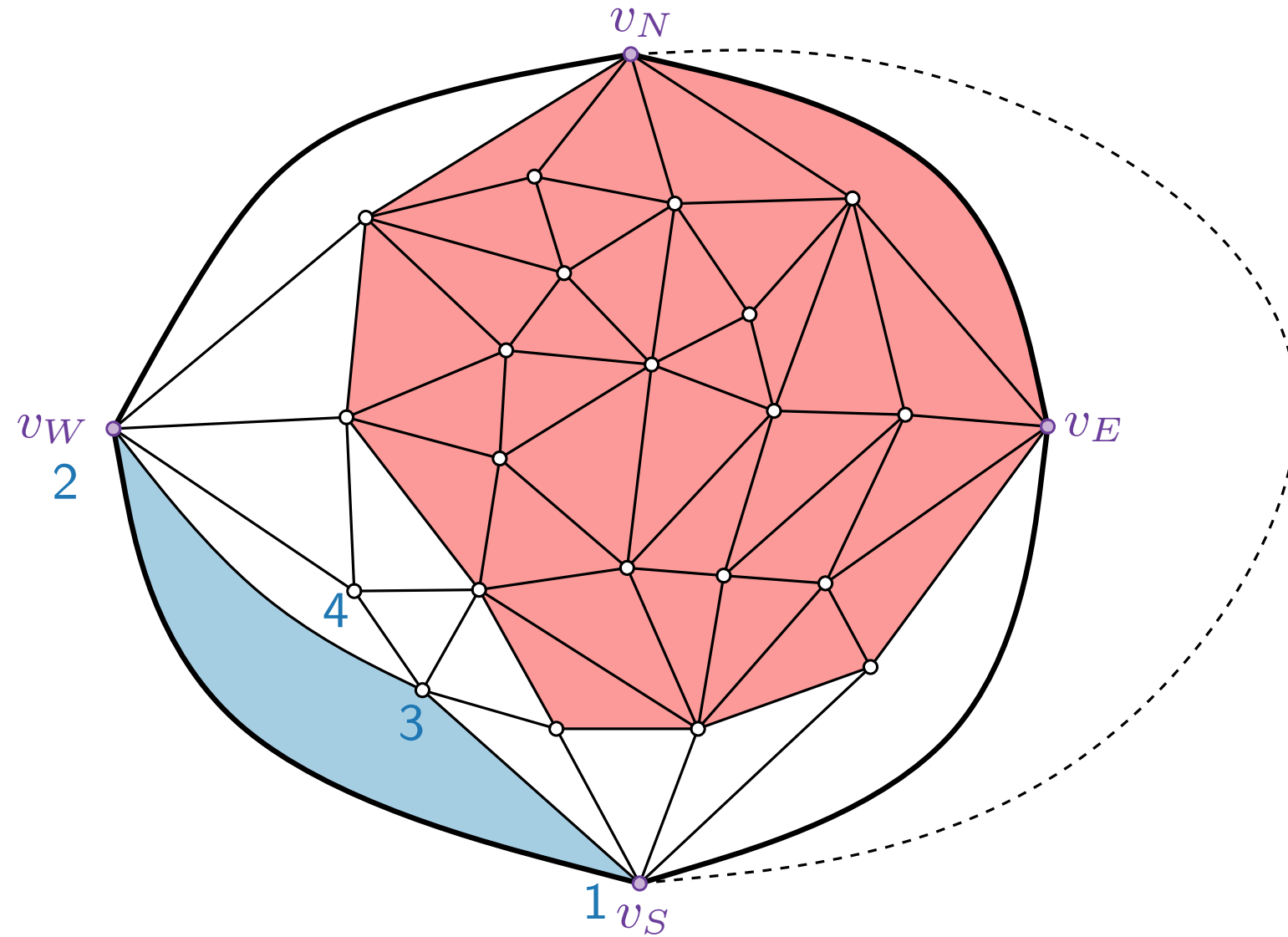
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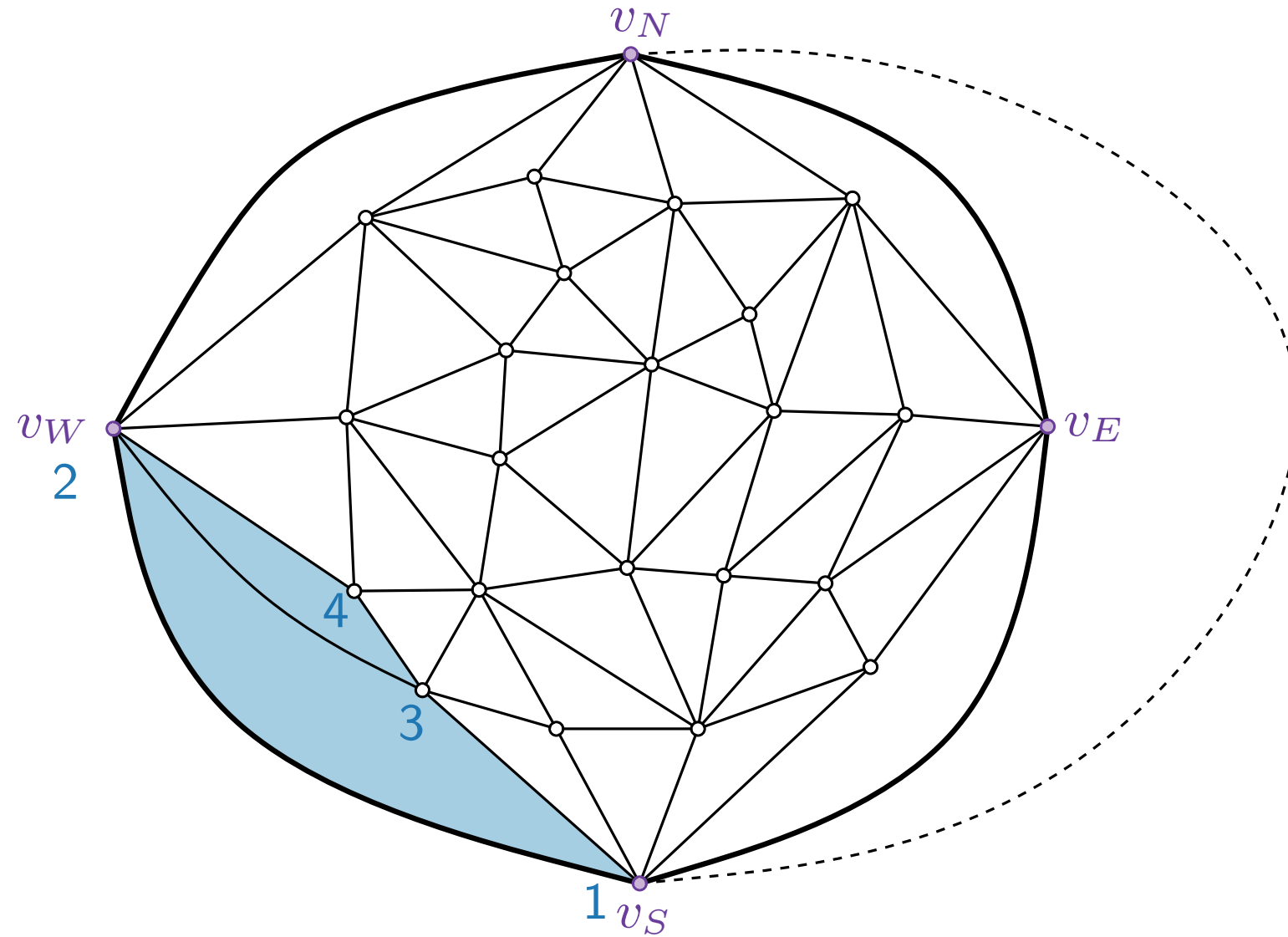
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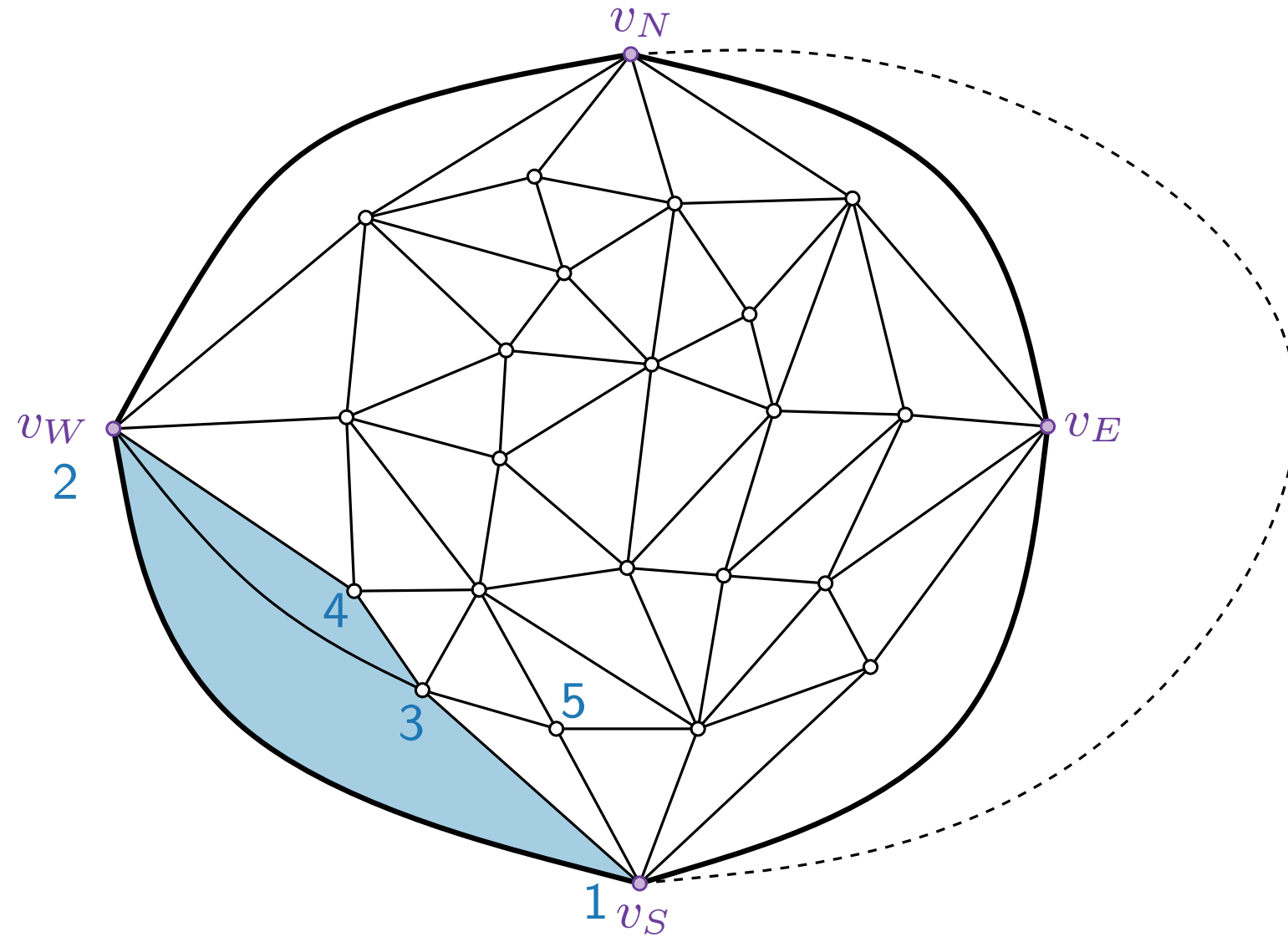
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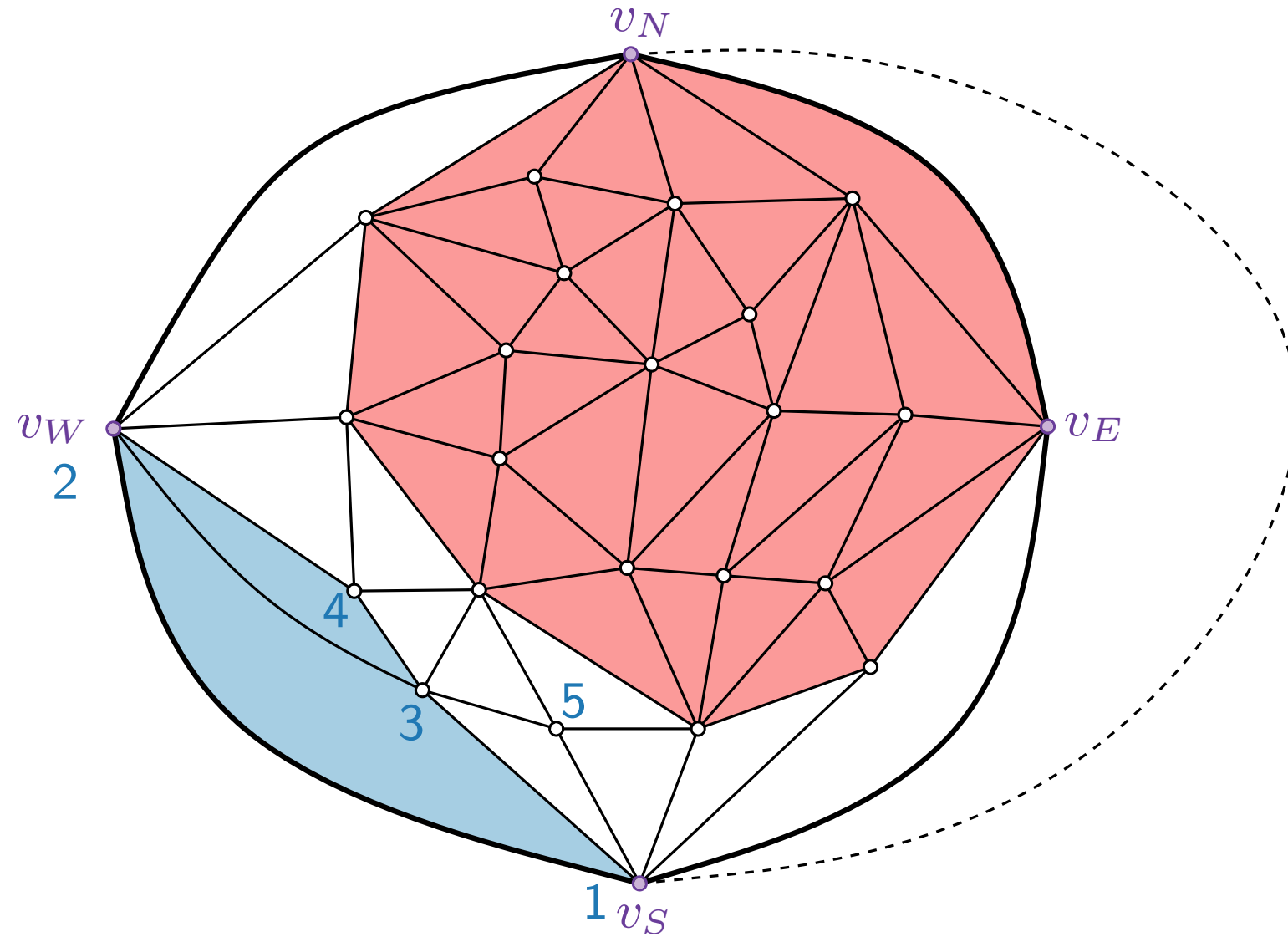
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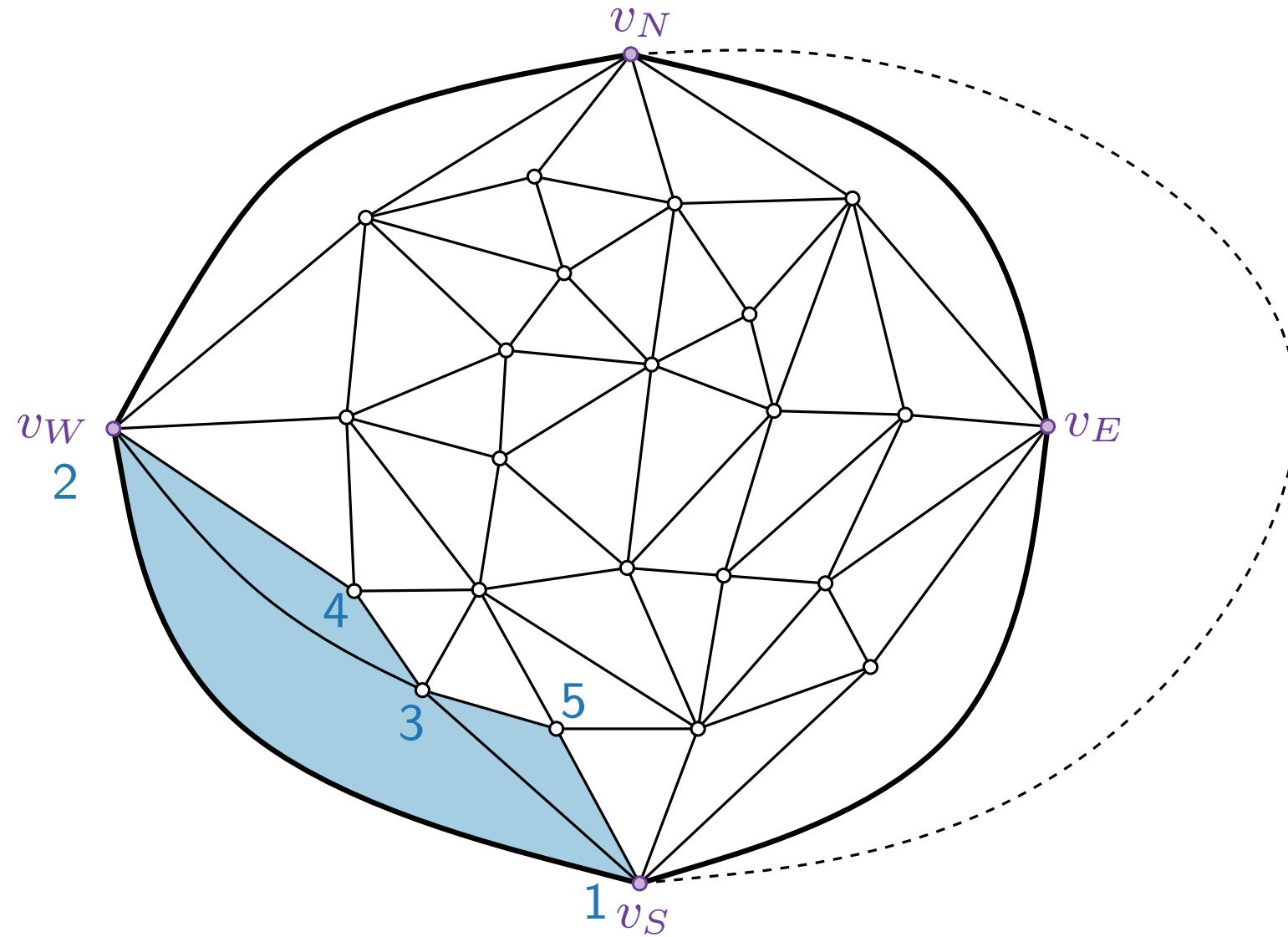
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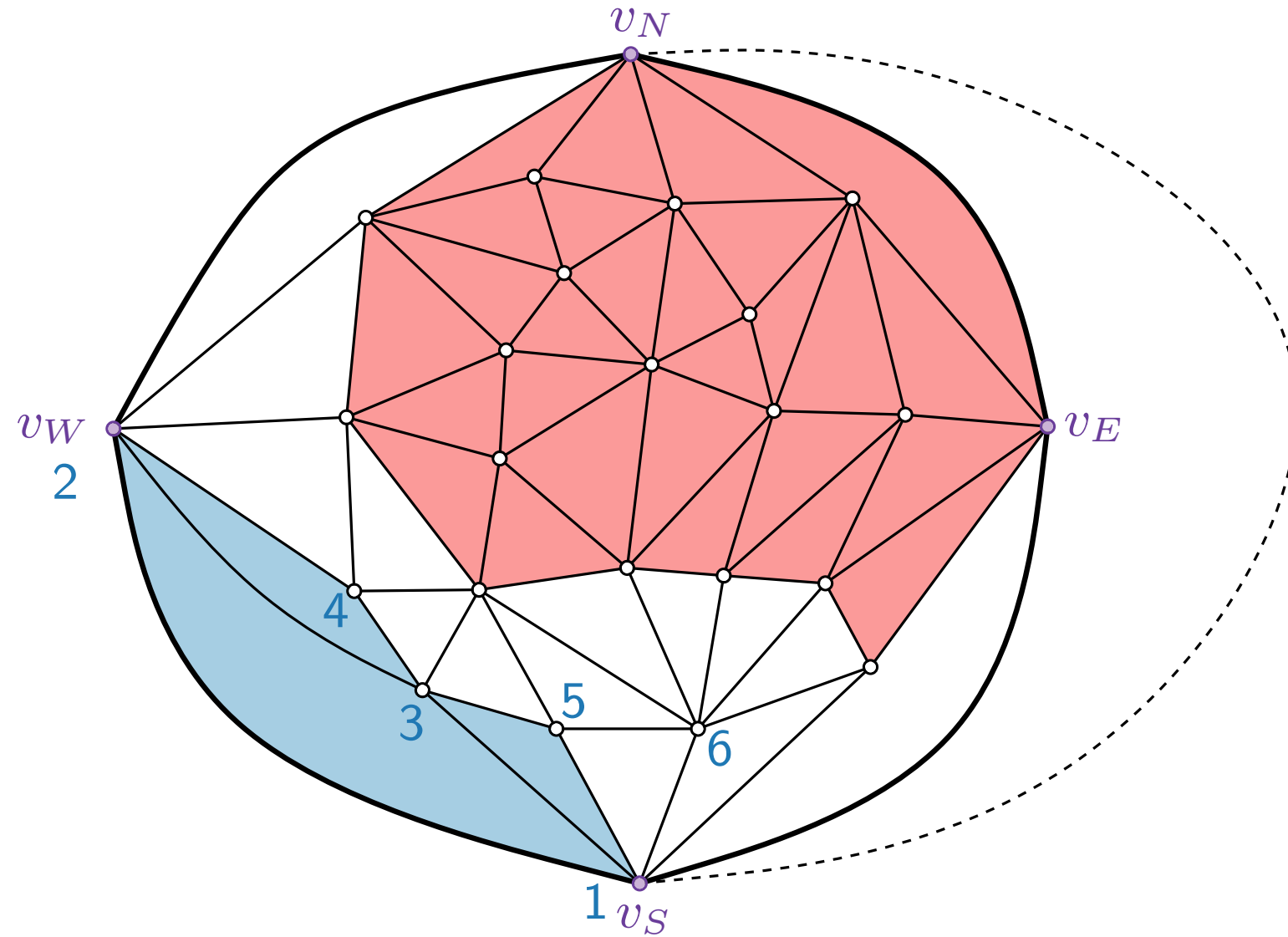
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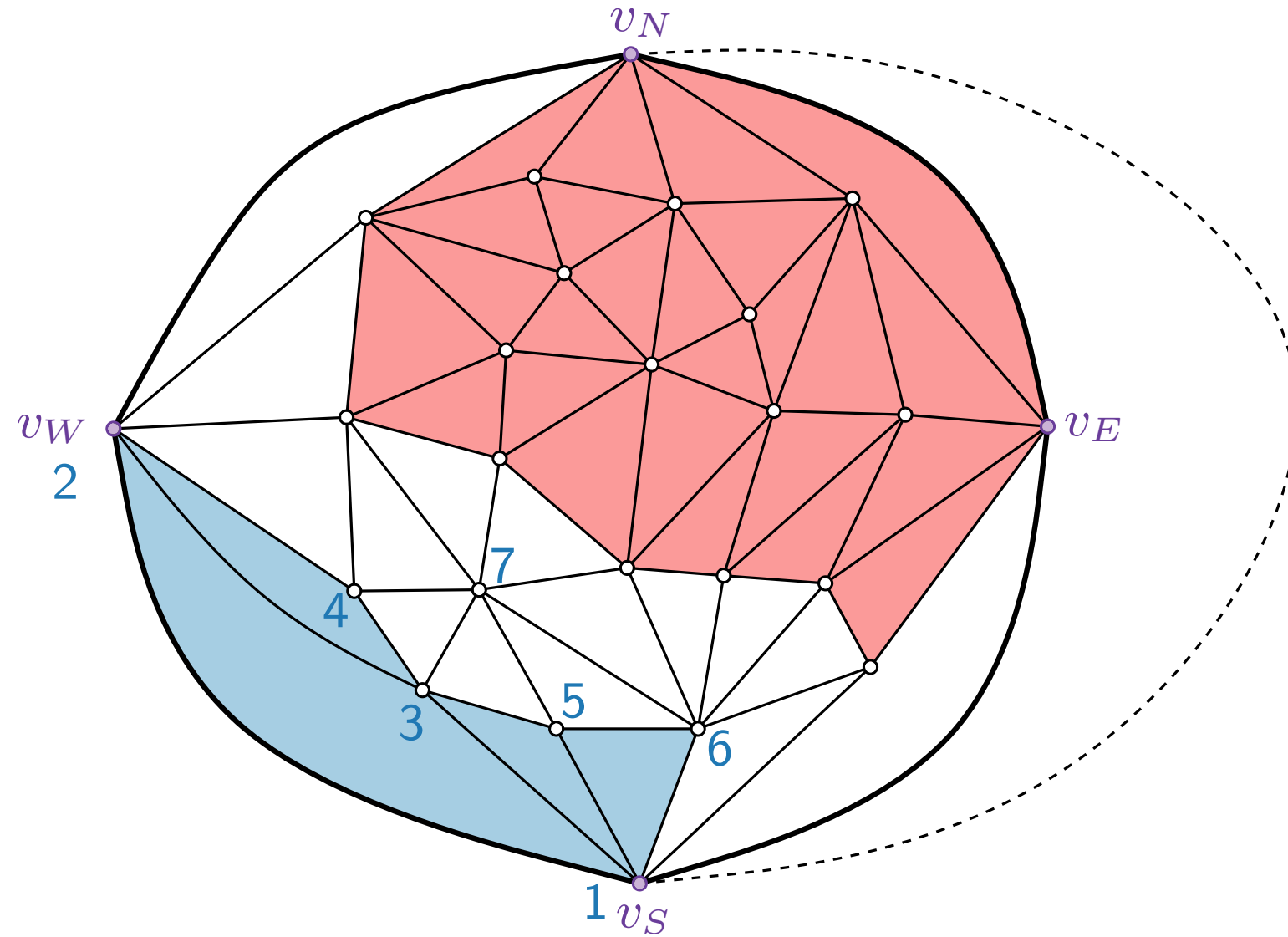
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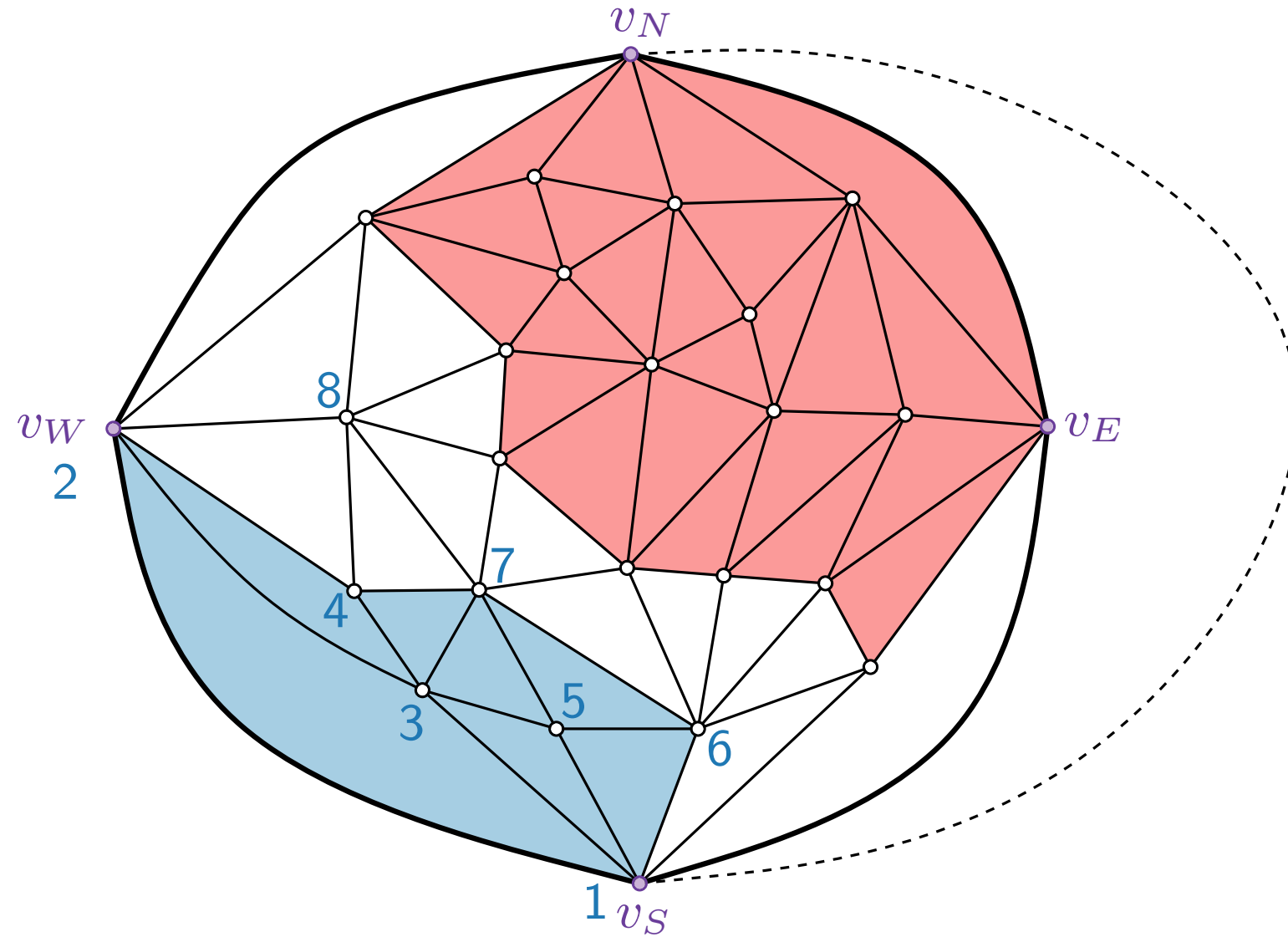
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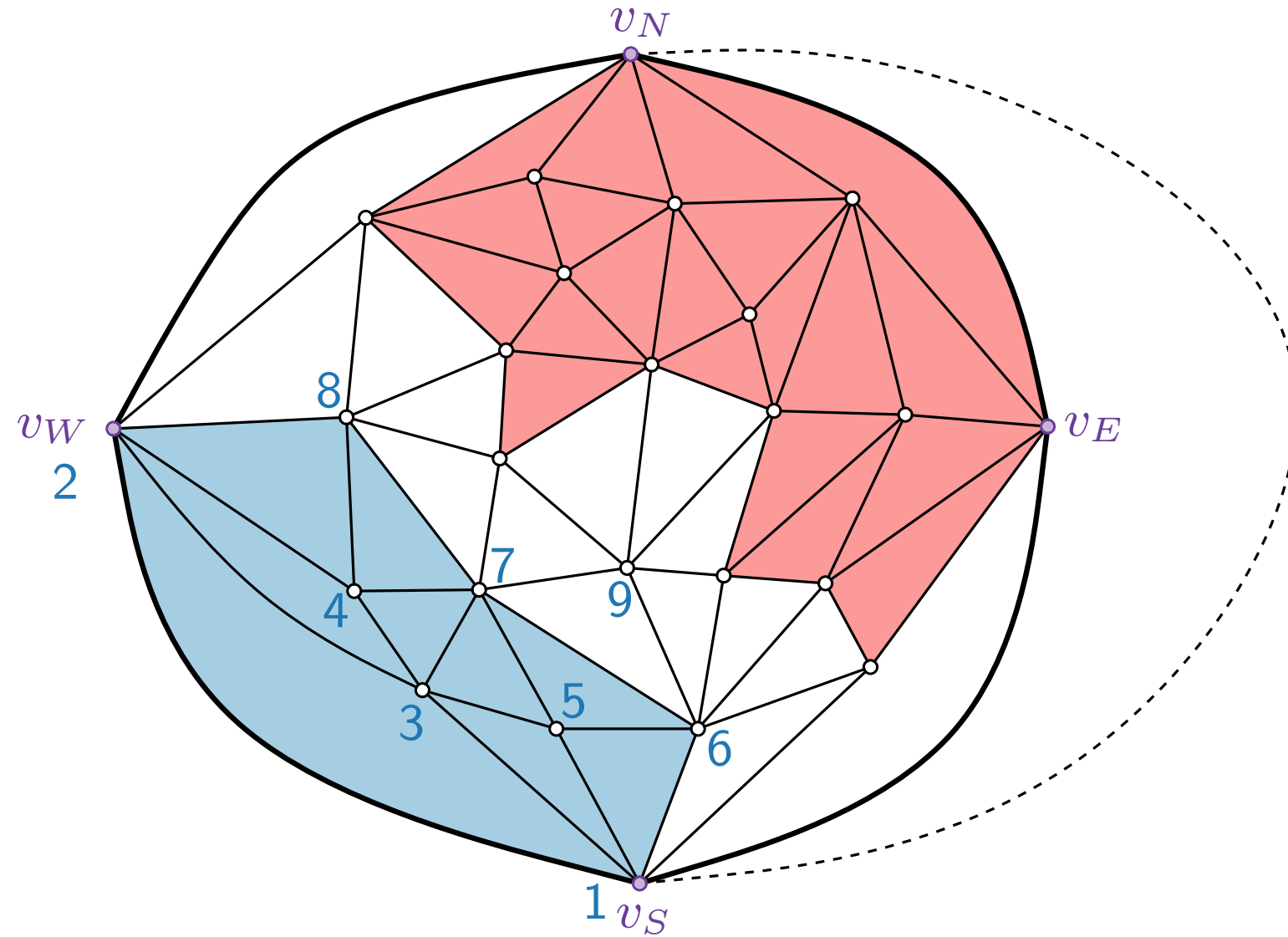
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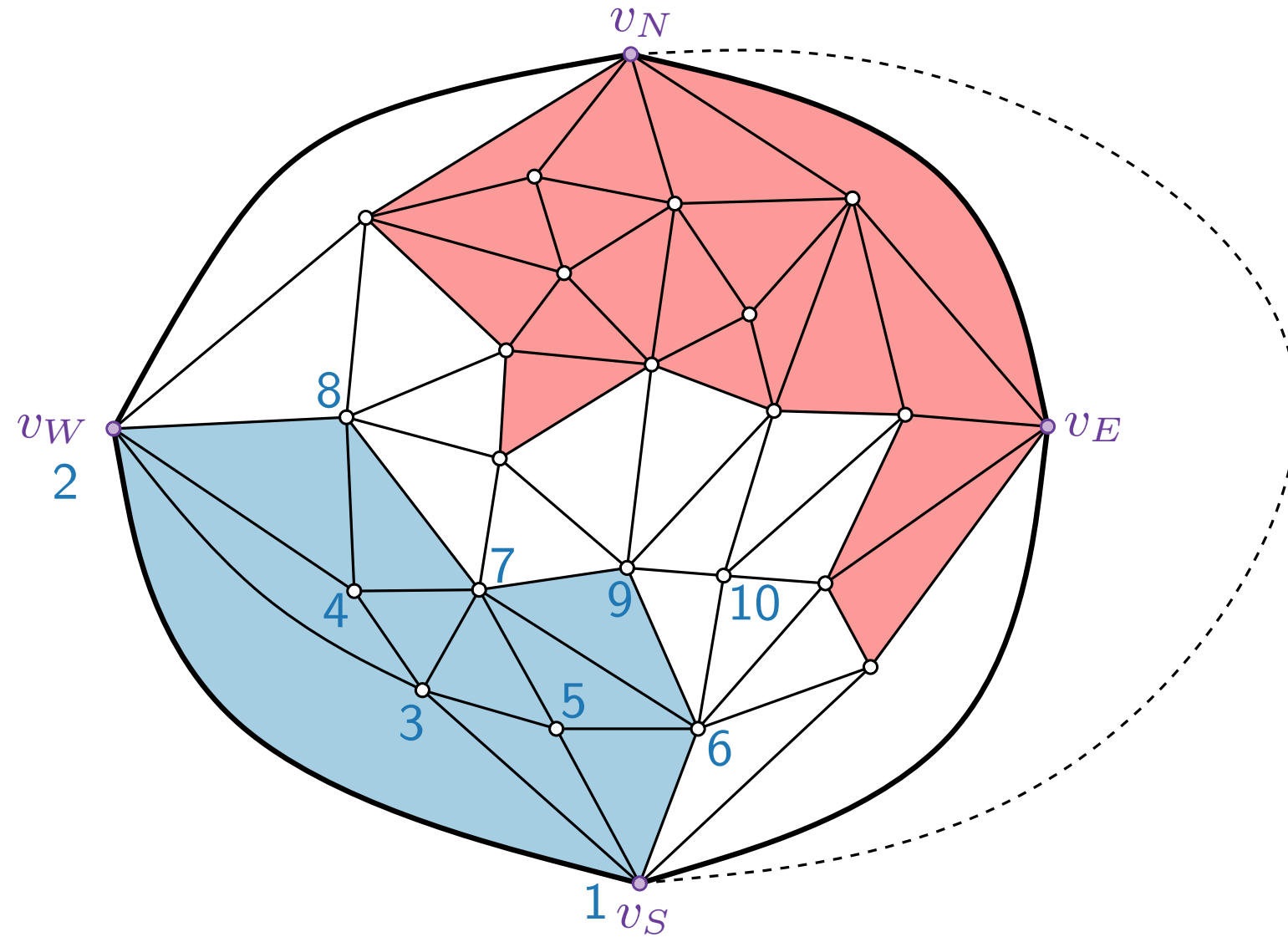
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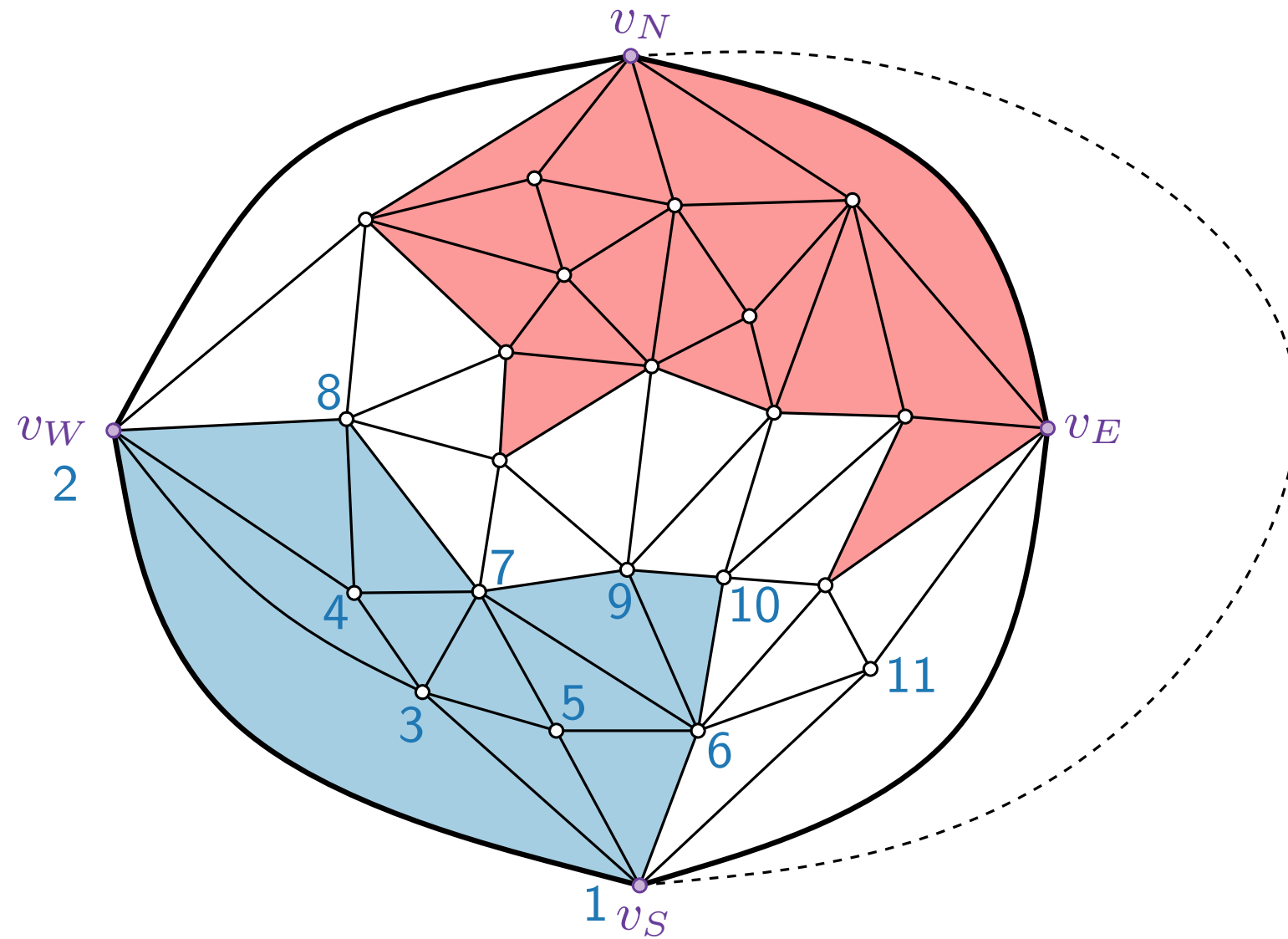
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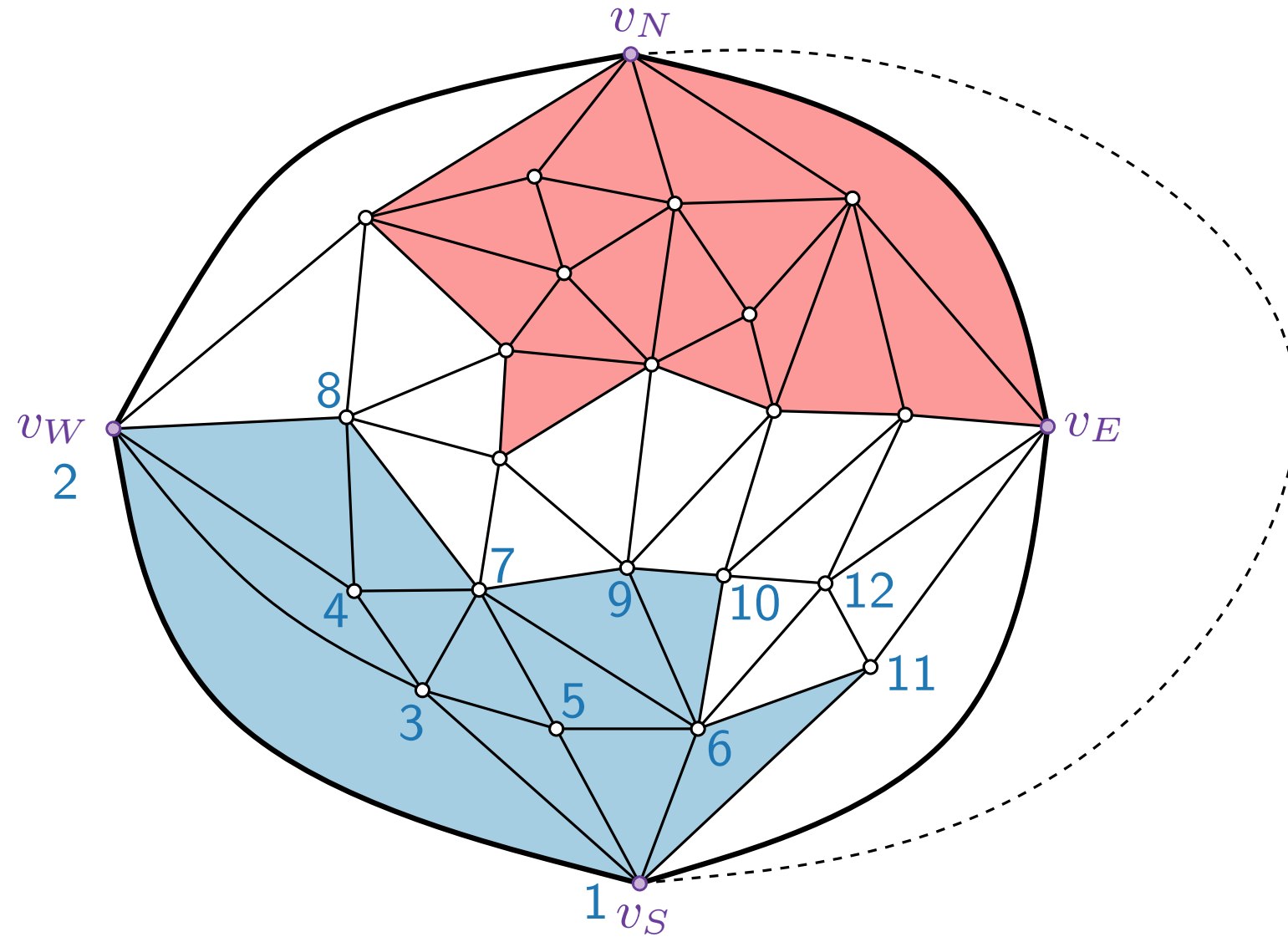
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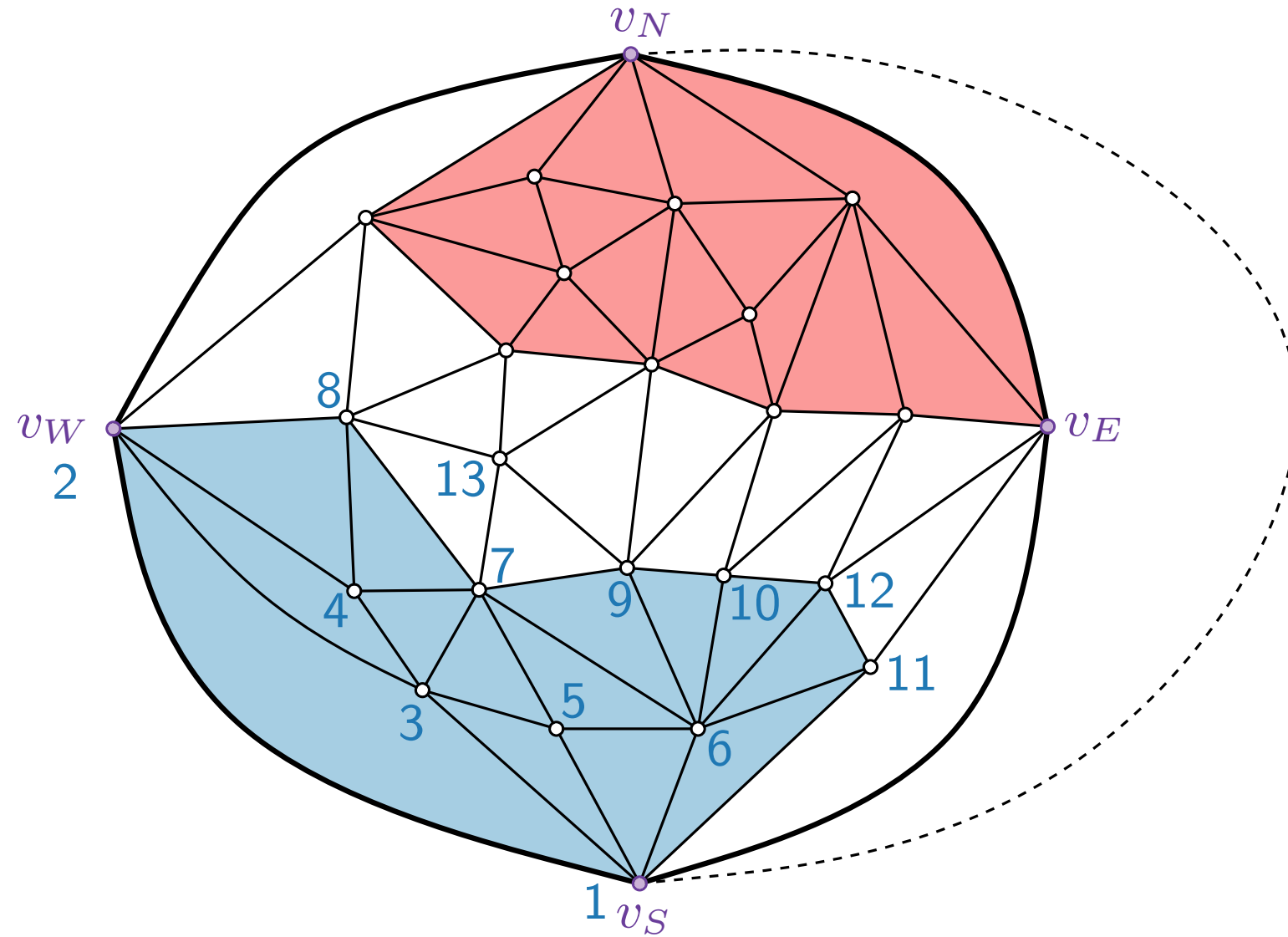
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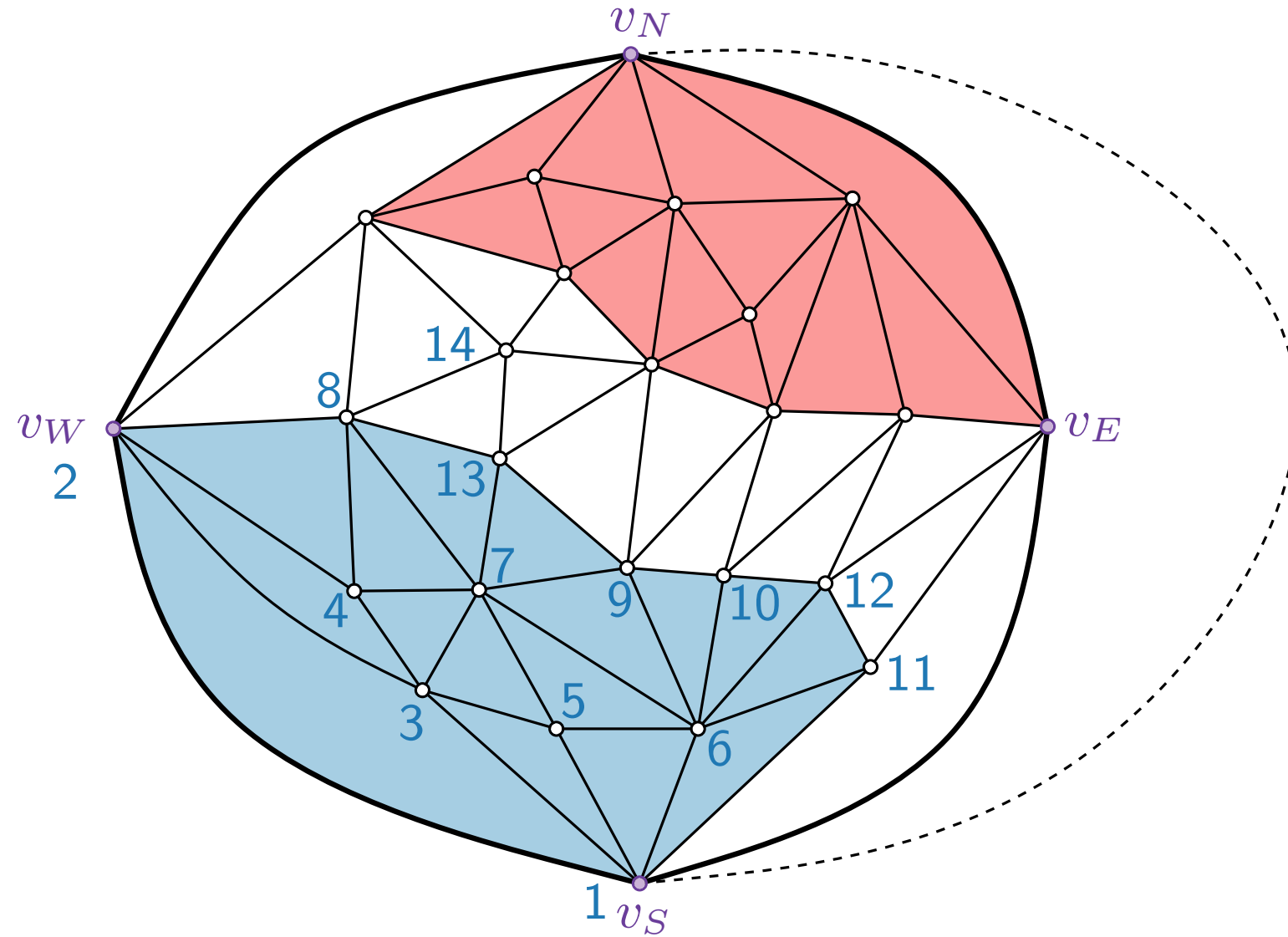
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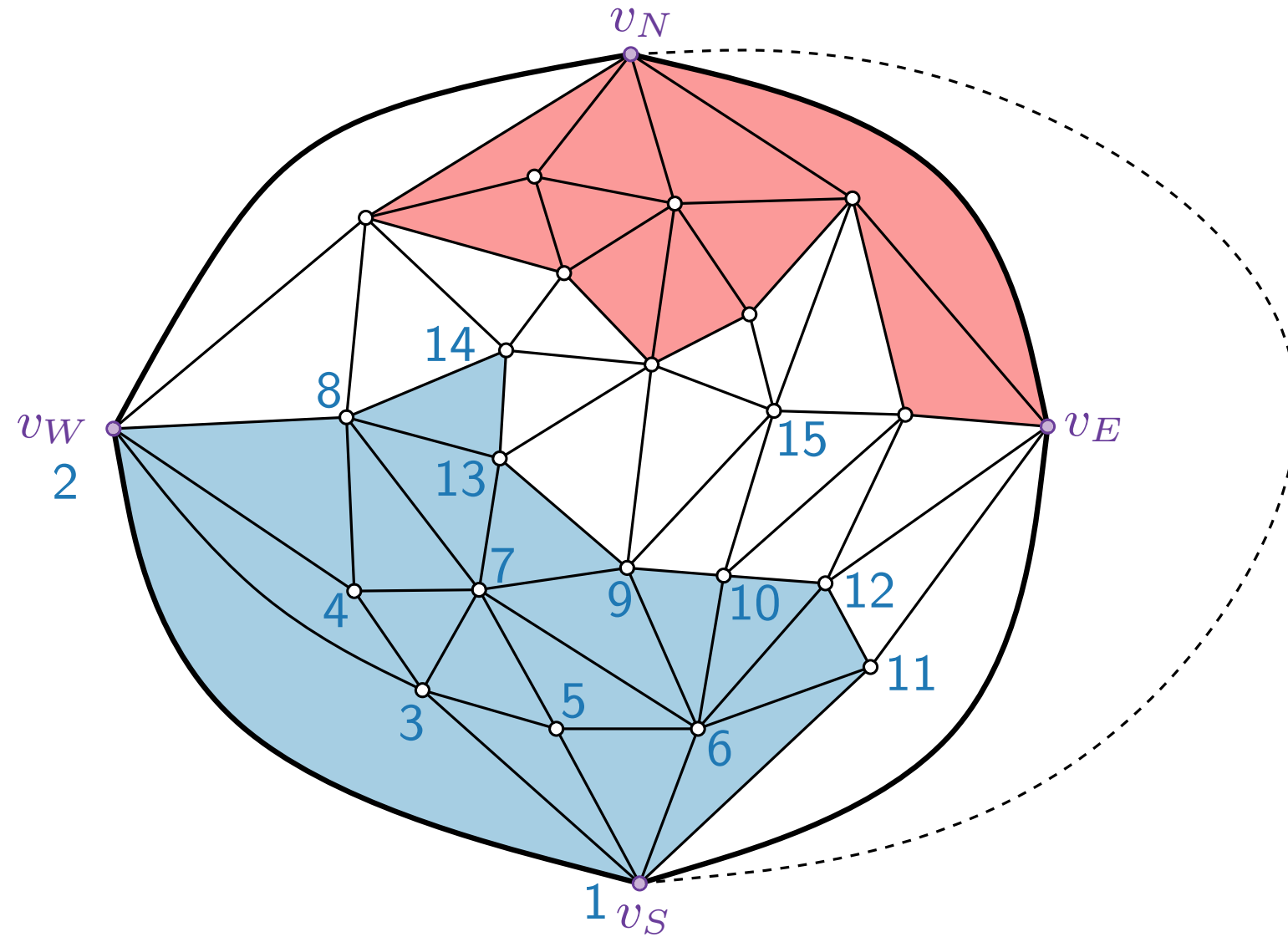
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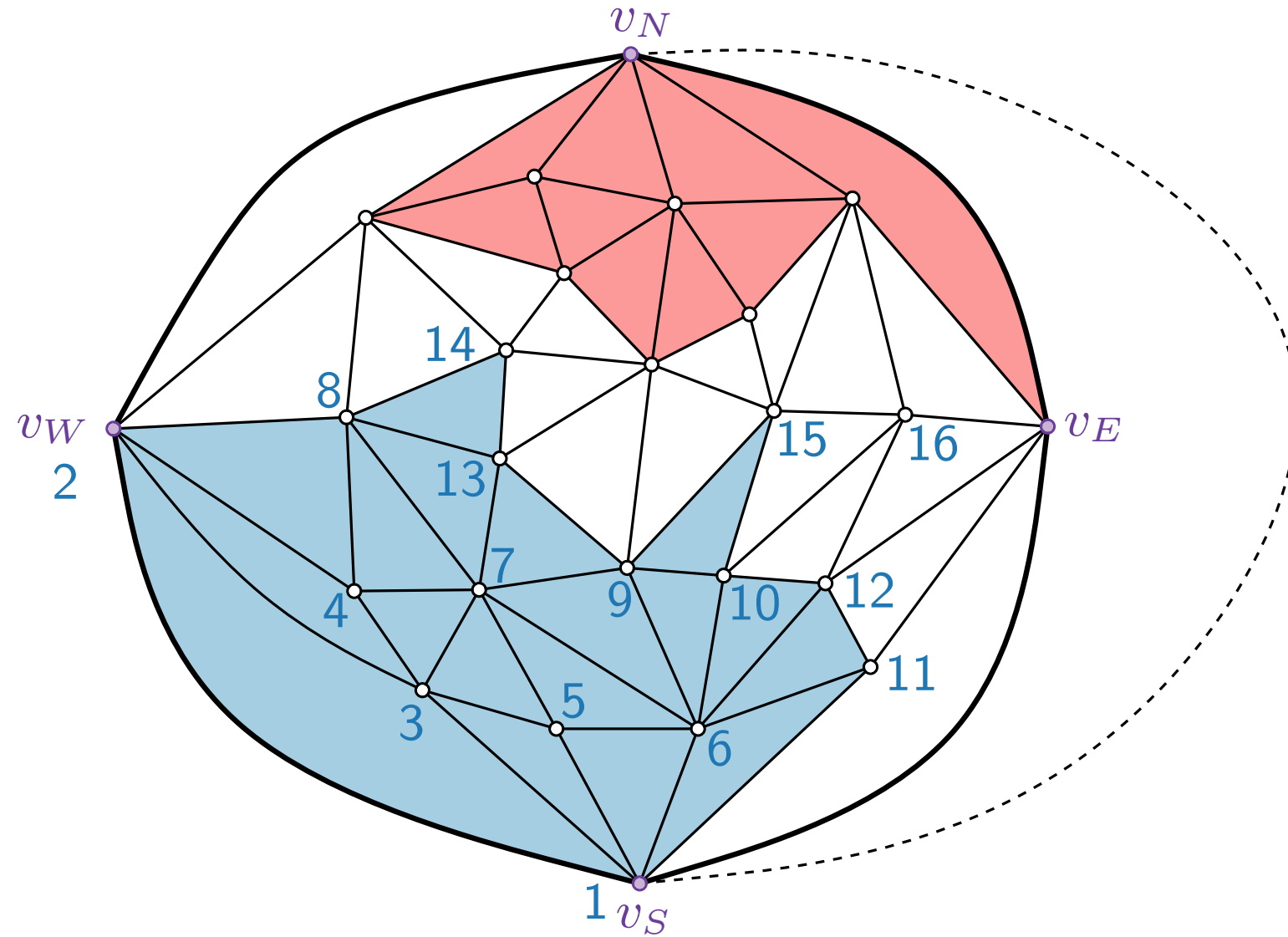
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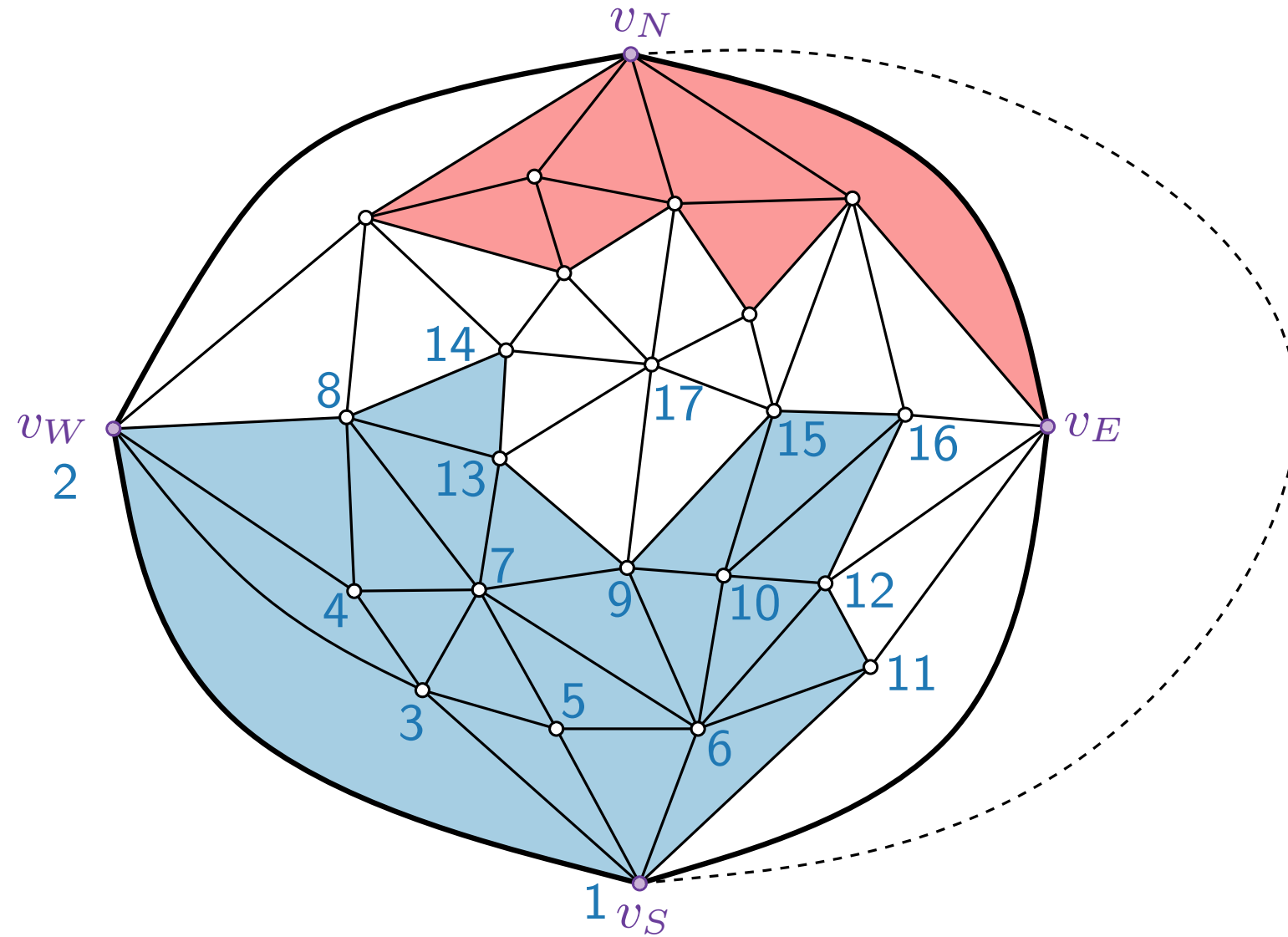
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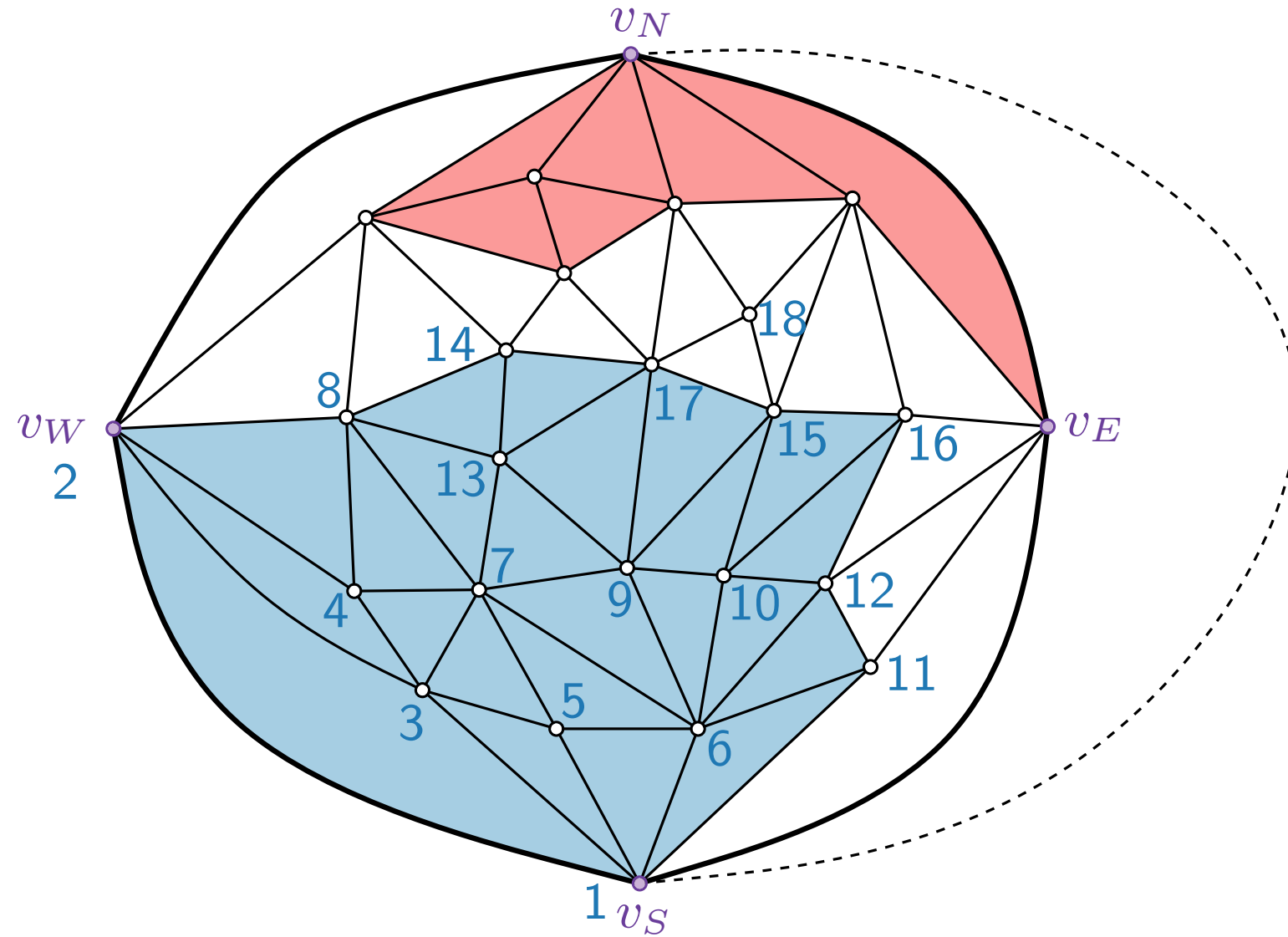
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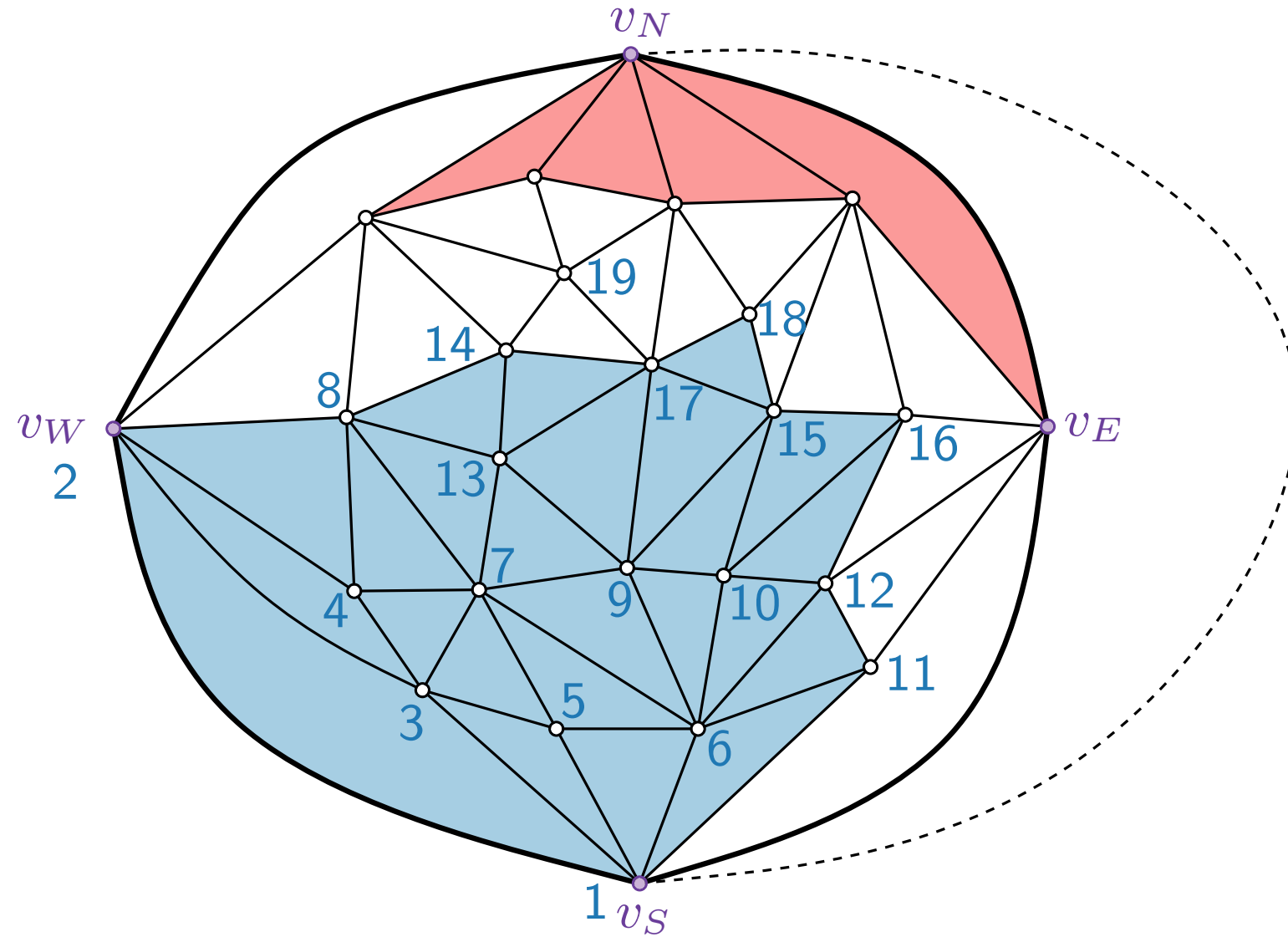
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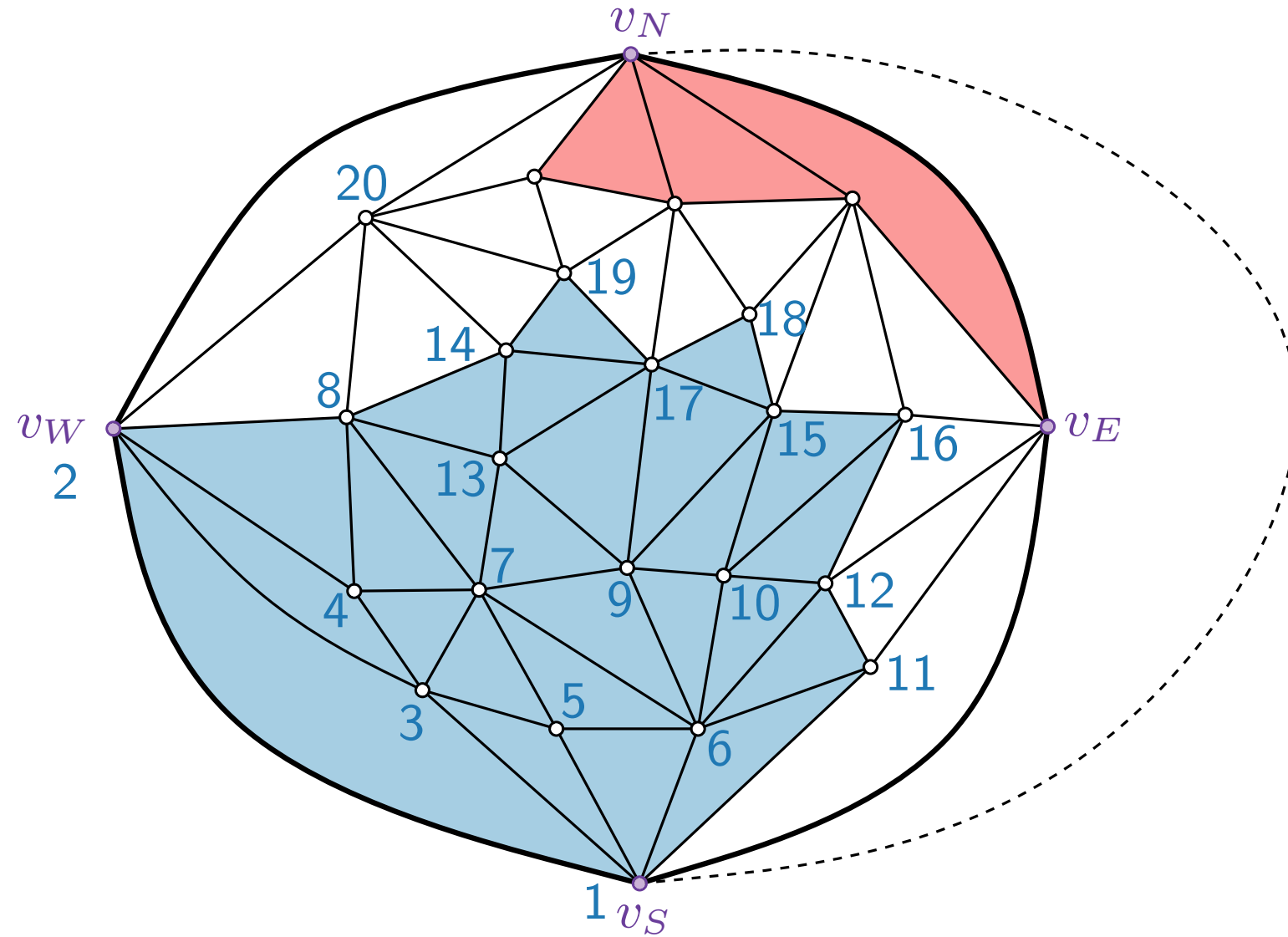
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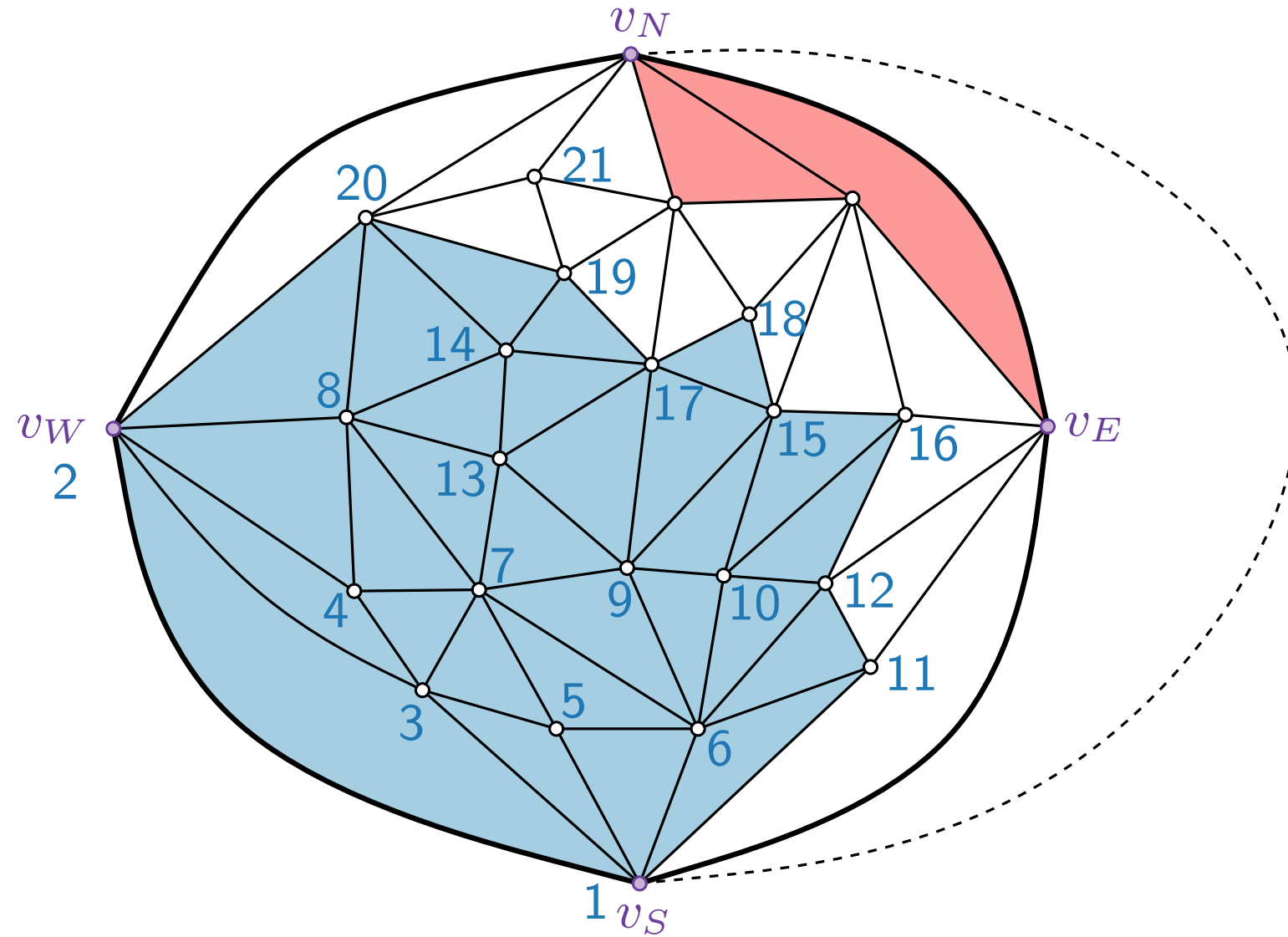
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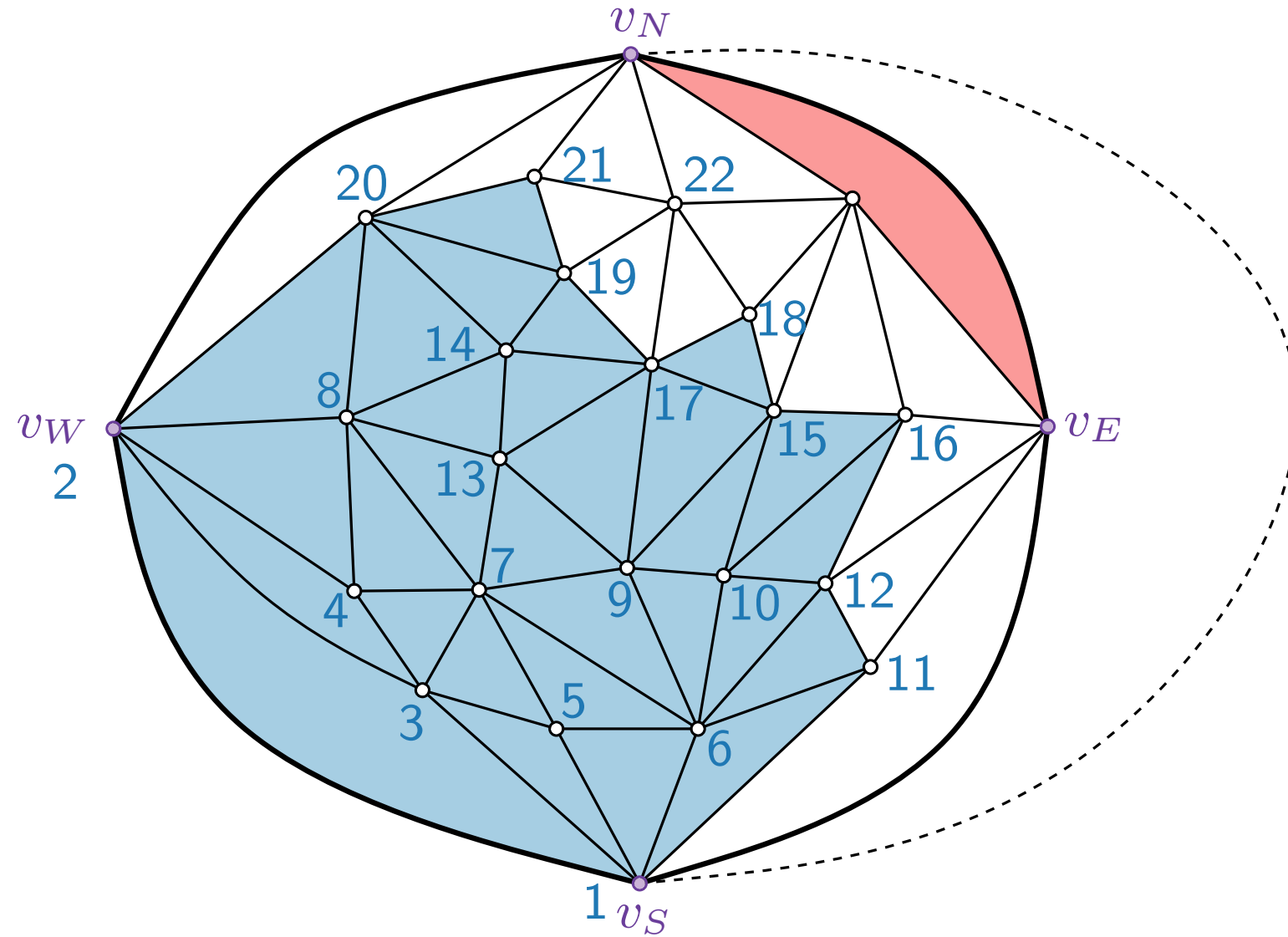
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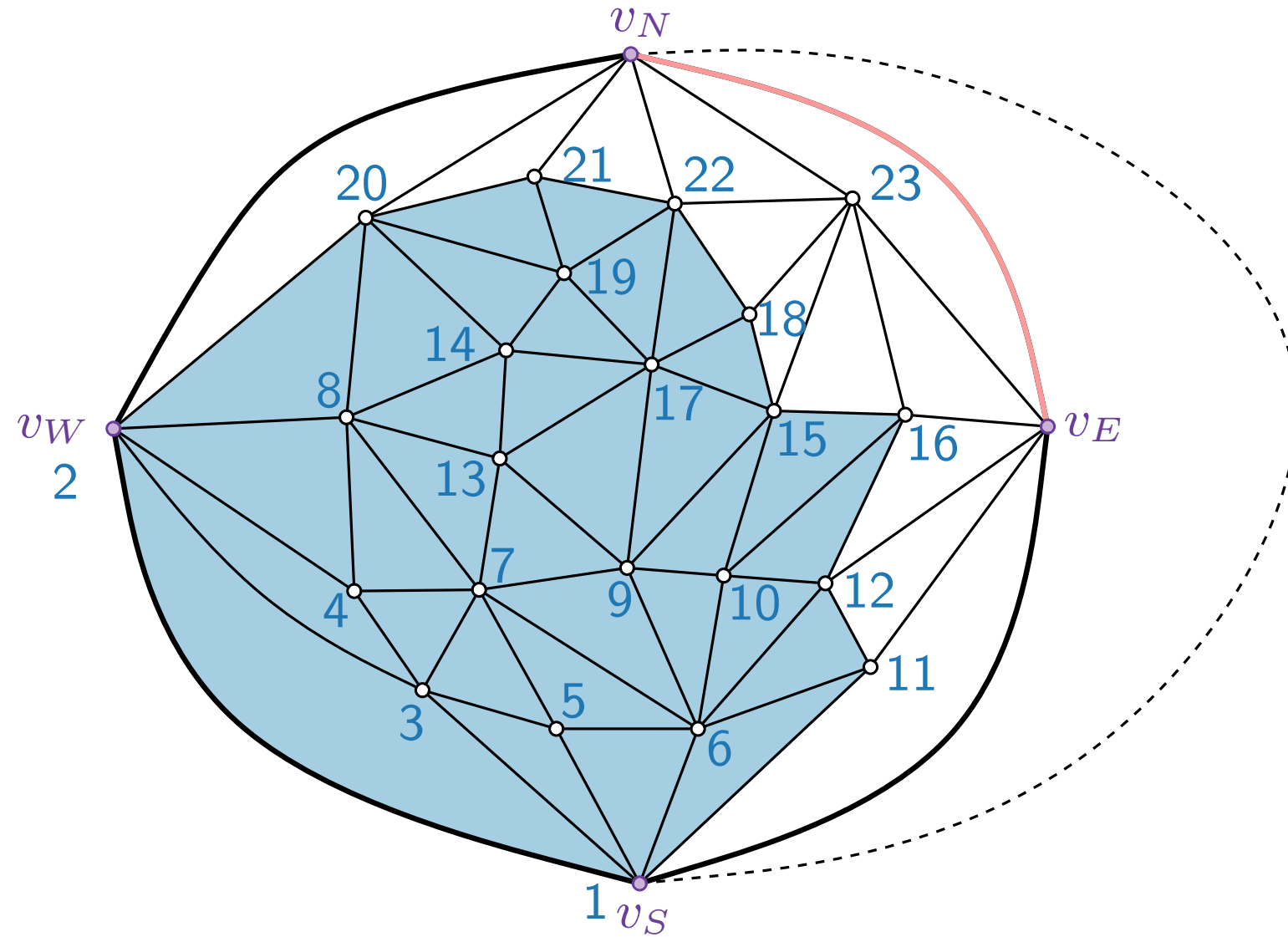
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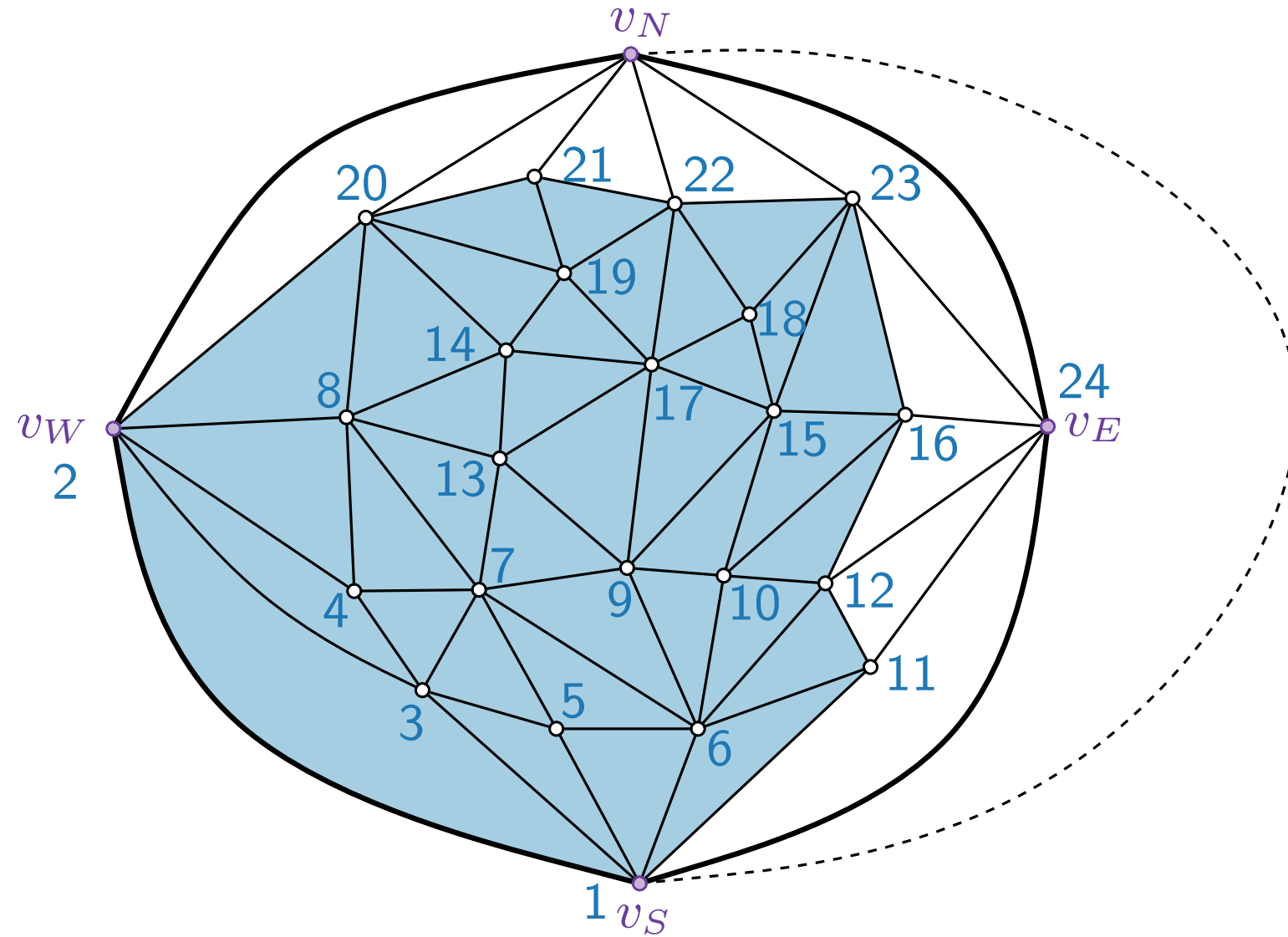
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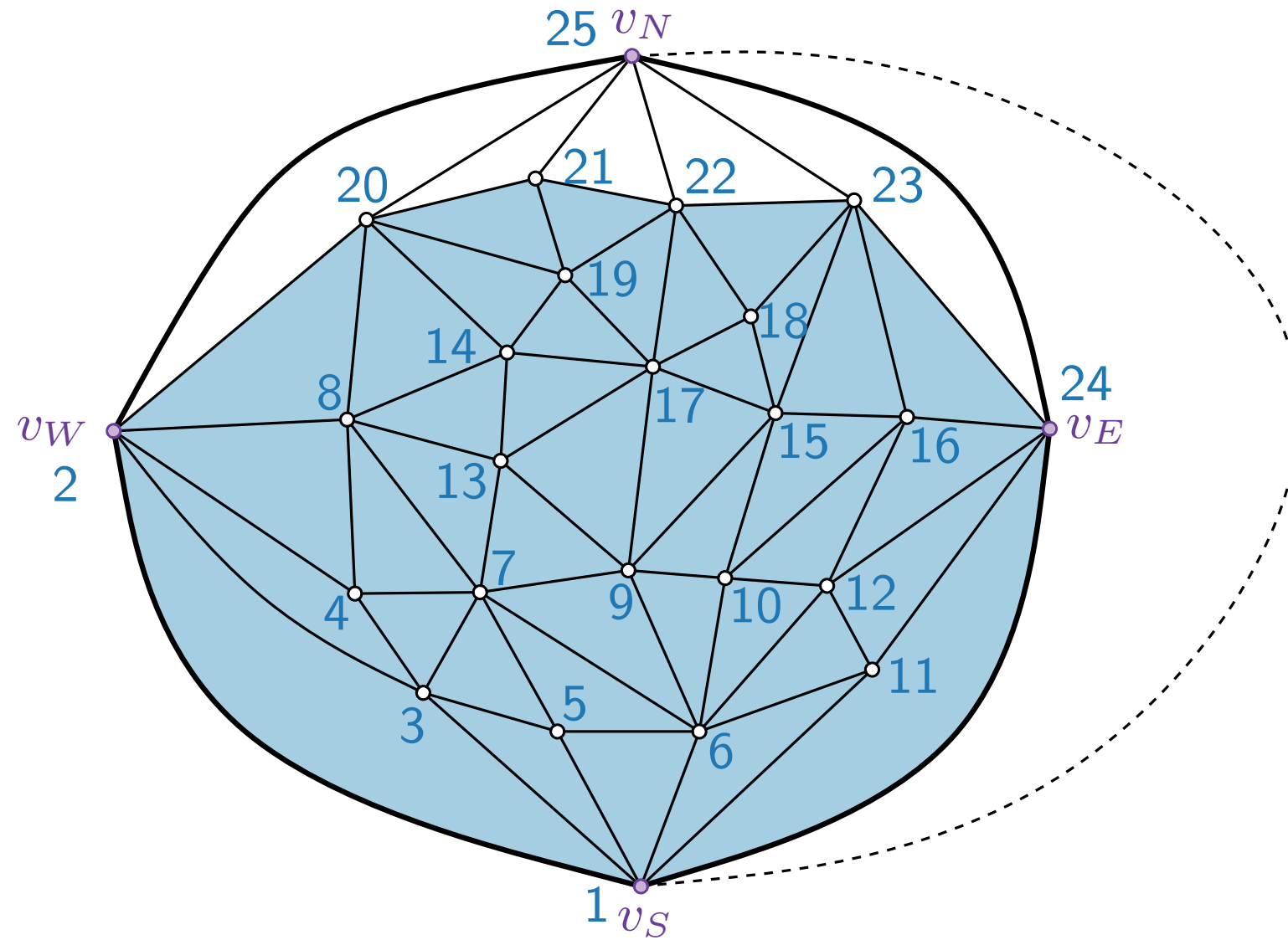
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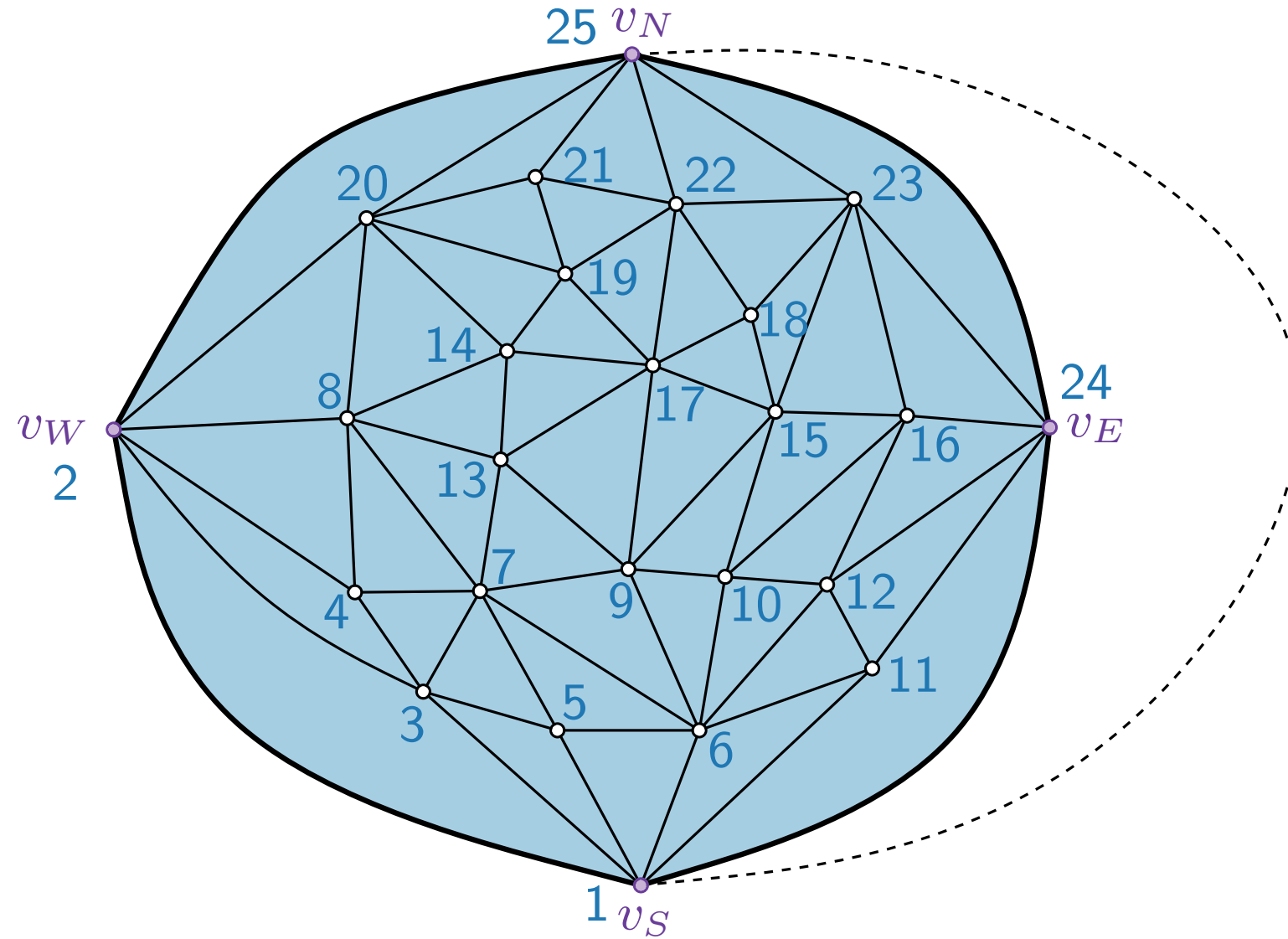
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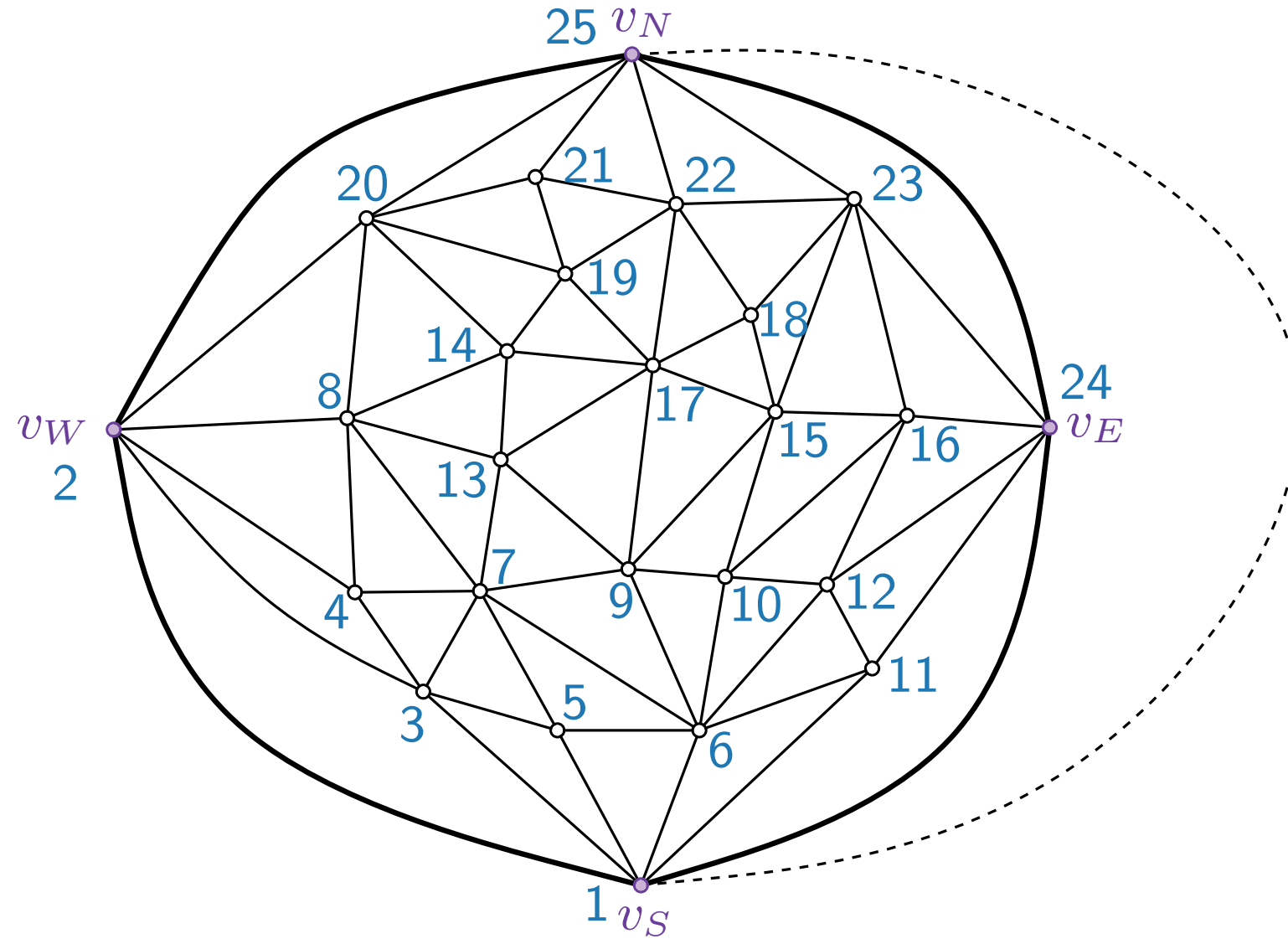
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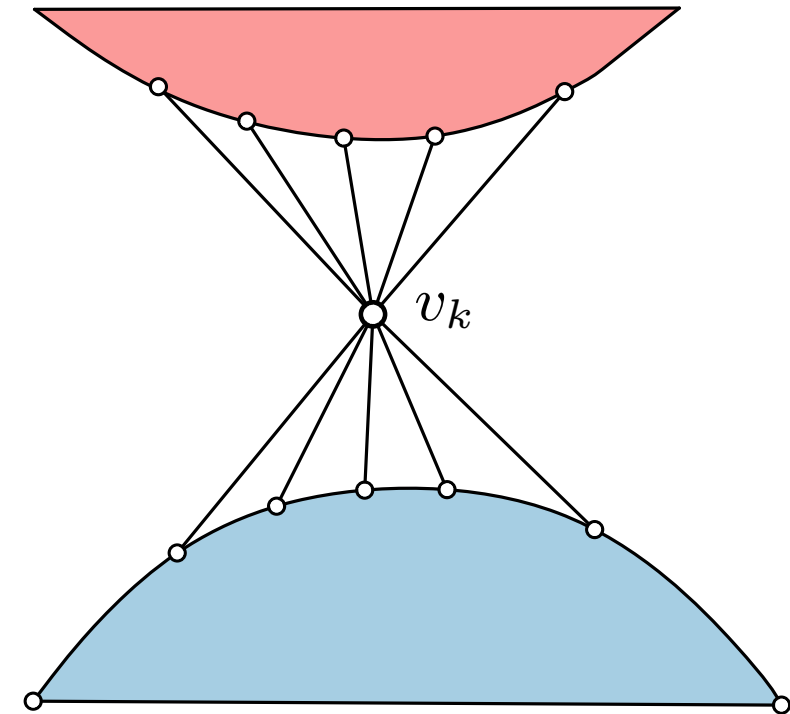


Refined Canonical Order Example



Refined Canonical Order \rightarrow REL

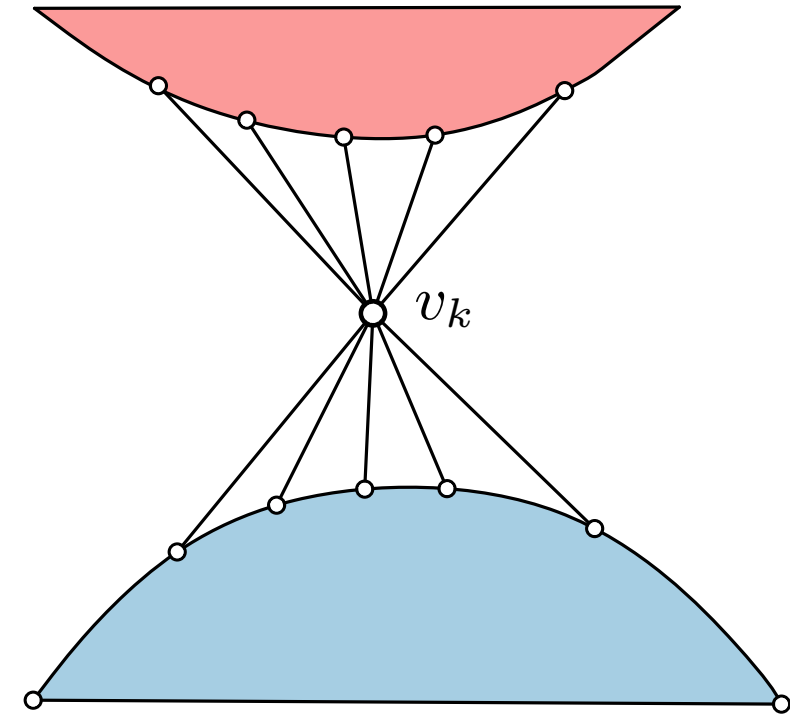
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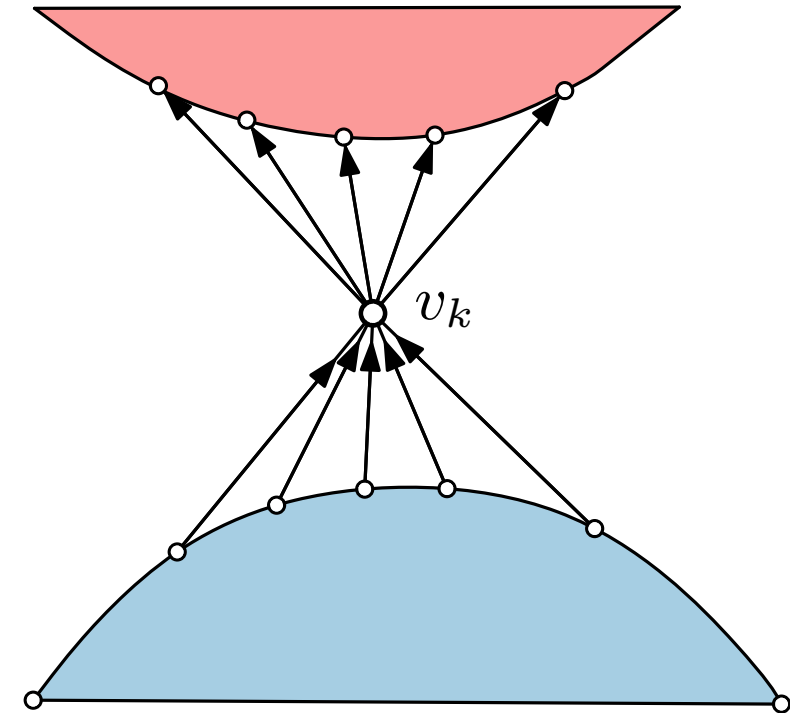
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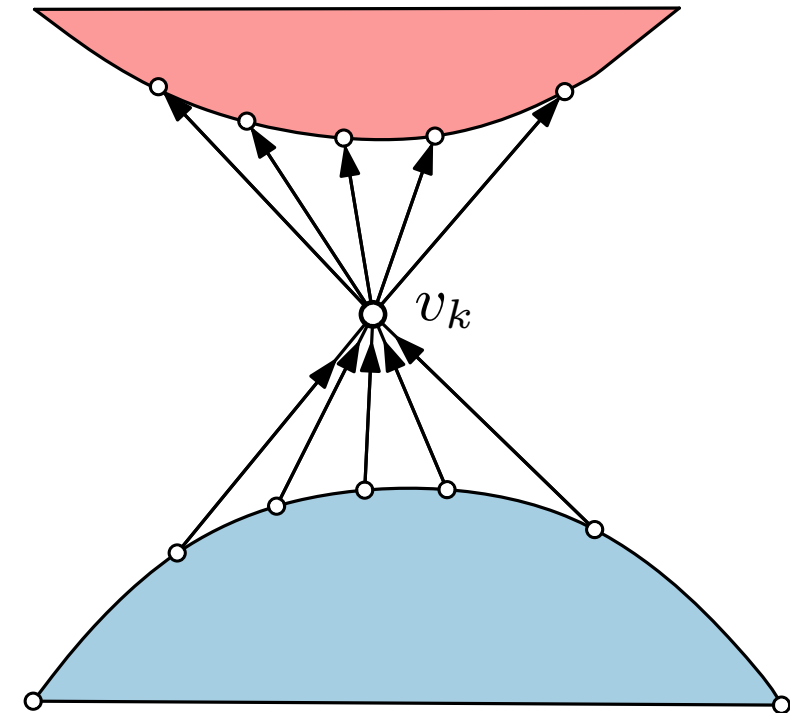
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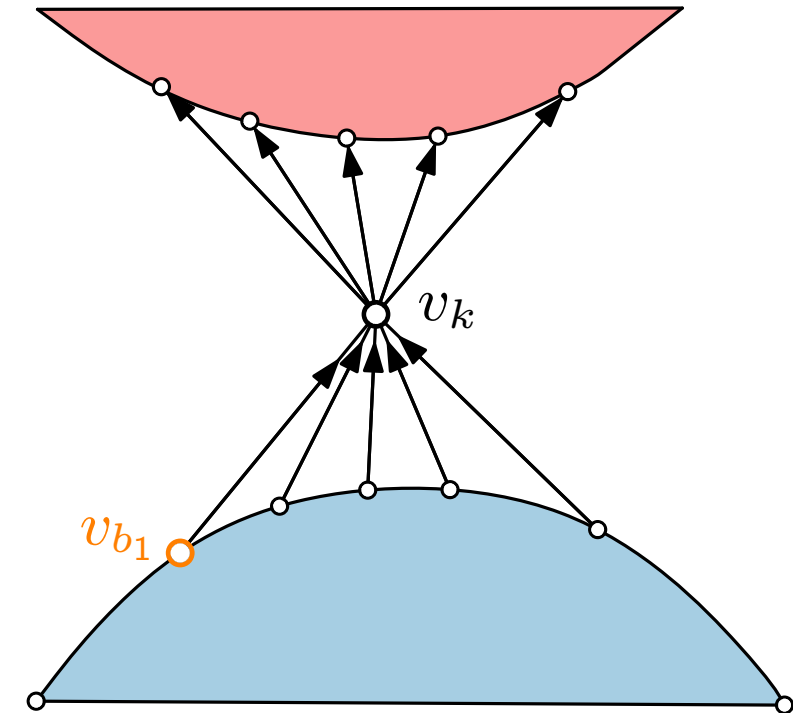
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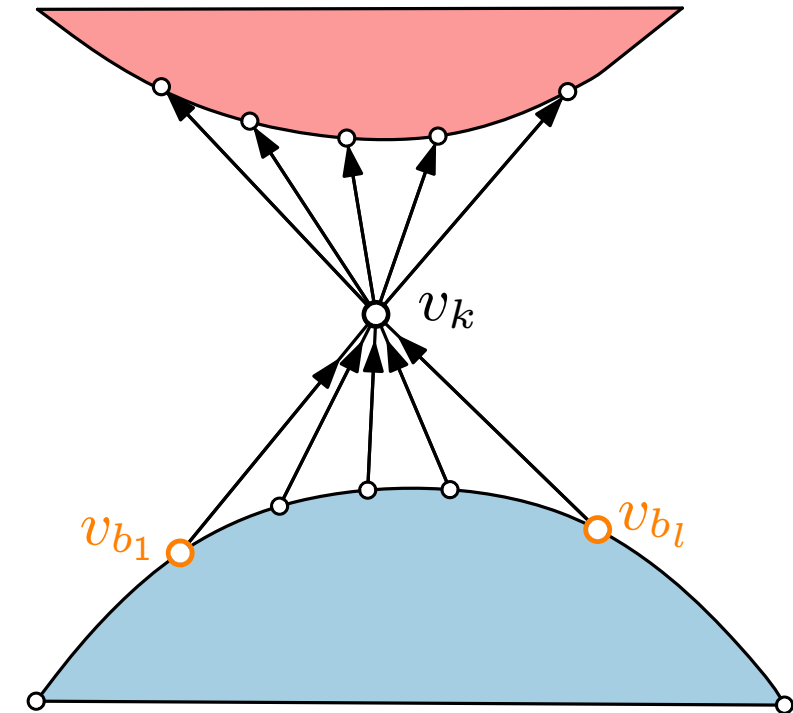
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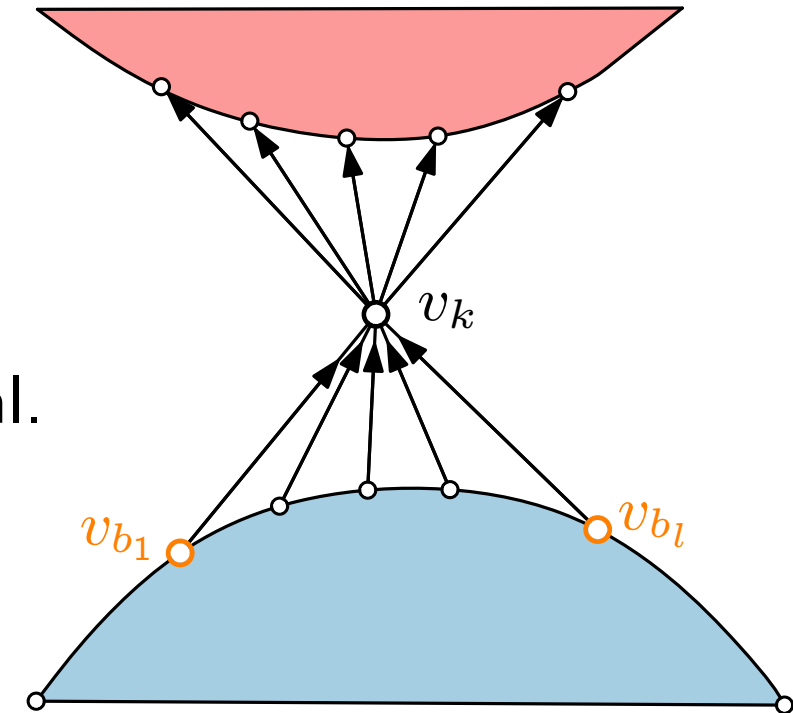
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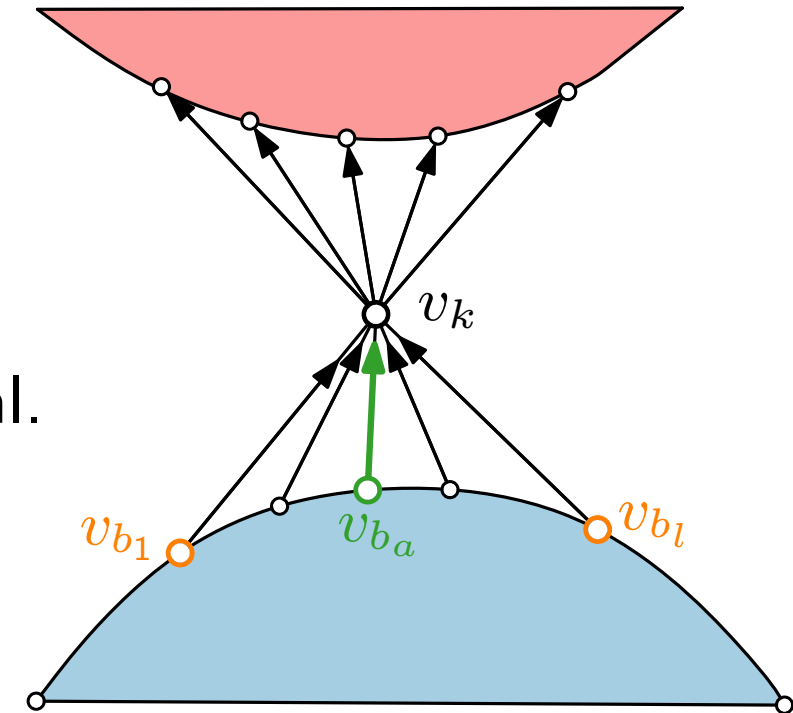
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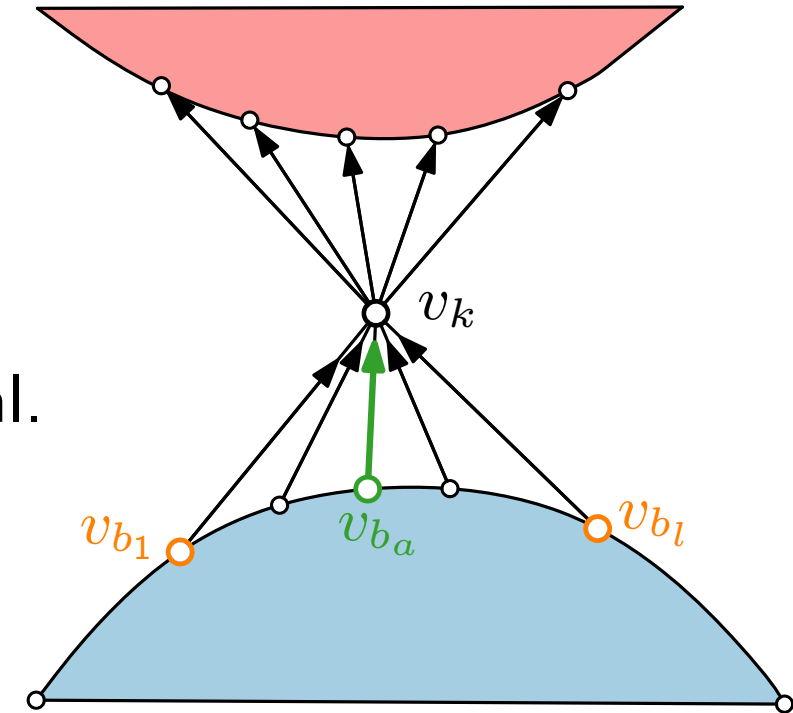
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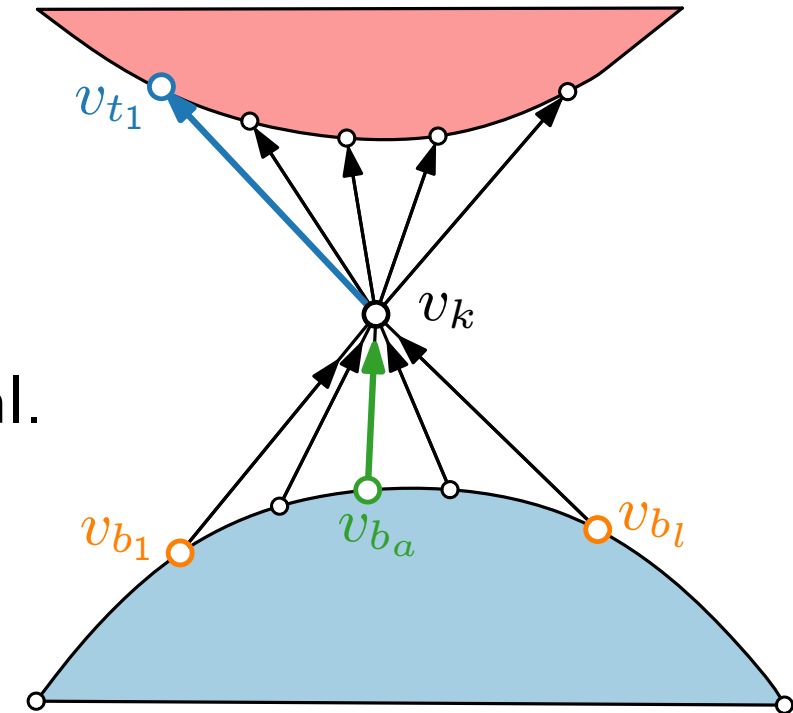
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- If v_{t_1}, \dots, v_{t_o} are higher numbered neighbors of v_k , we call (v_k, v_{t_1}) **left edge** and (v_k, v_{t_o}) **right edge** of v_k .



Refined Canonical Order \rightarrow REL

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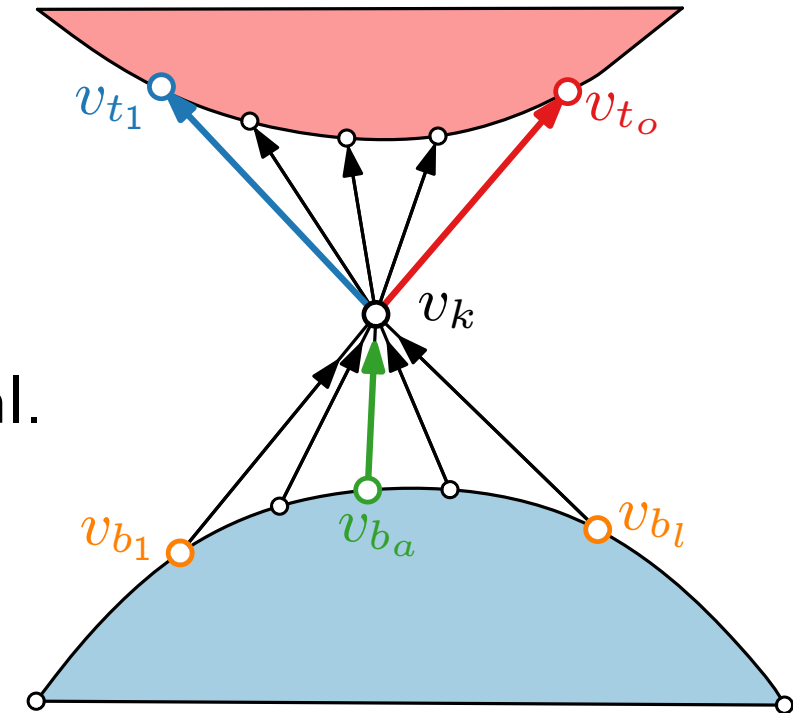
- For $i < j$, orient (v_i, v_j) from v_i to v_j ;
- If v_k has incoming edges from v_{b_1}, \dots, v_{b_l} , we say that v_{b_1} is the **left point** of v_k and v_{b_l} is the **right point** of v_k .
- **Base edge** of v_k is (v_{b_a}, v_k) , where $b_a \in \{b_1, \dots, b_l\}$ is minimal.
- If v_{t_1}, \dots, v_{t_o} are higher numbered neighbors of v_k , we call (v_k, v_{t_1}) **left edge** and (v_k, v_{t_o}) **right edge** of v_k .



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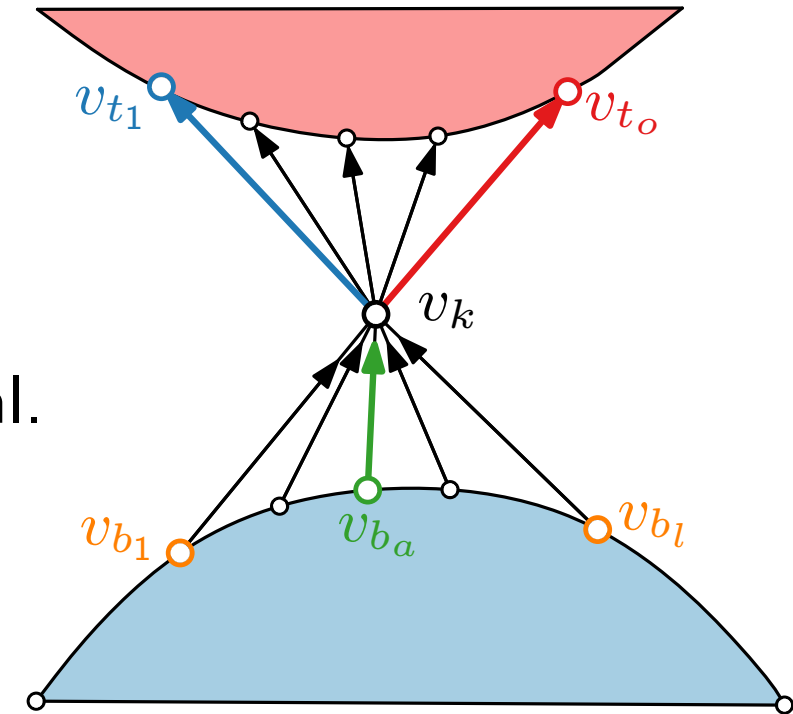
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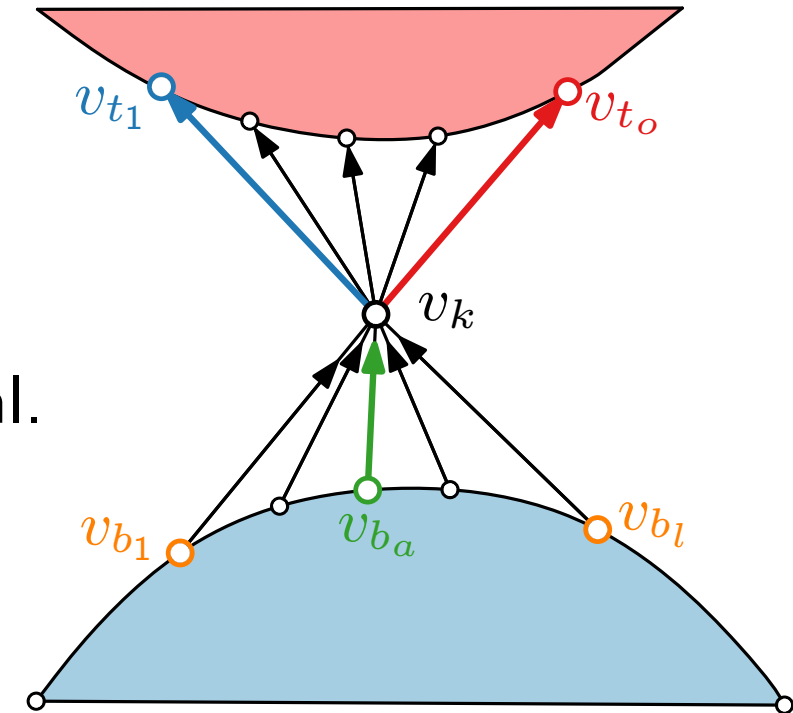
Lemma 1.

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

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Proof. Suppose that the left edge (v_k, v_{t_1}) is the base edge of v_{t_1} .

Refined Canonical Order \rightarrow REL

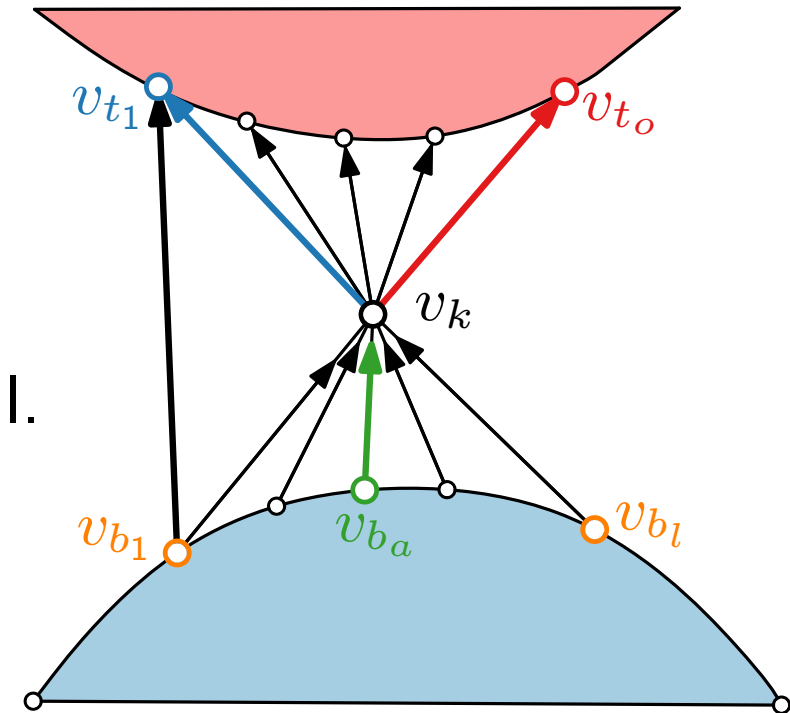
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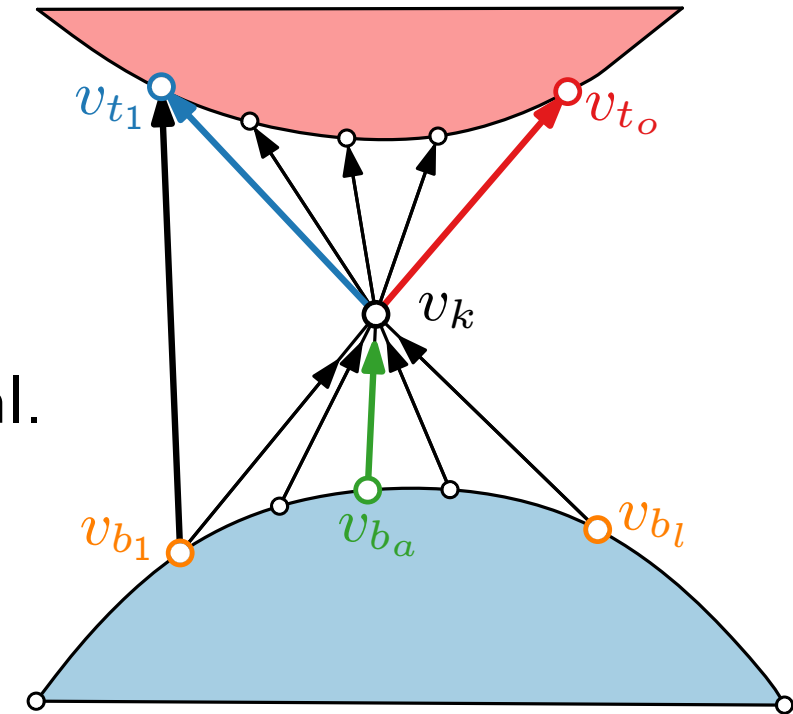
Proof. Suppose that the left edge (v_k, v_{t_1}) is the base edge of v_{t_1} . Since G is triangulated, $(v_{b_1}, v_{t_1}) \in E(G)$.



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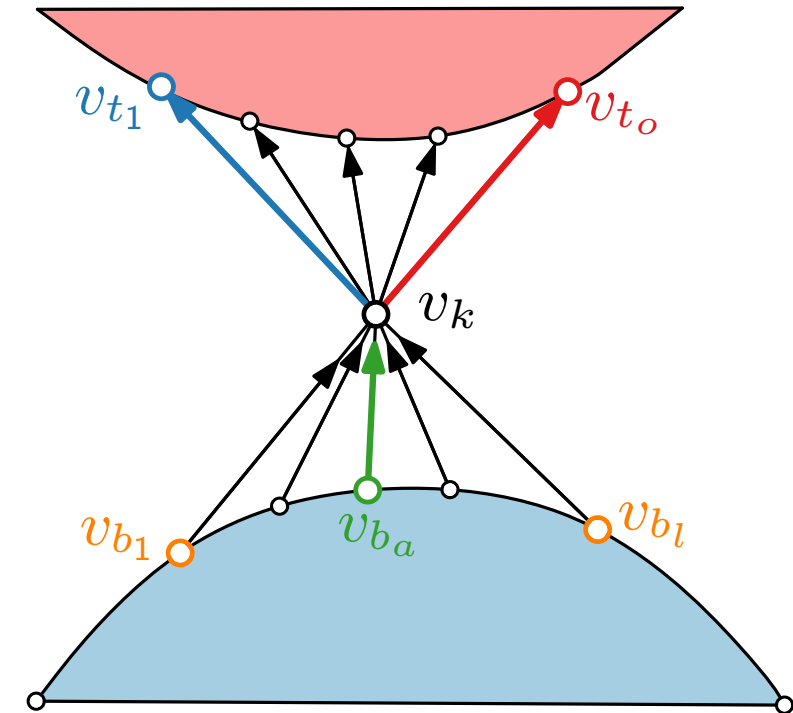
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Refined Canonical Order \rightarrow REL

Lemma 2.

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



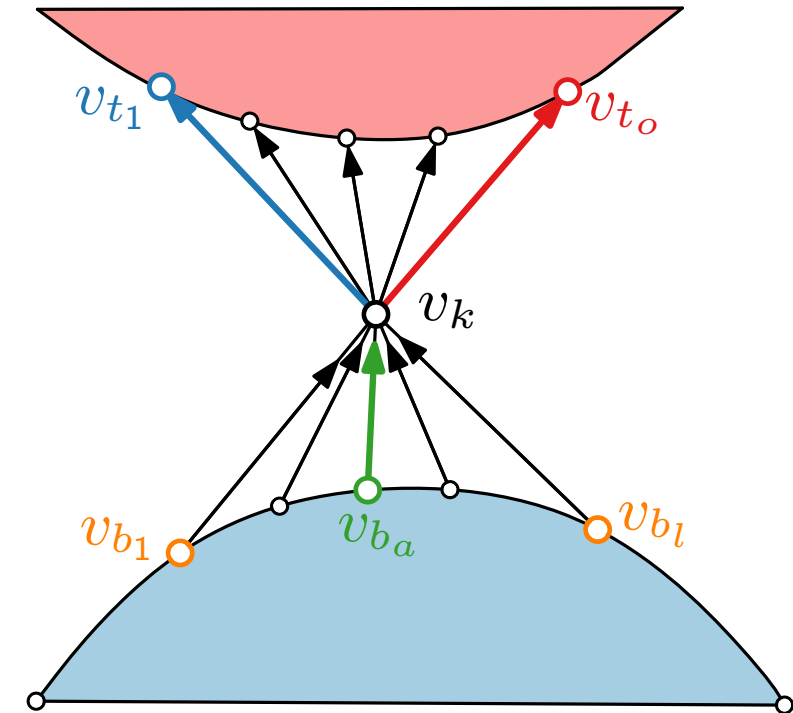
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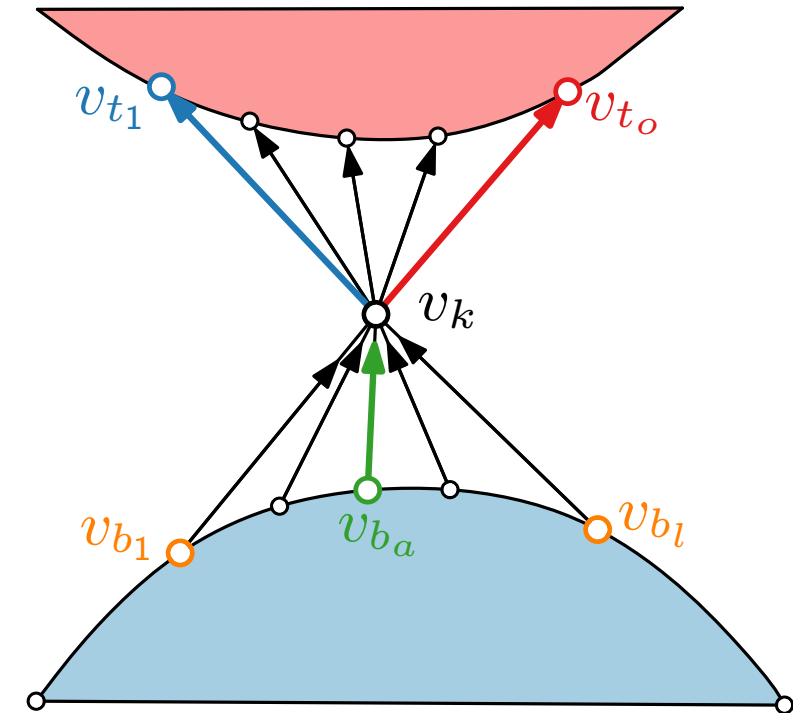
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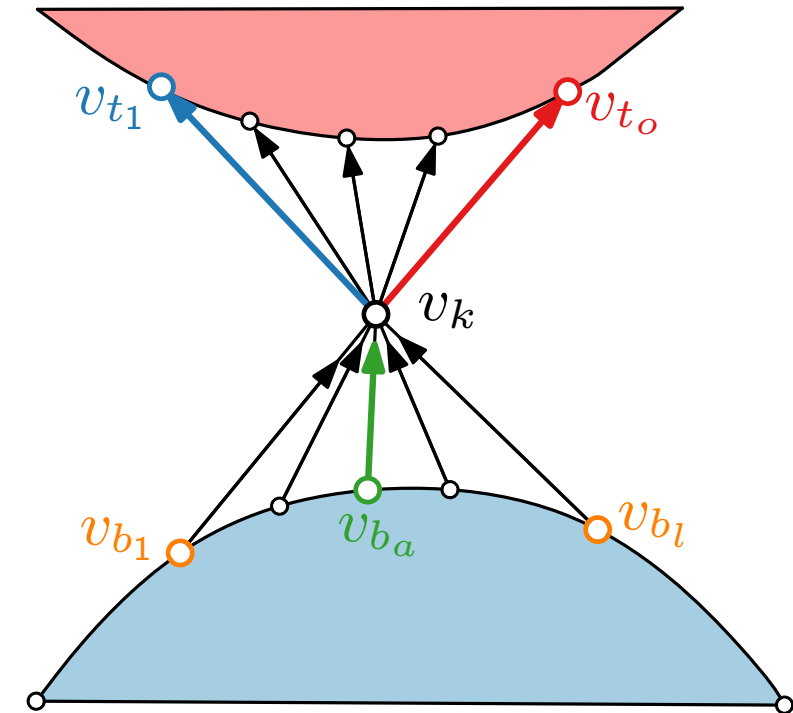
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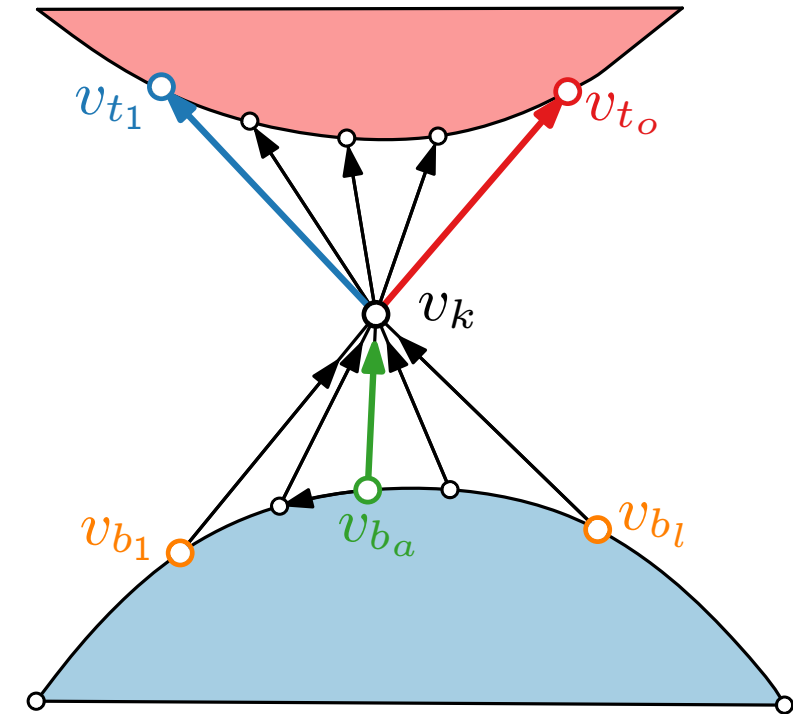
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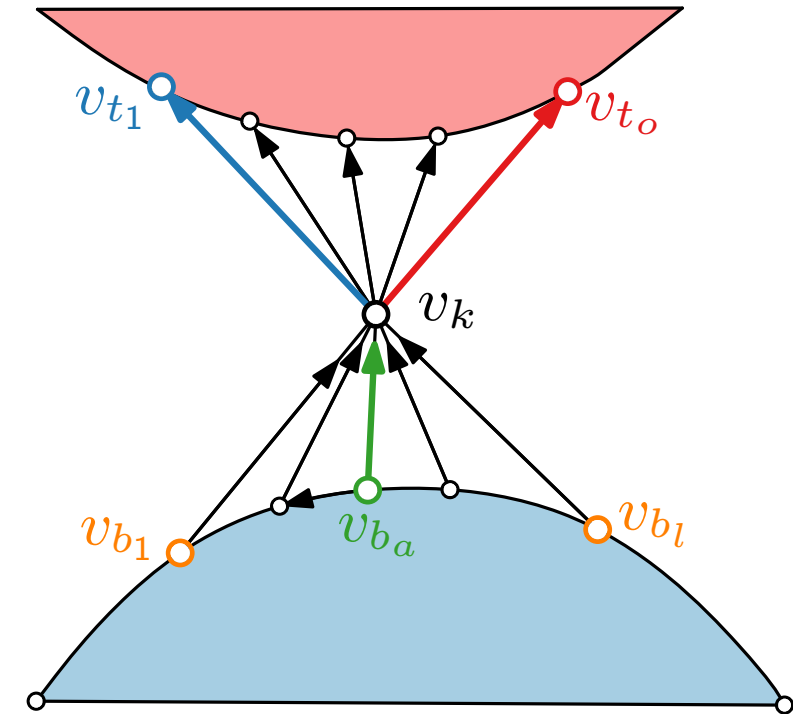
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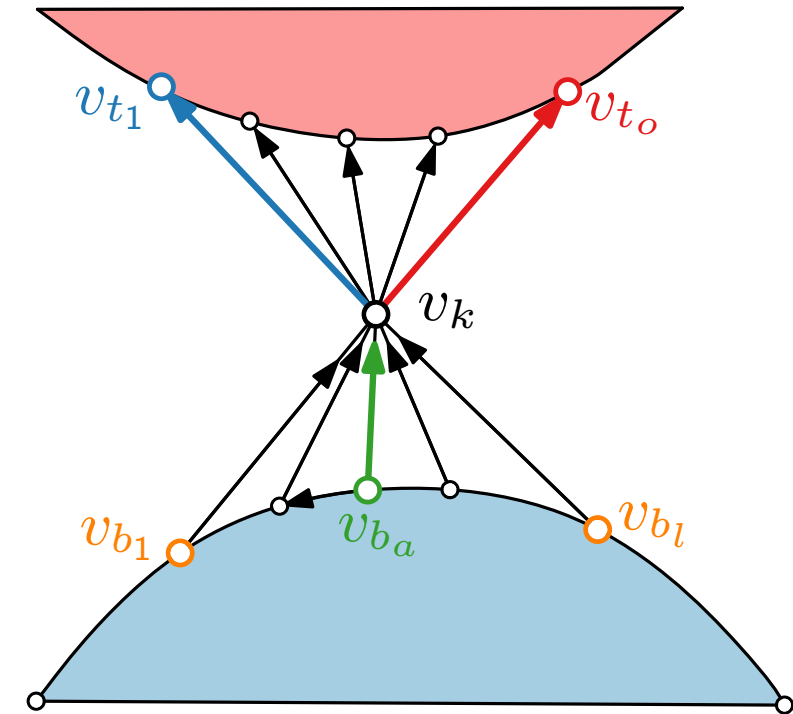
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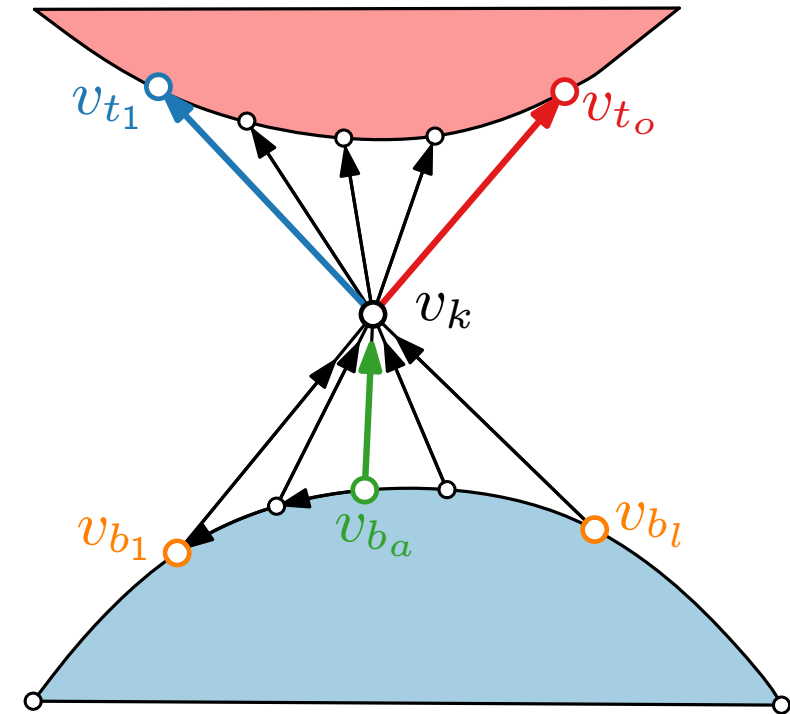
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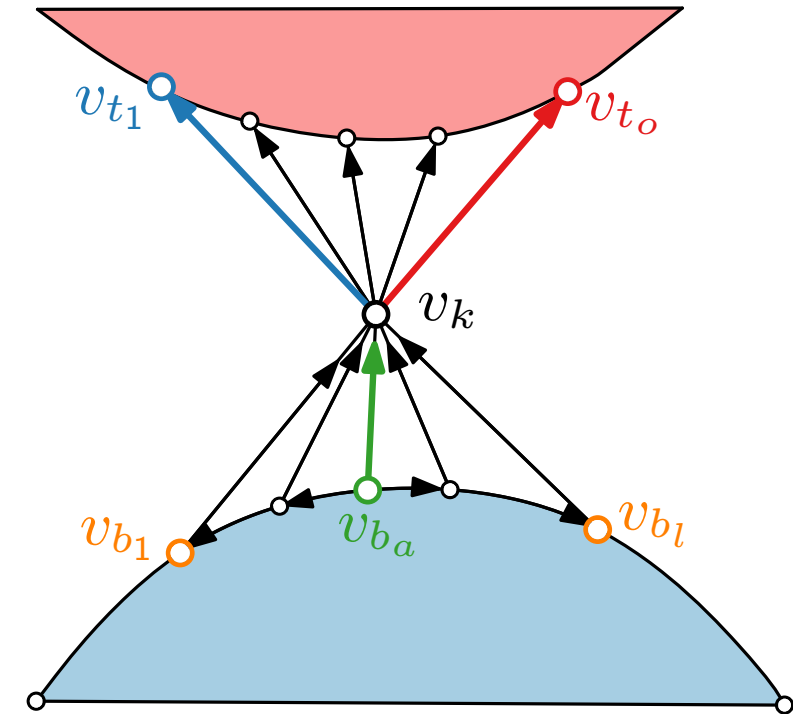
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 - For $1 \leq i < a - 1$, it is $v_{b_{i-1}}$. Thus, v_{b_i} is the right point of $v_{b_{i-1}}$.
- Analogously, v_{b_i} is the **left point** of $v_{b_{i+1}}$ for $i \geq a$.



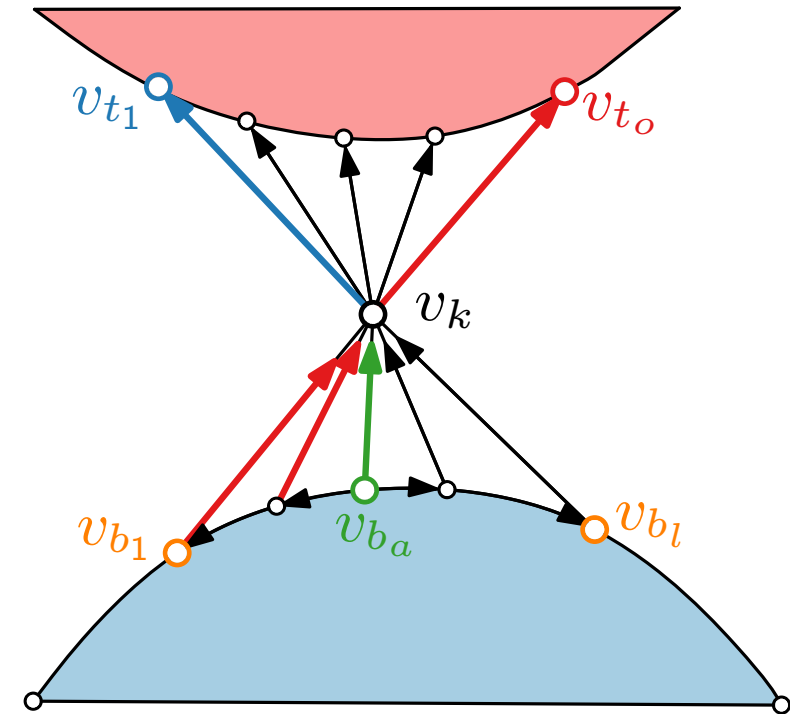
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- Analogously, v_{b_i} is the **left point** of $v_{b_{i+1}}$ for $i \geq a$.
- Edges (v_{b_i}, v_k) , $1 \leq i < a - 1$, are **right edges**.



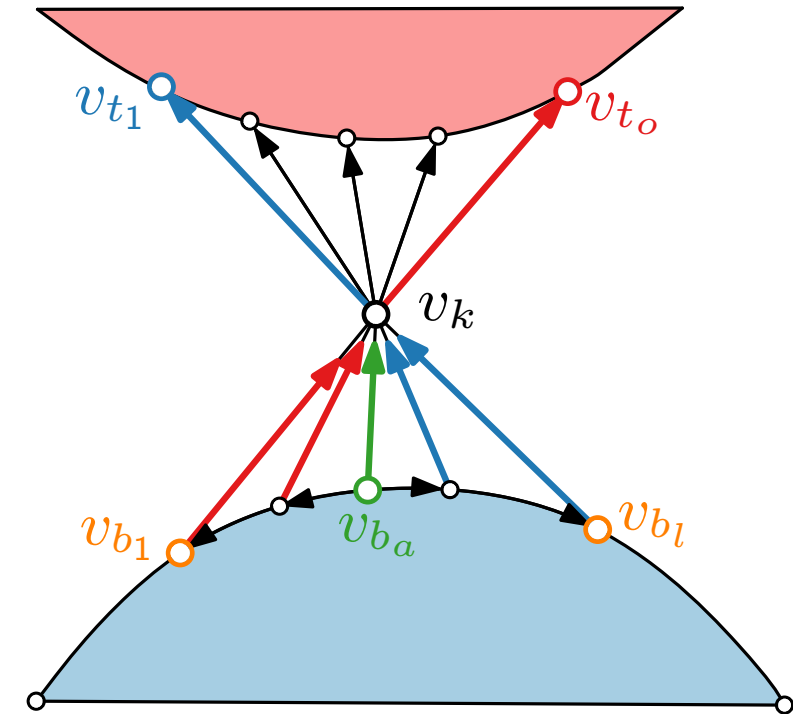
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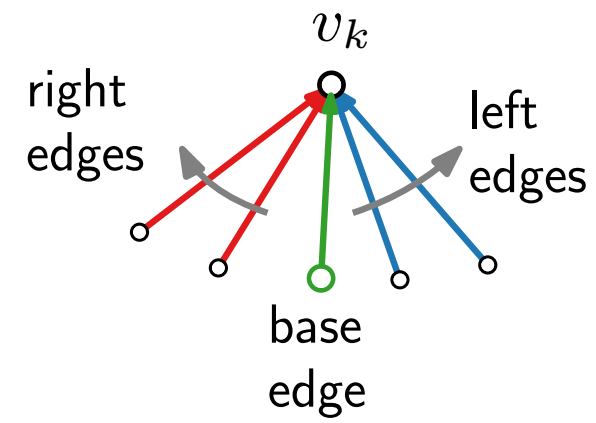
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- Edges (v_{b_i}, v_k) , $1 \leq i < a - 1$, are **right edges**.
- Similarly, (v_{b_i}, v_k) , for $a + 1 \leq i \leq l$, are **left edges**.



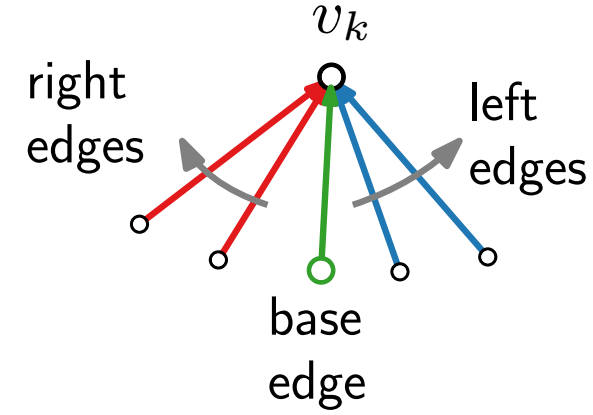
Refined Canonical Order \rightarrow REL



Refined Canonical Order \rightarrow REL

Coloring.

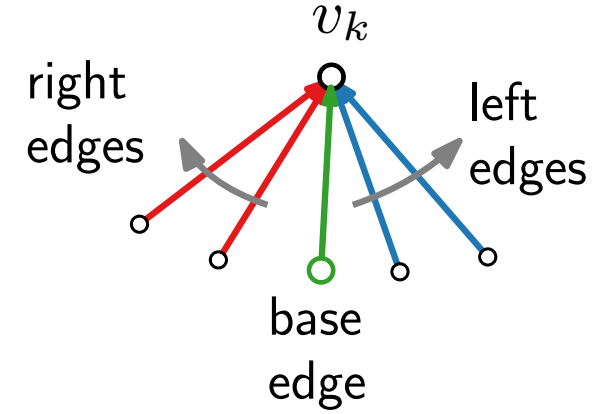
- Color **right** (**left**) edges in **red** (**blue**).



Refined Canonical Order \rightarrow REL

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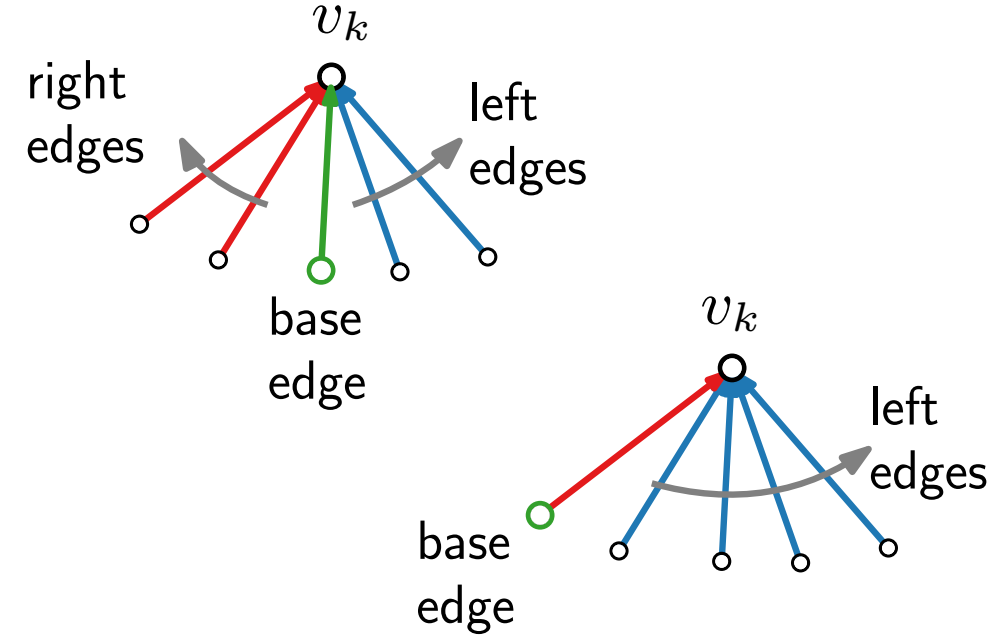
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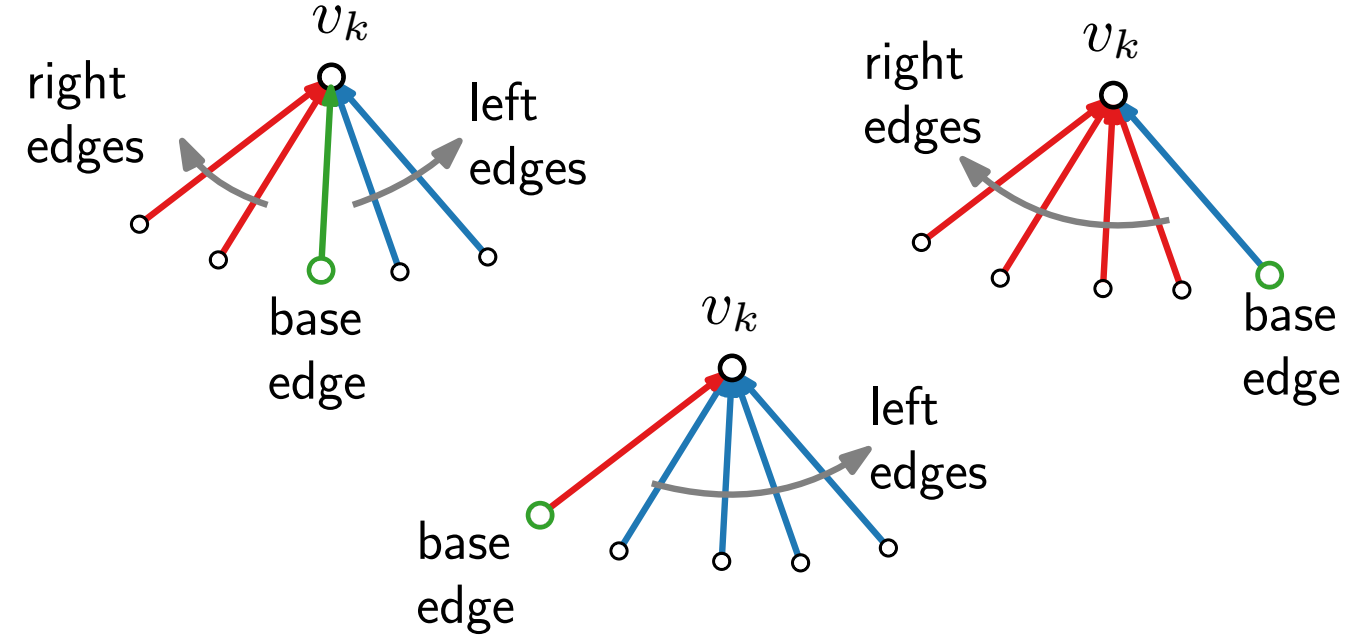
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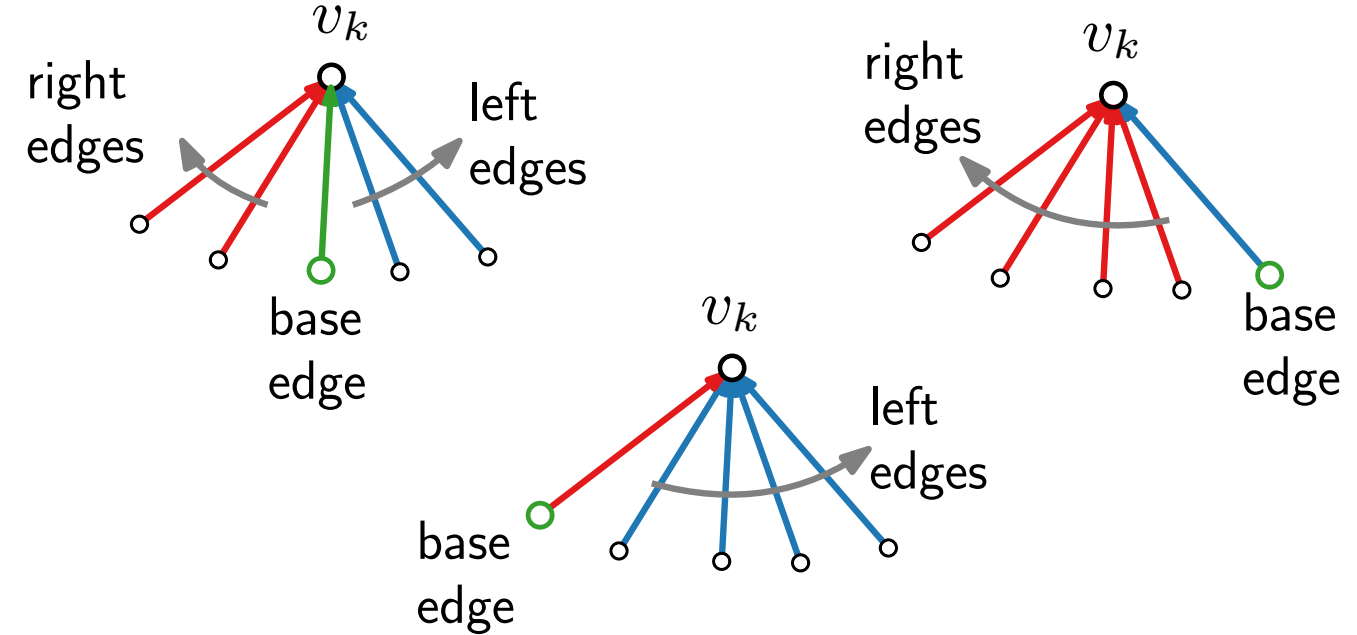


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Refined Canonical Order \rightarrow REL

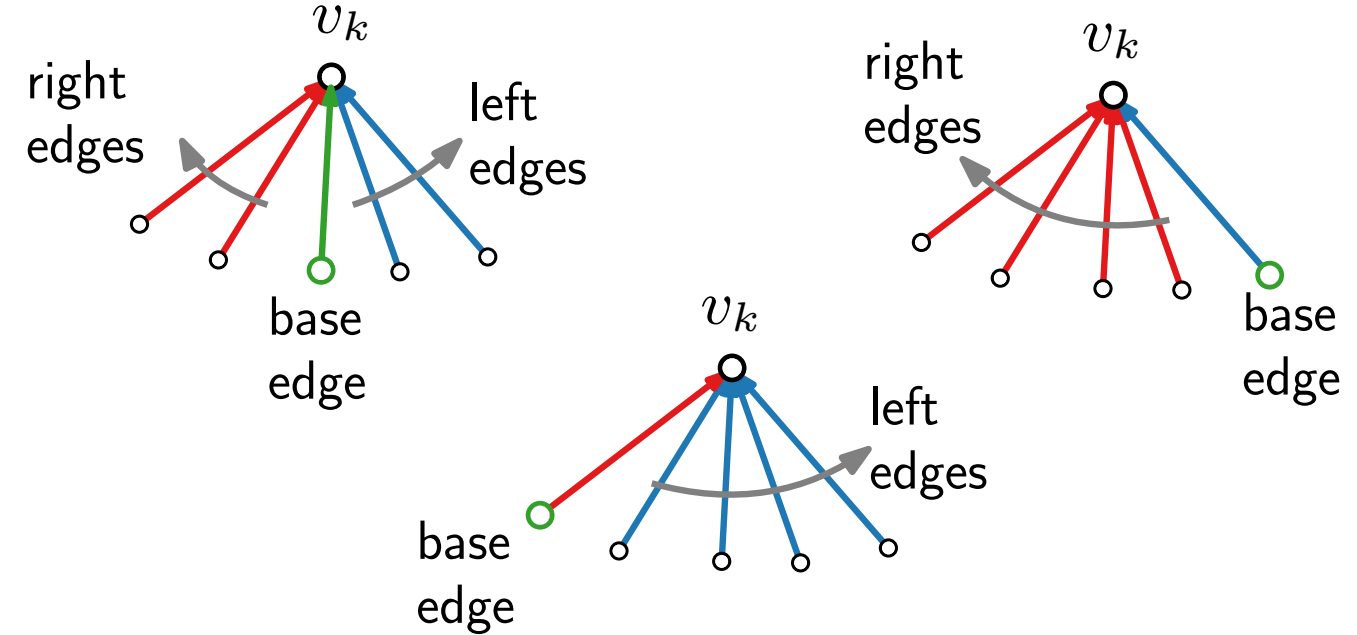
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Lemma 3.

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



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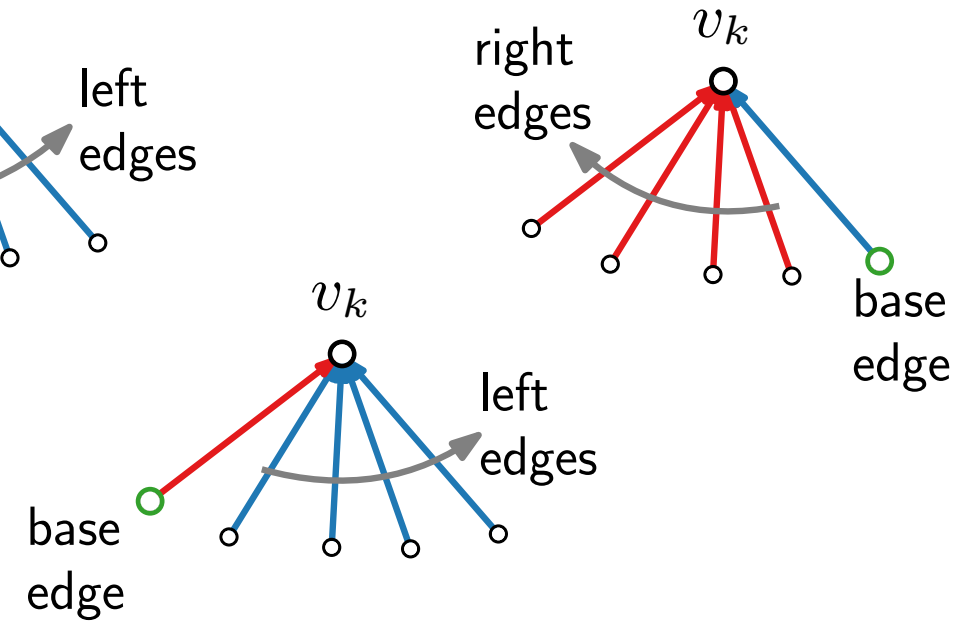
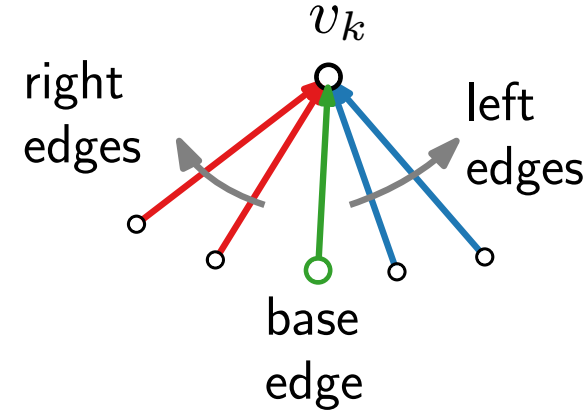
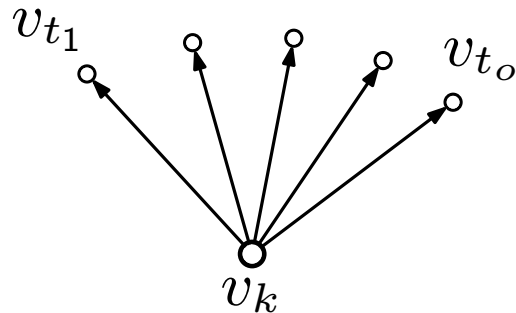
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$$t_o \geq 2$$



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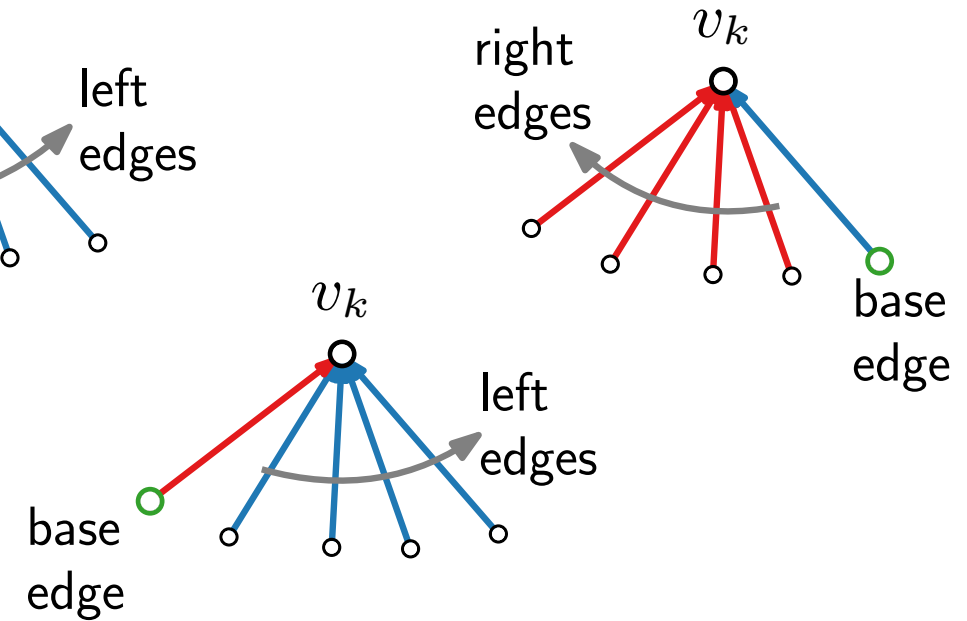
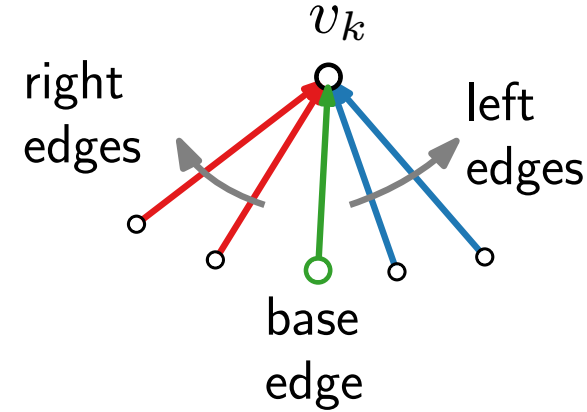
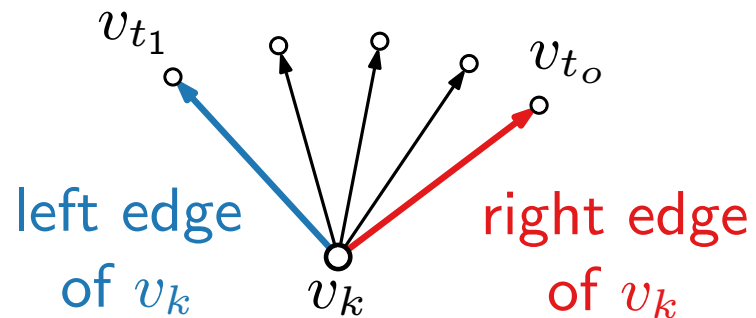
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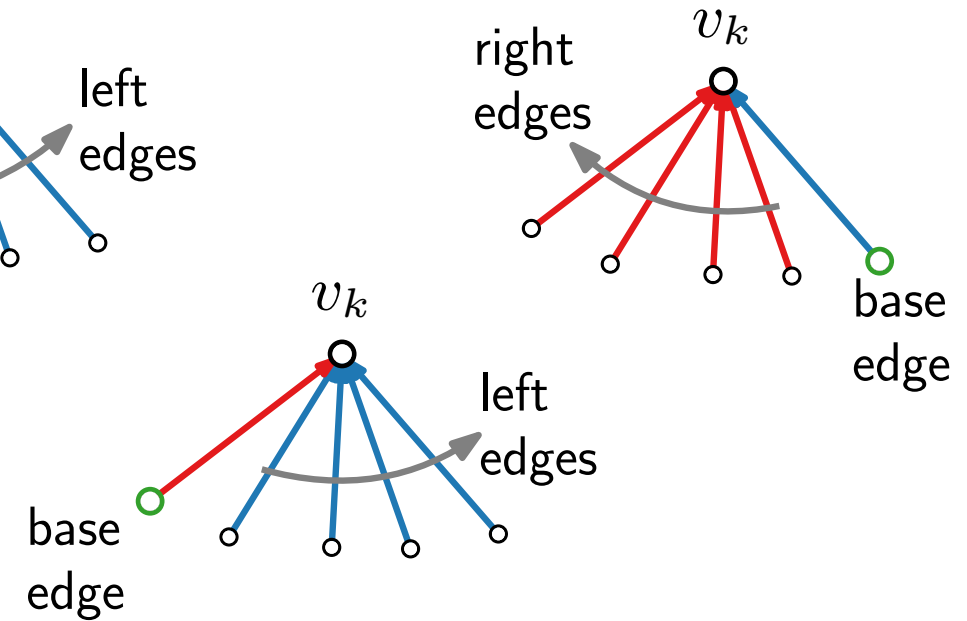
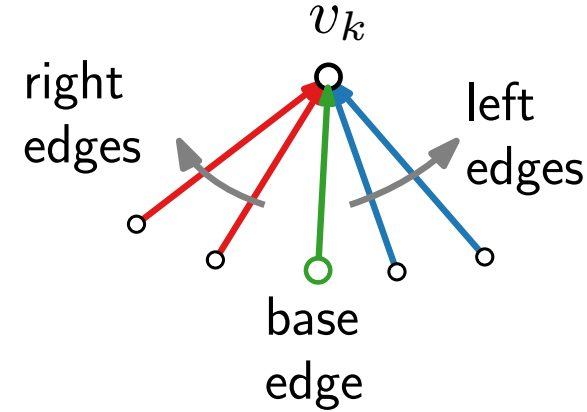
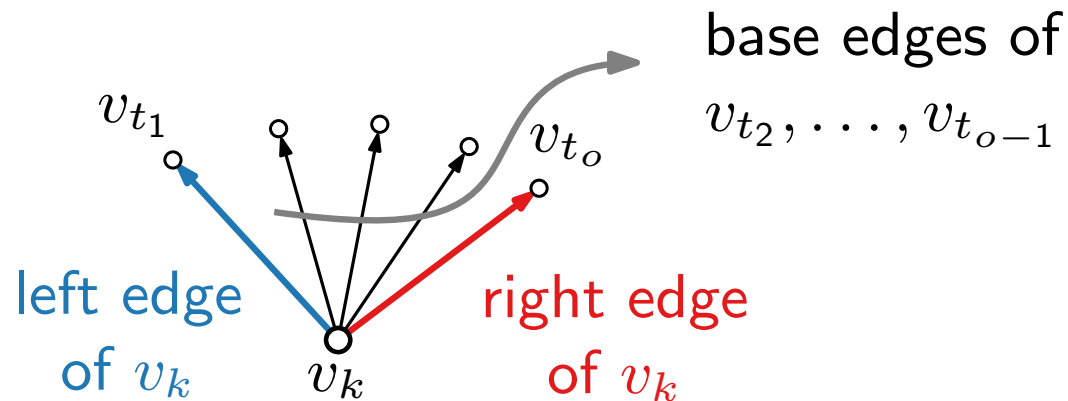
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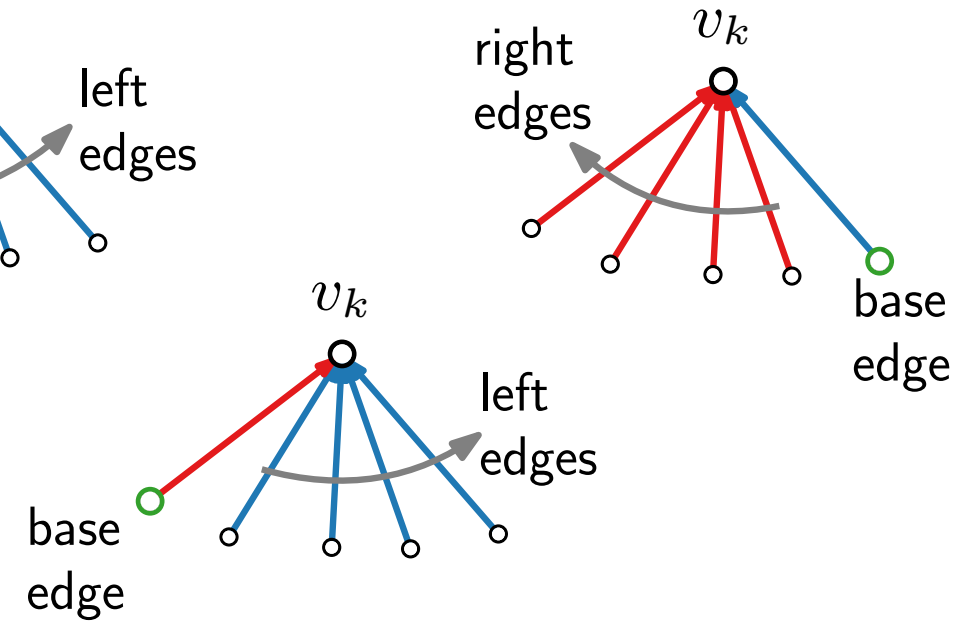
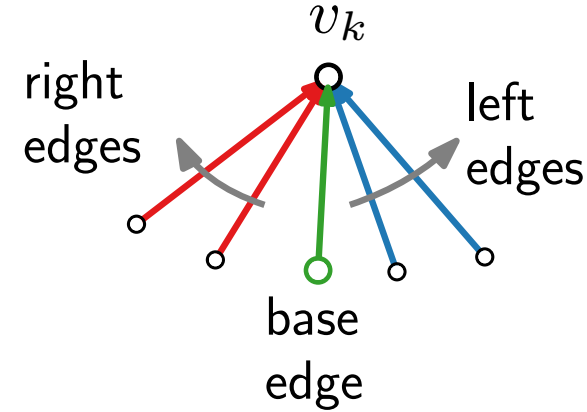
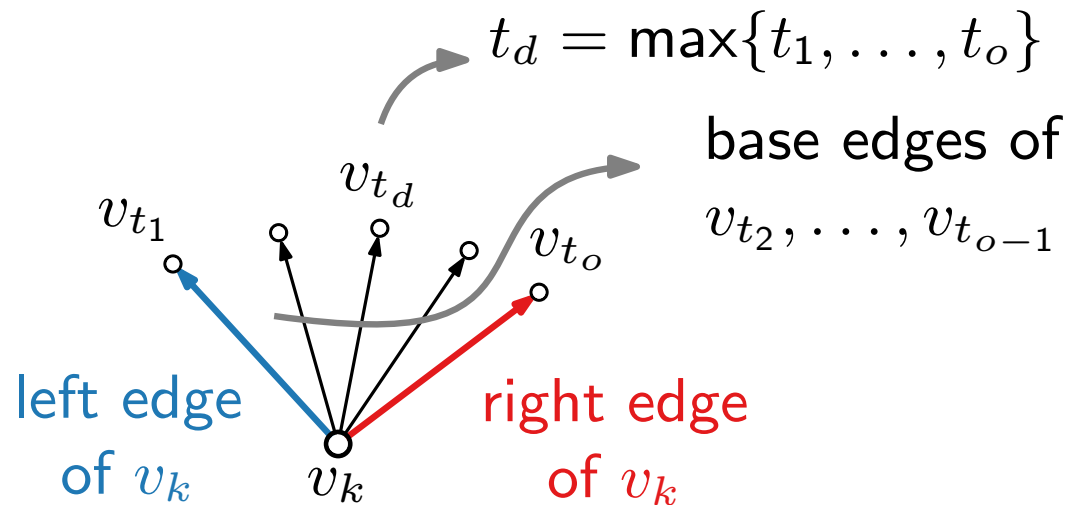
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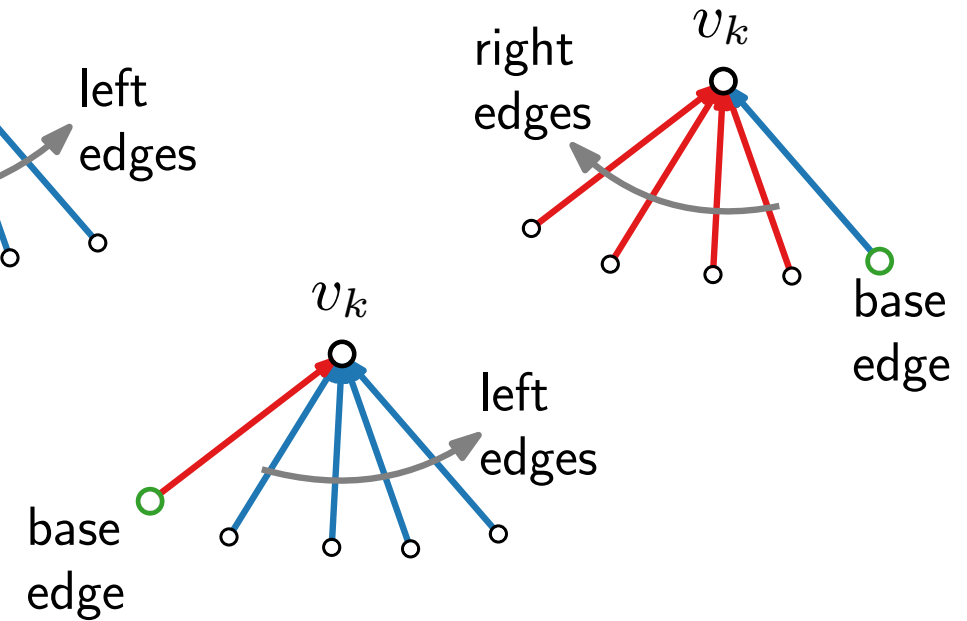
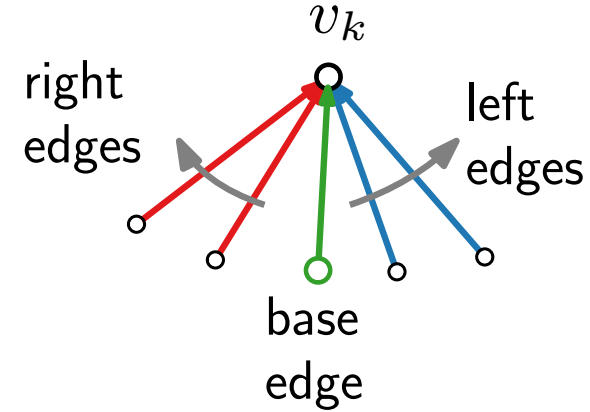
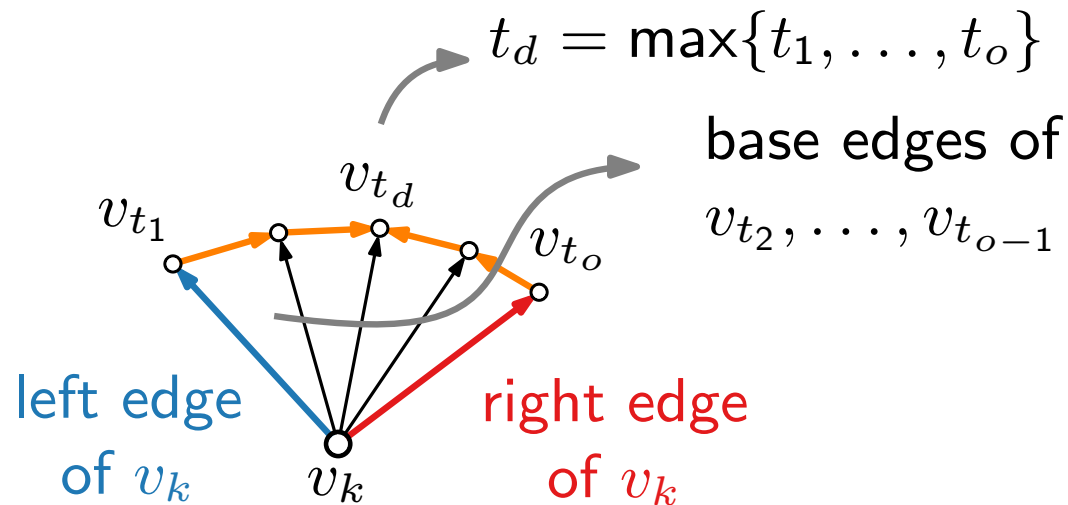
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- $t_1 < t_2 < \dots < t_d$ and $t_d > t_{d+1} > \dots > t_o$

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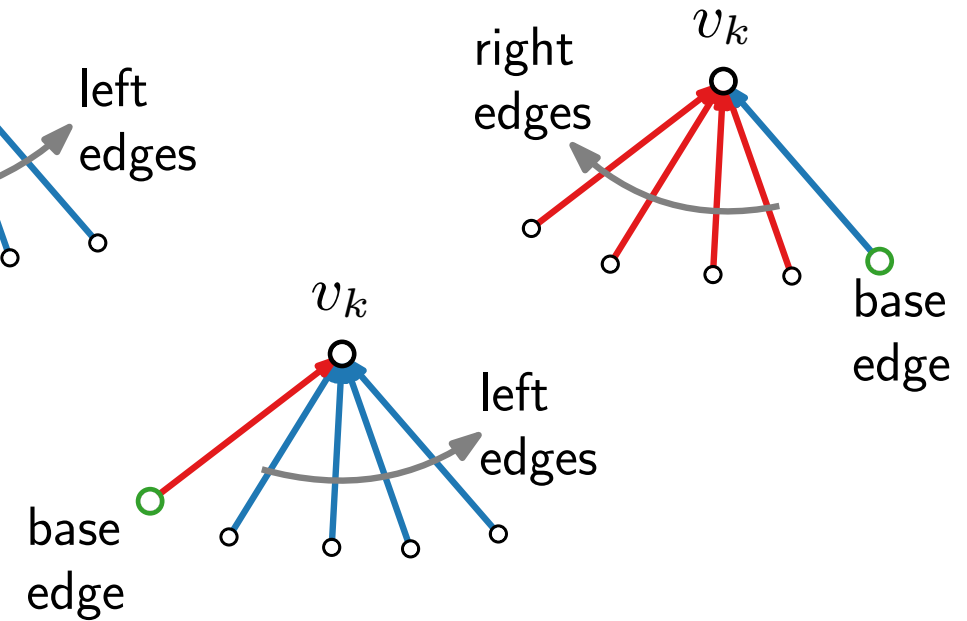
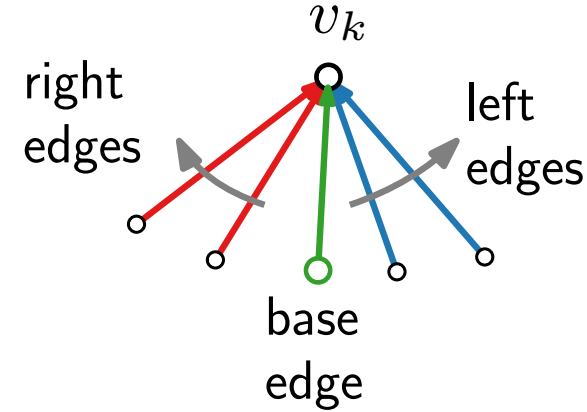
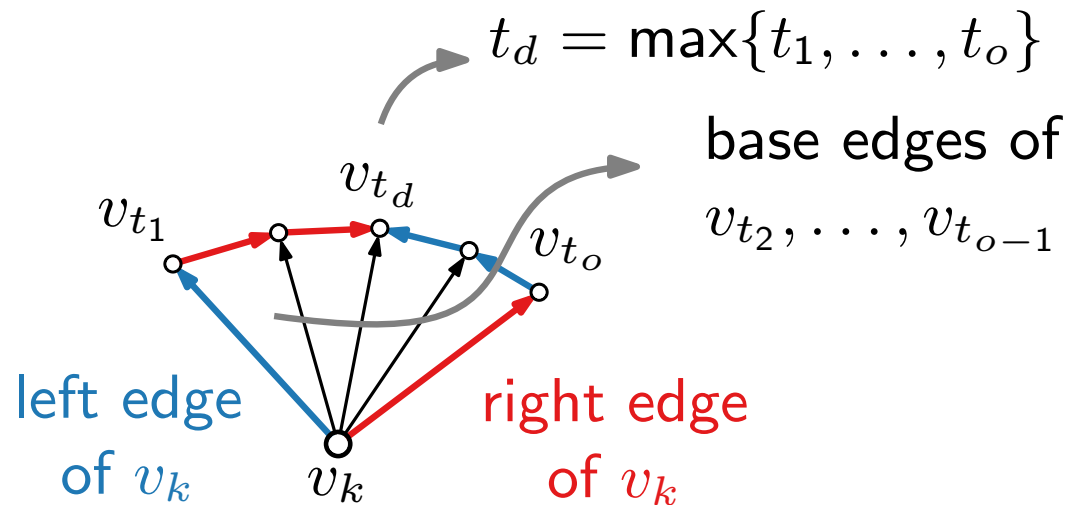
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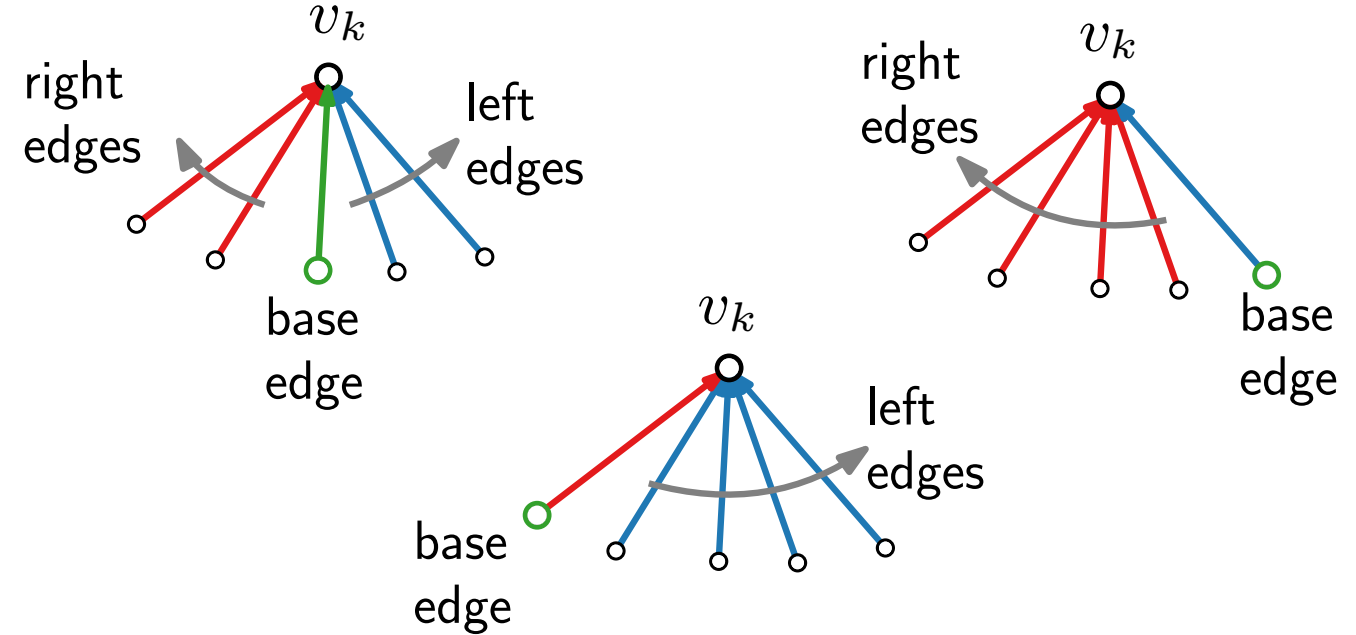
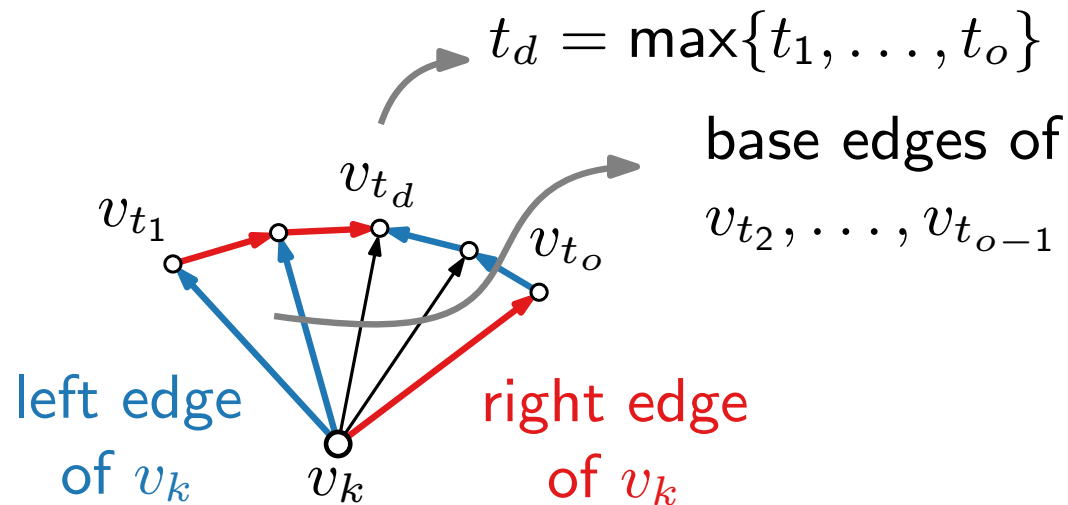
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- $t_1 < t_2 < \dots < t_d$ and $t_d > t_{d+1} > \dots > t_o$
- $(v_k, v_{t_i}), 2 \leq i \leq d-1$ are **blue**

Refined Canonical Order \rightarrow REL

Coloring.

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

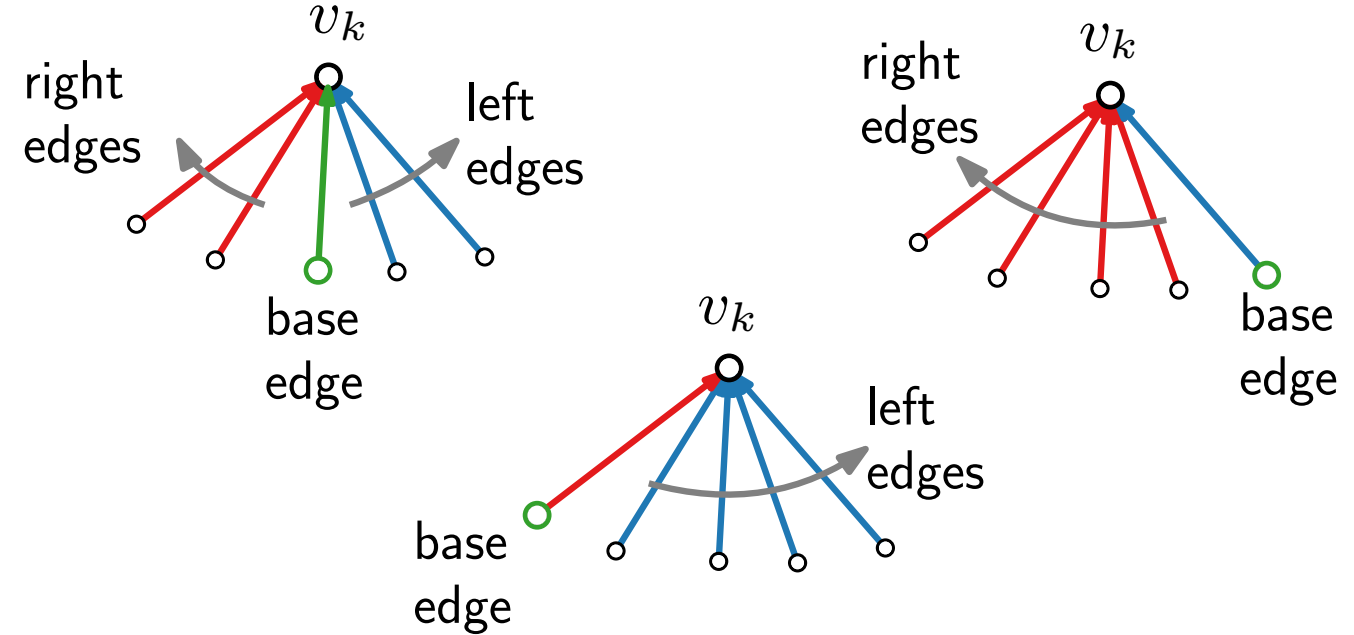
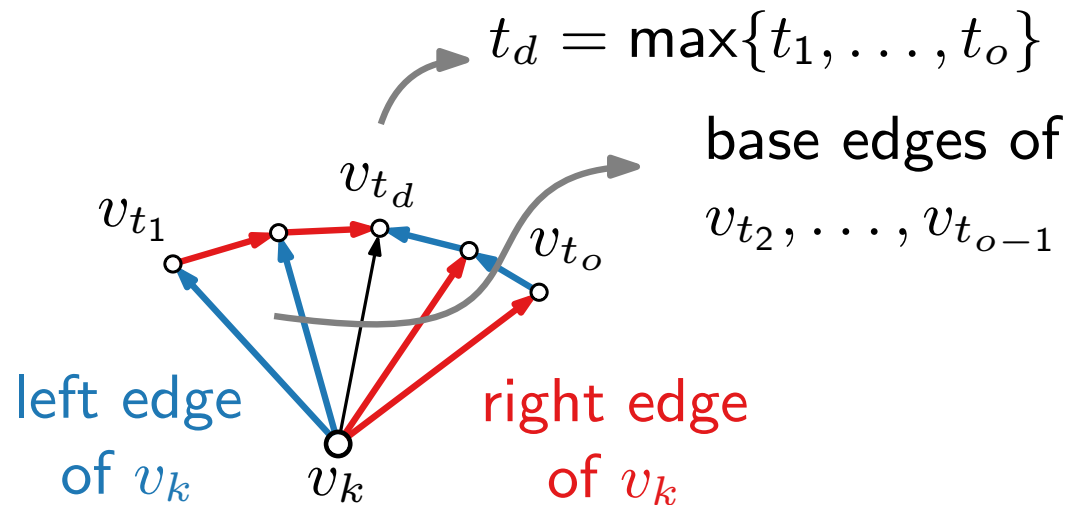
Let T_r be the red edges and T_b the blue edges.

Lemma 3.

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

Proof.

$$t_o \geq 2$$



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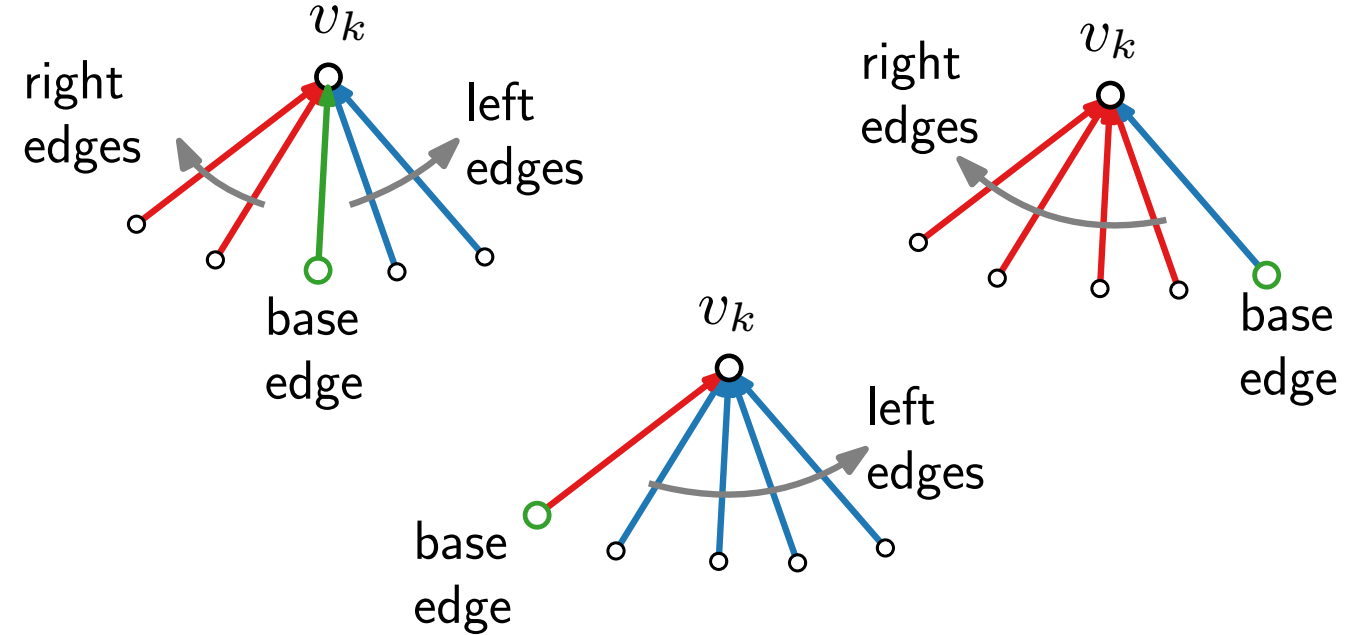
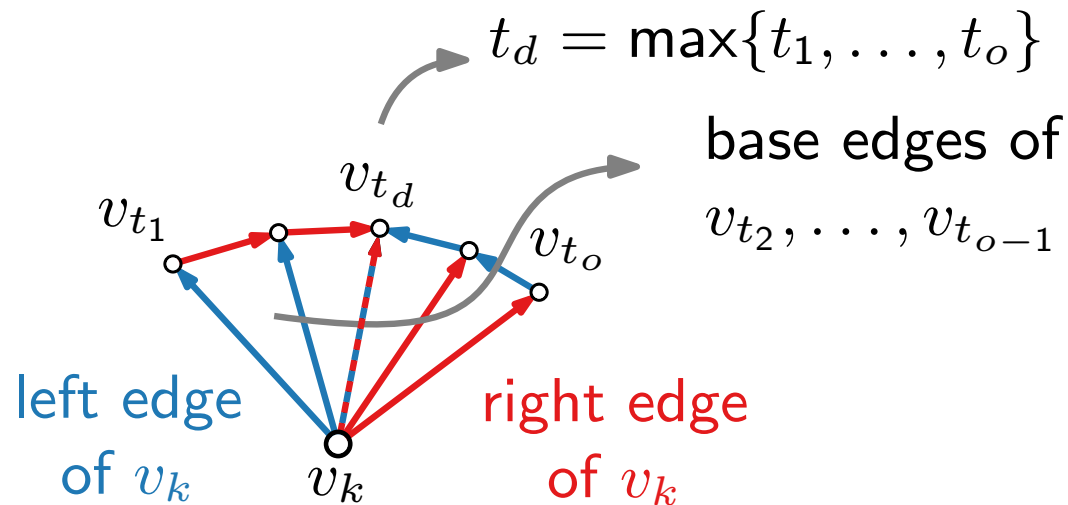
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- (v_k, v_{t_d}) is either **red** or **blue**

Refined Canonical Order \rightarrow REL

Coloring.

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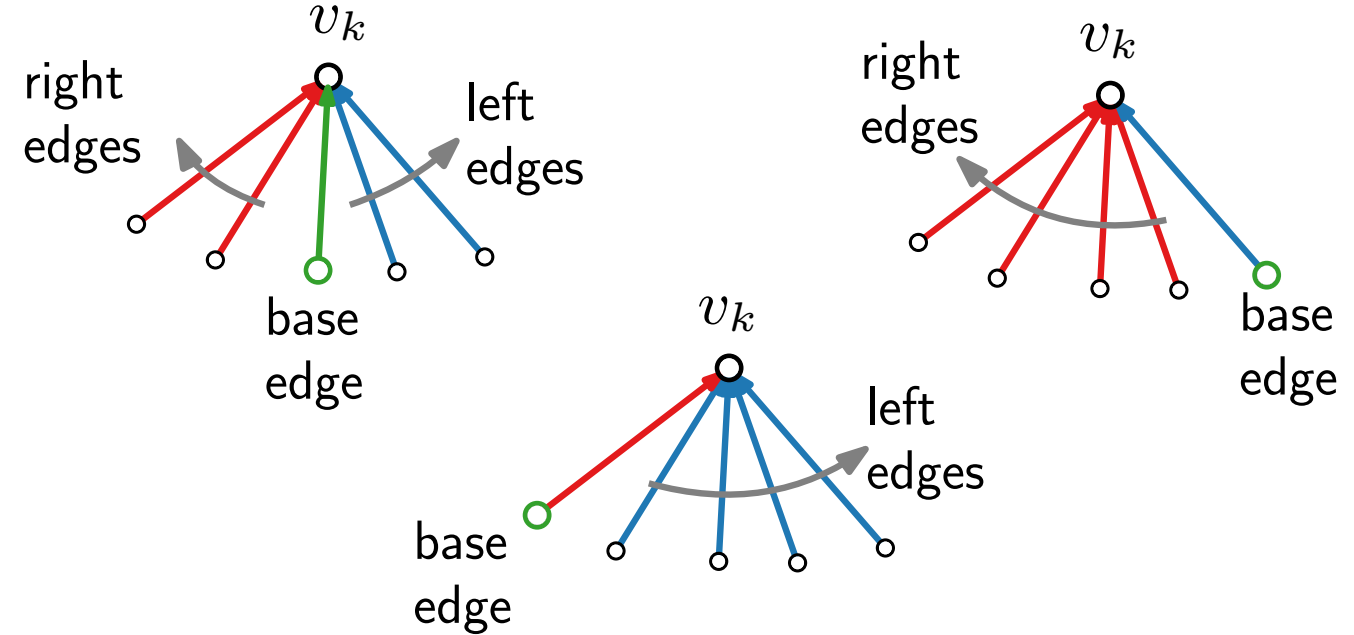
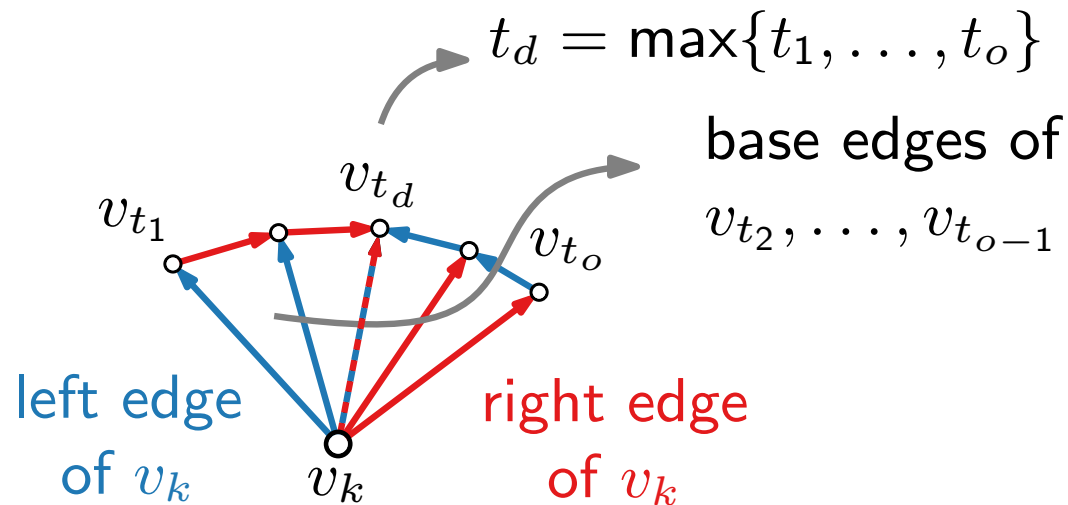
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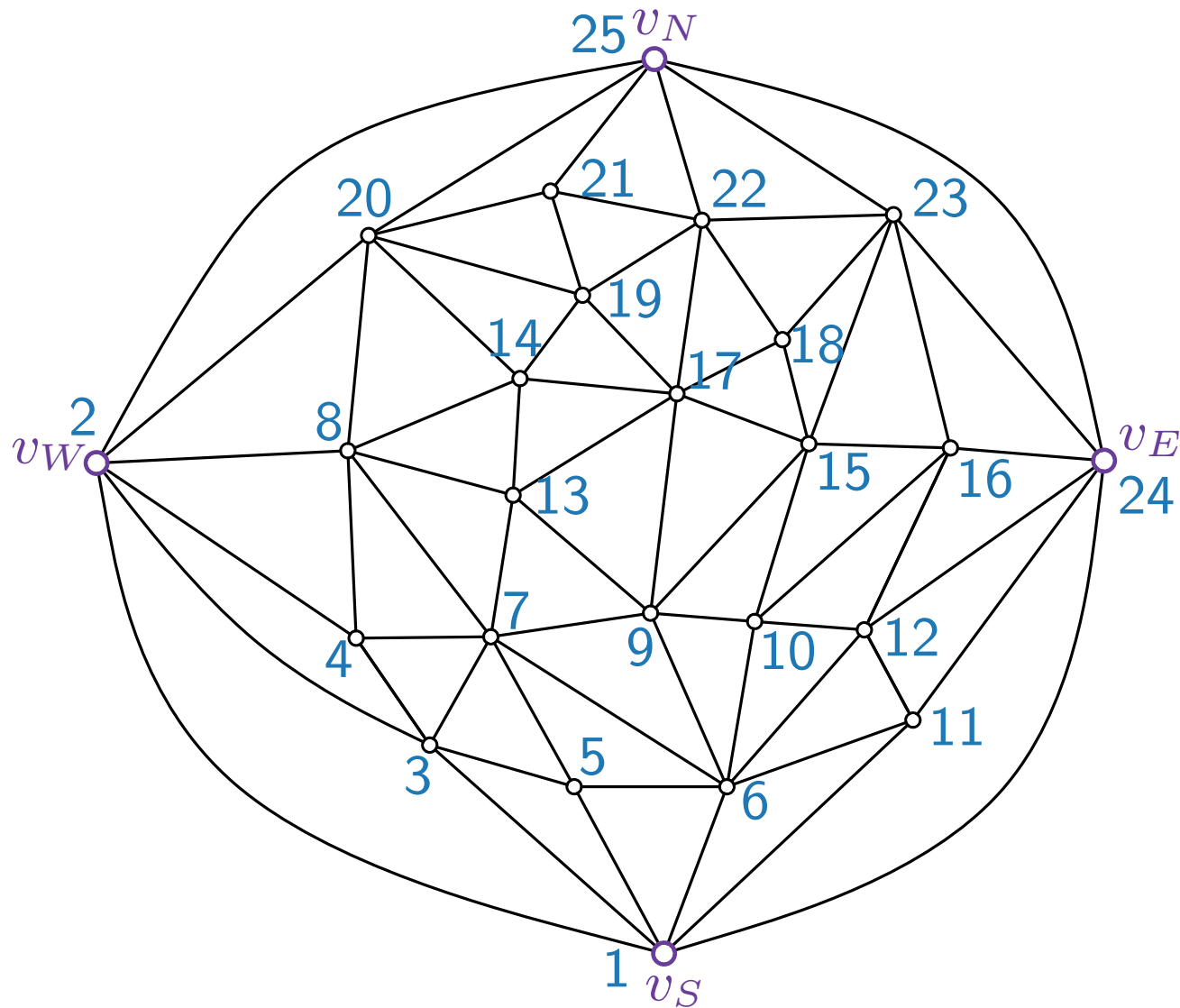
Proof.

$$t_o \geq 2$$

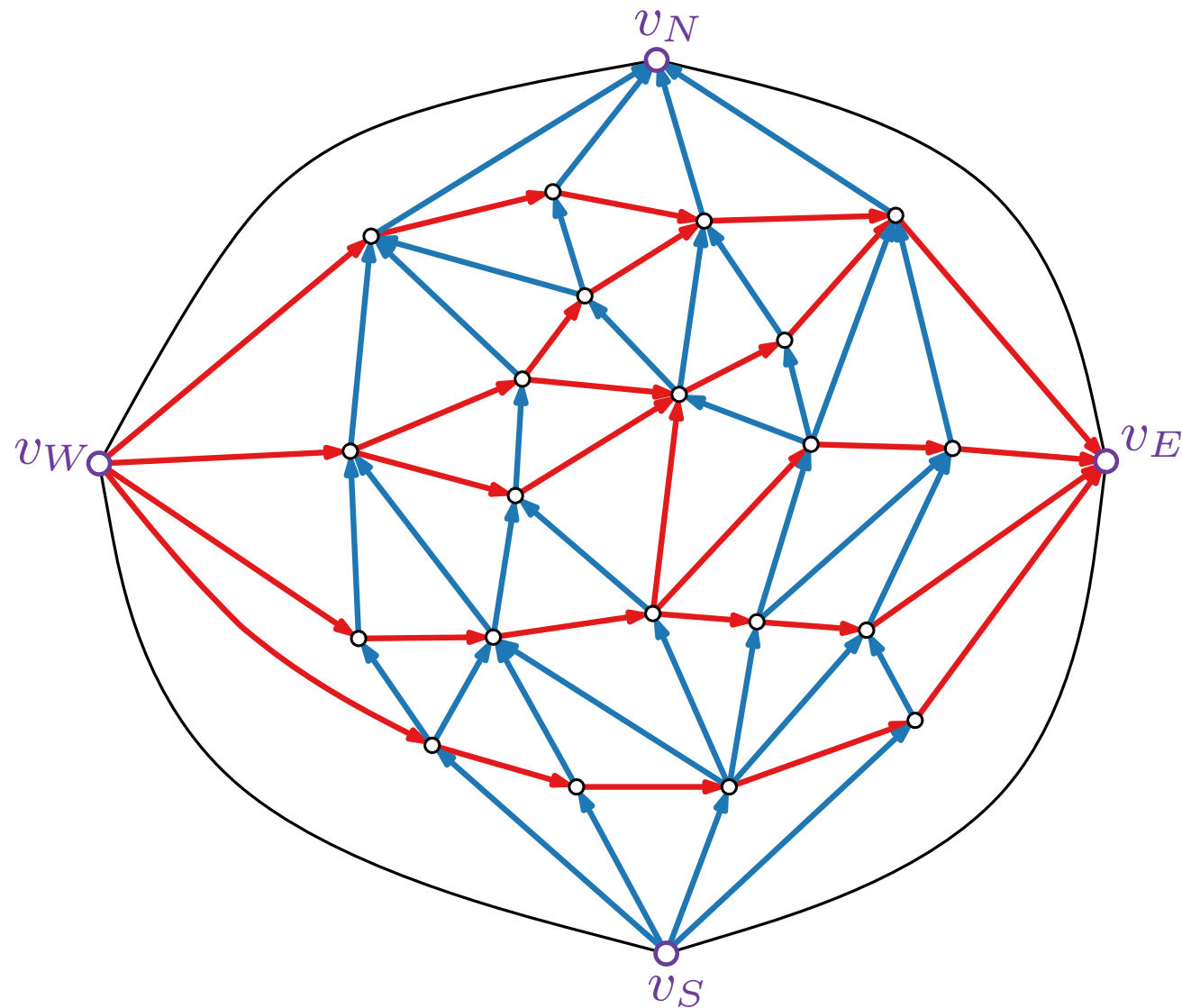


- $t_1 < t_2 < \dots < t_d$ and $t_d > t_{d+1} > \dots > t_o$
 - $(v_k, v_{t_i}), 2 \leq i \leq d-1$ are **blue**
 - $(v_k, v_{t_i}), d+1 \leq i \leq o-1$ are **red**
 - (v_k, v_{t_d}) is either **red** or **blue**
- \Rightarrow Circular order of outgoing edges at v_k correct.

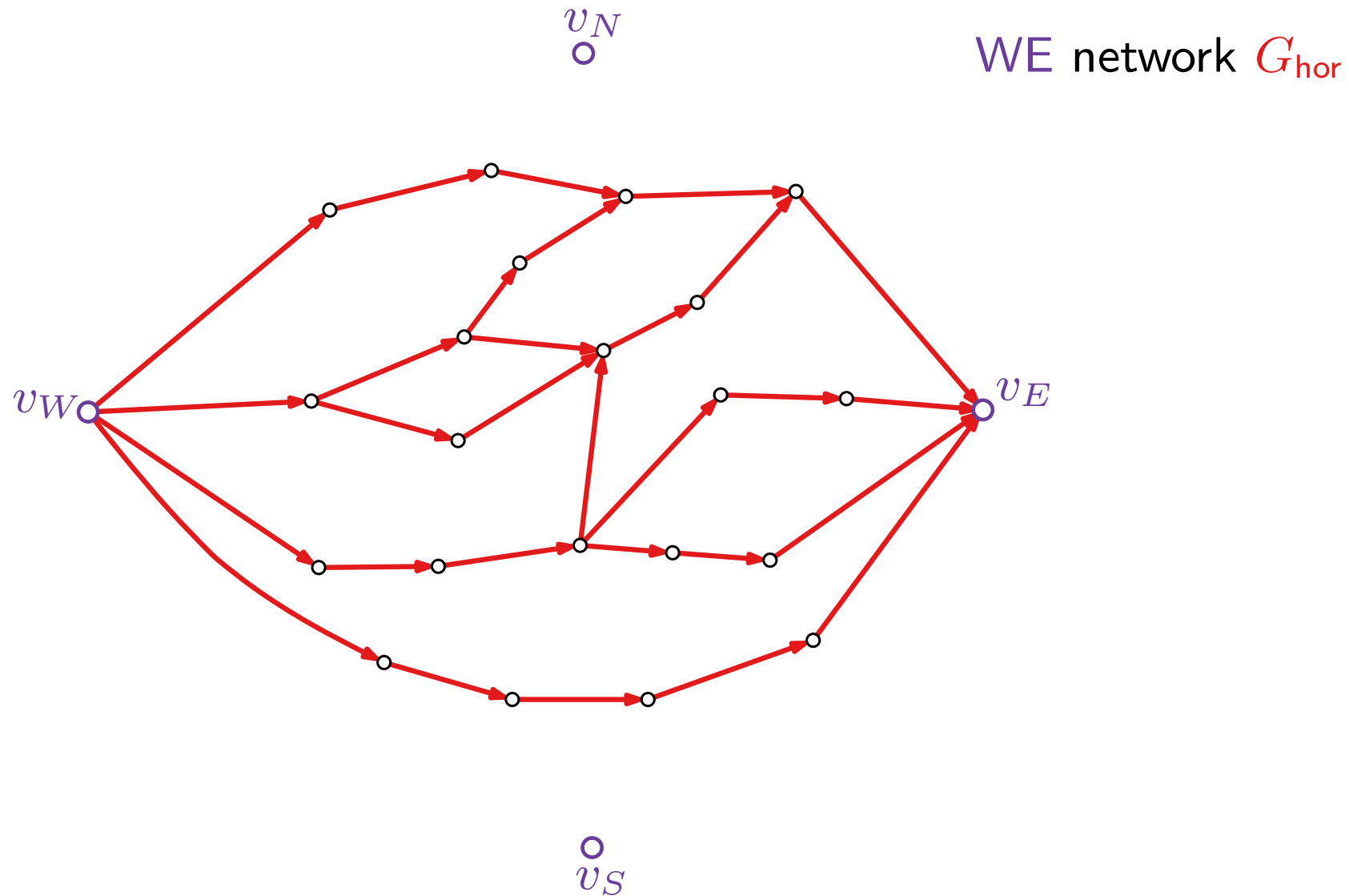
From REL to st -Digraphs to Coordinates



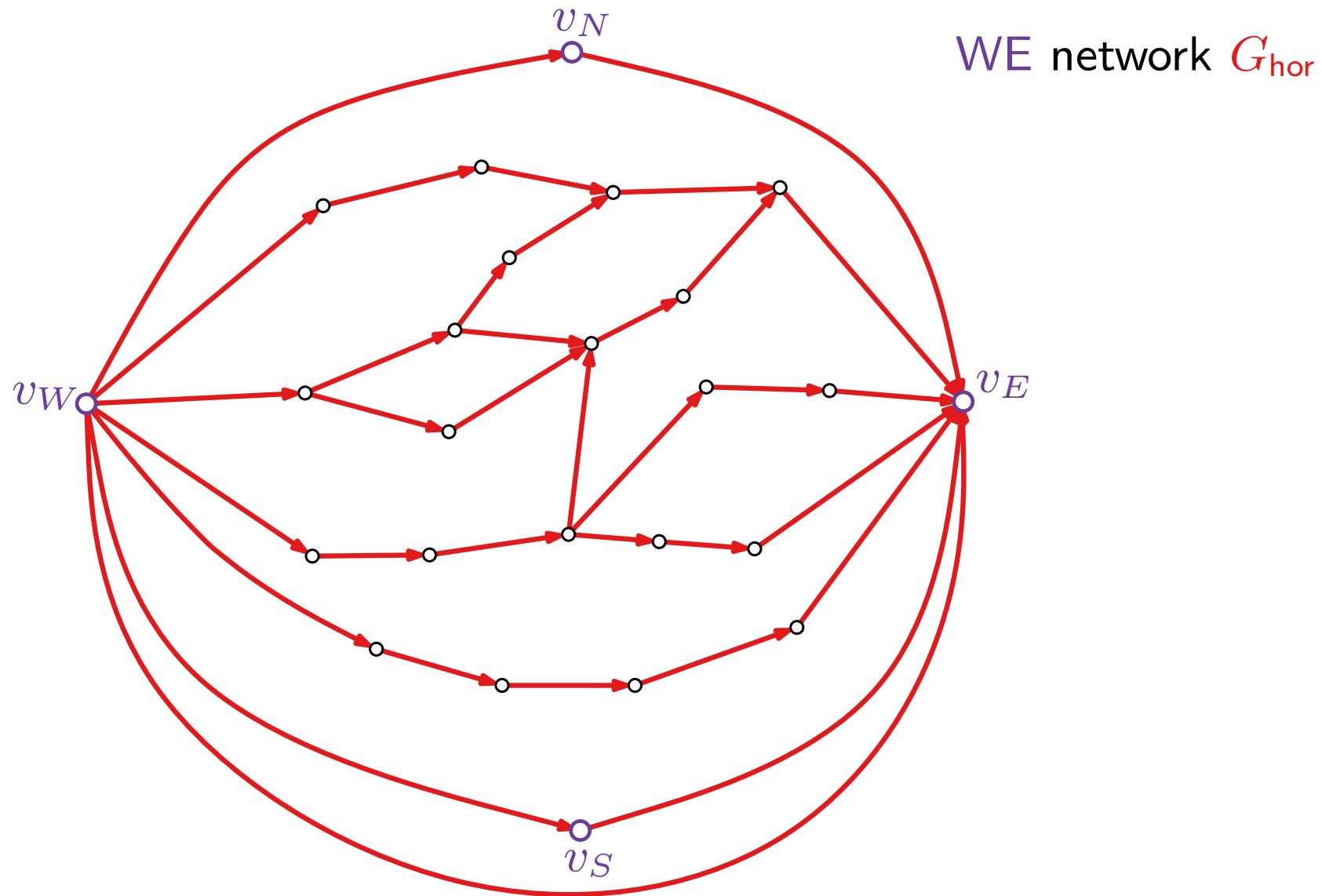
From REL to st -Digraphs to Coordinates



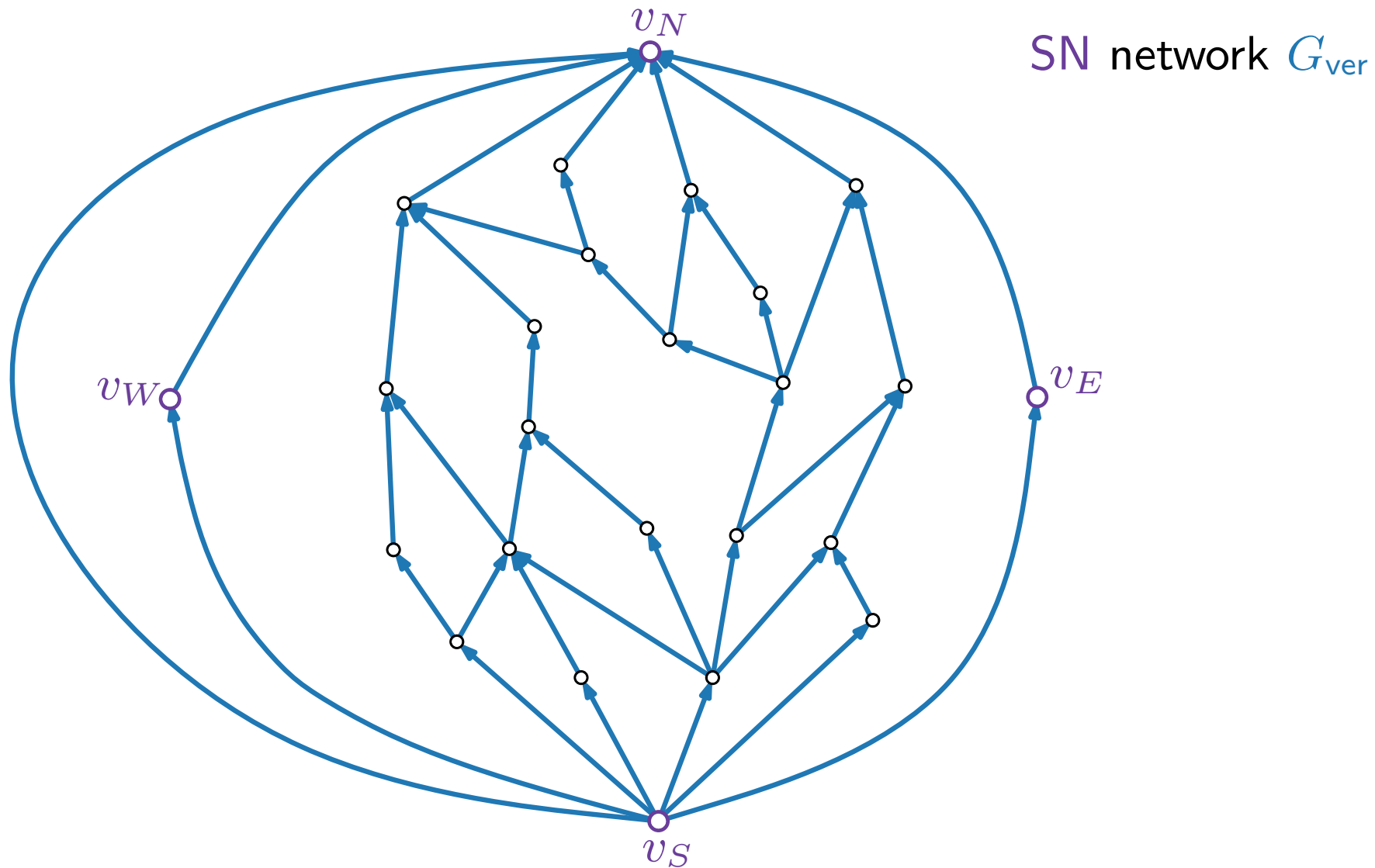
From REL to st -Digraphs to Coordinates



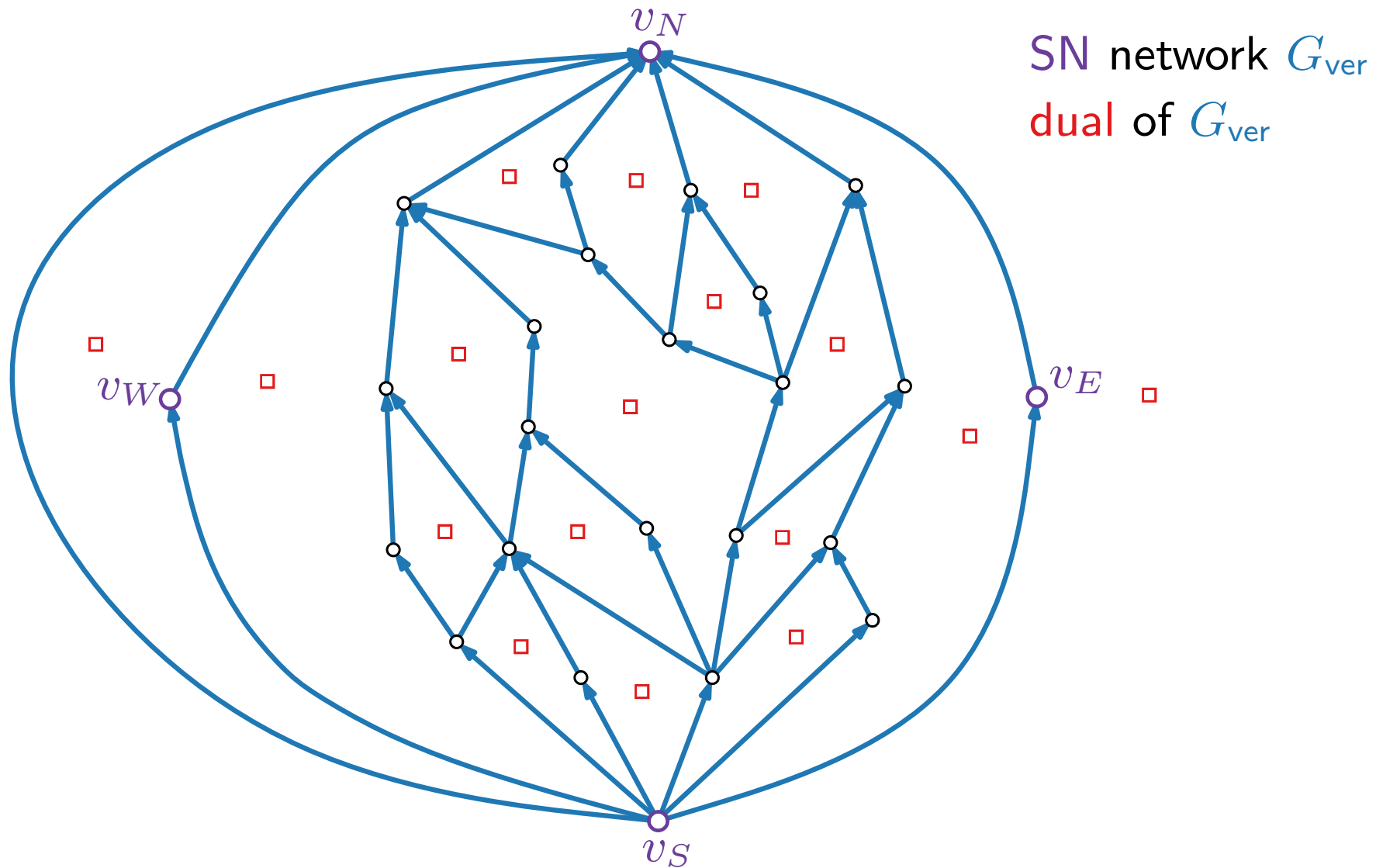
From REL to st -Digraphs to Coordinates



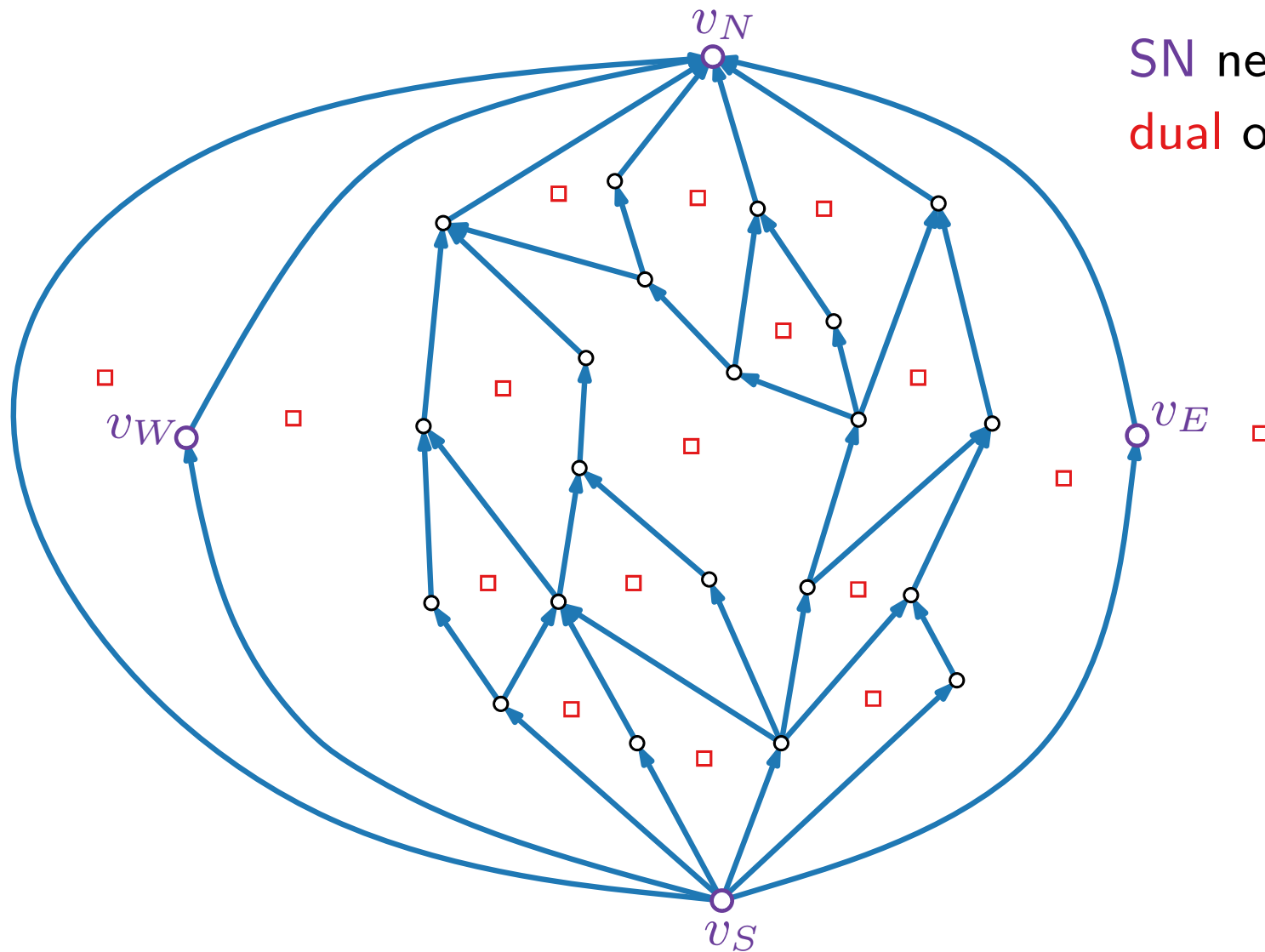
From REL to st -Digraphs to Coordinates



From REL to st -Digraphs to Coordinates

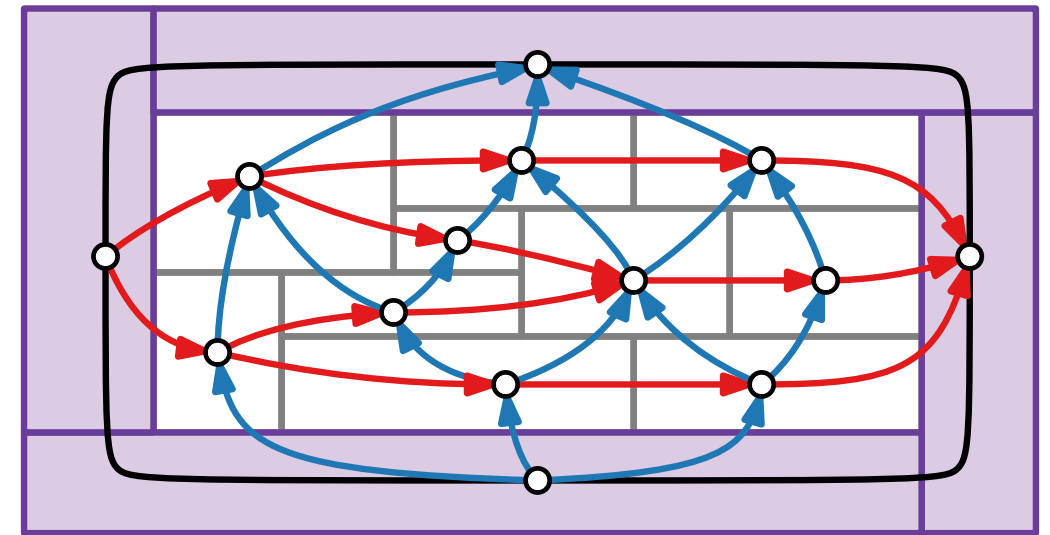


From REL to st -Digraphs to Coordinates

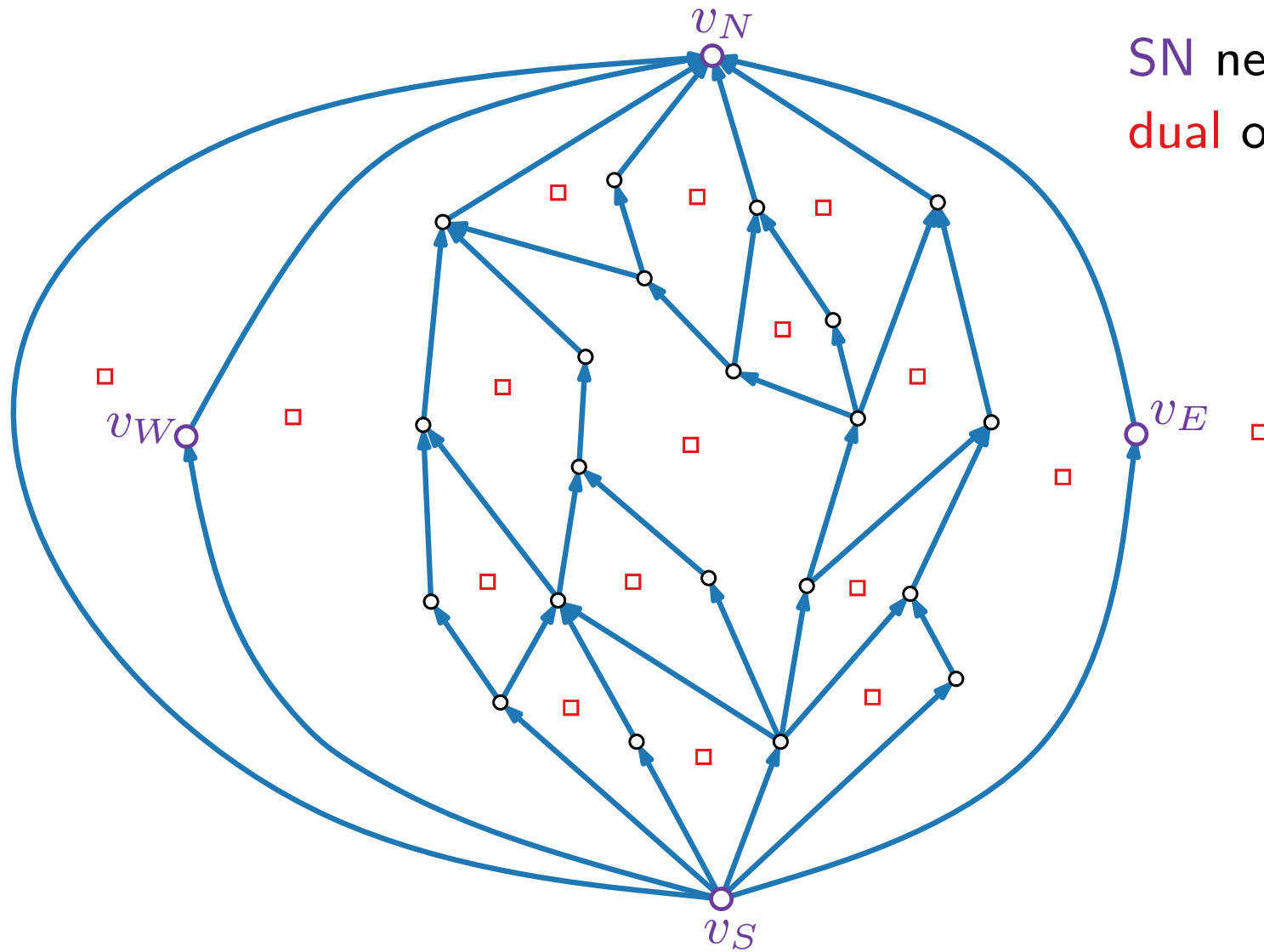


SN network G_{ver}

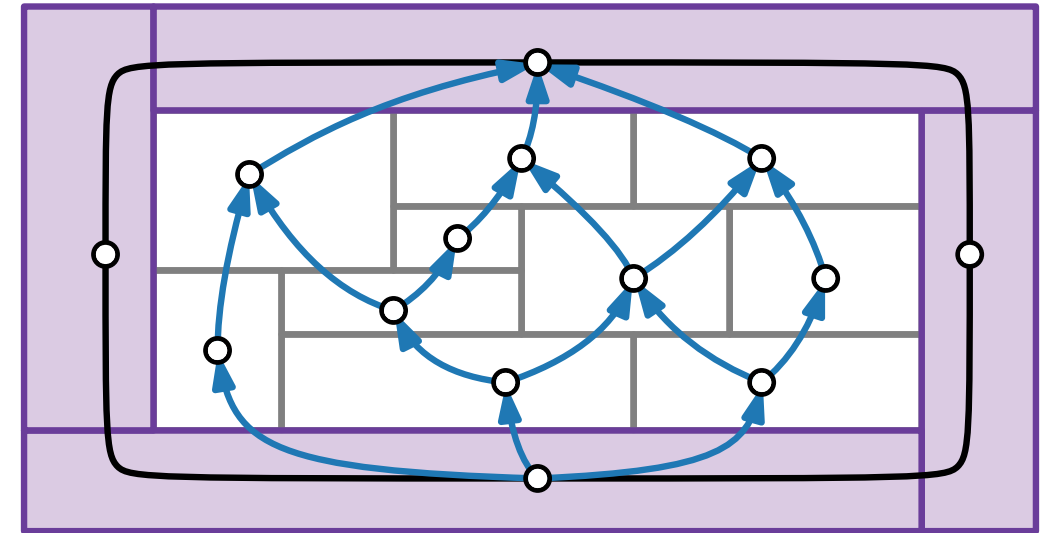
dual of G_{ver}



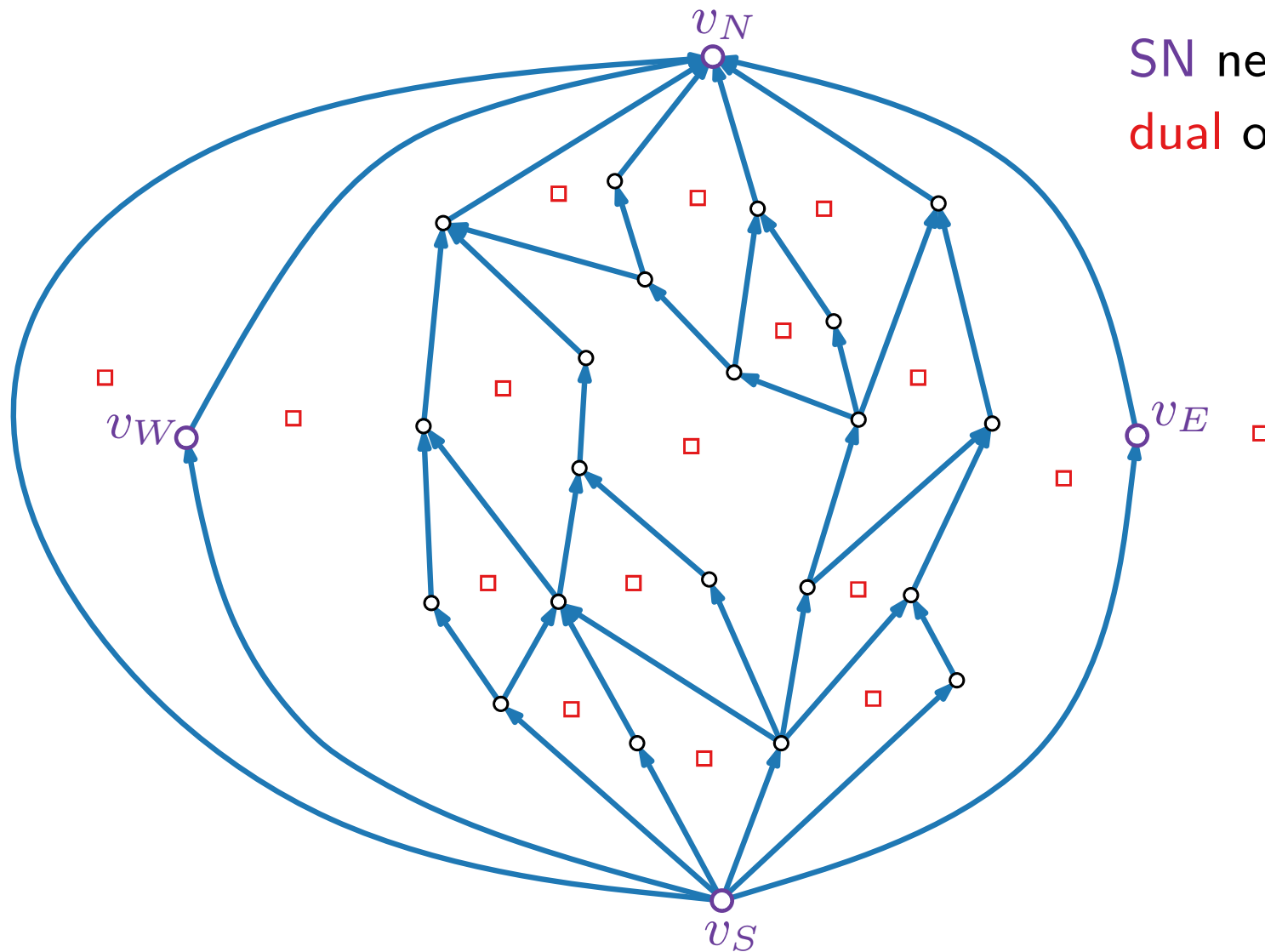
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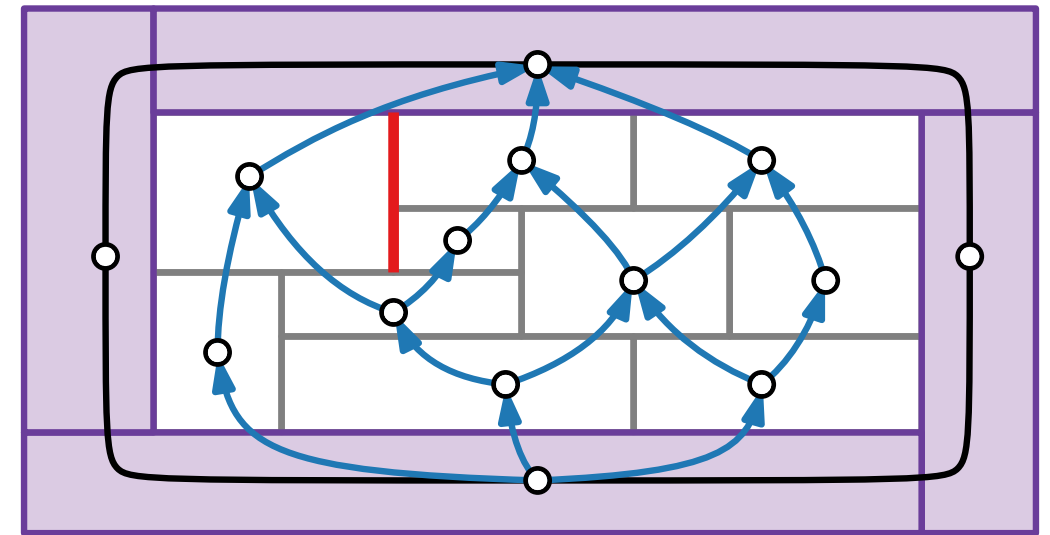
SN network G_{ver}
 dual of G_{ver}



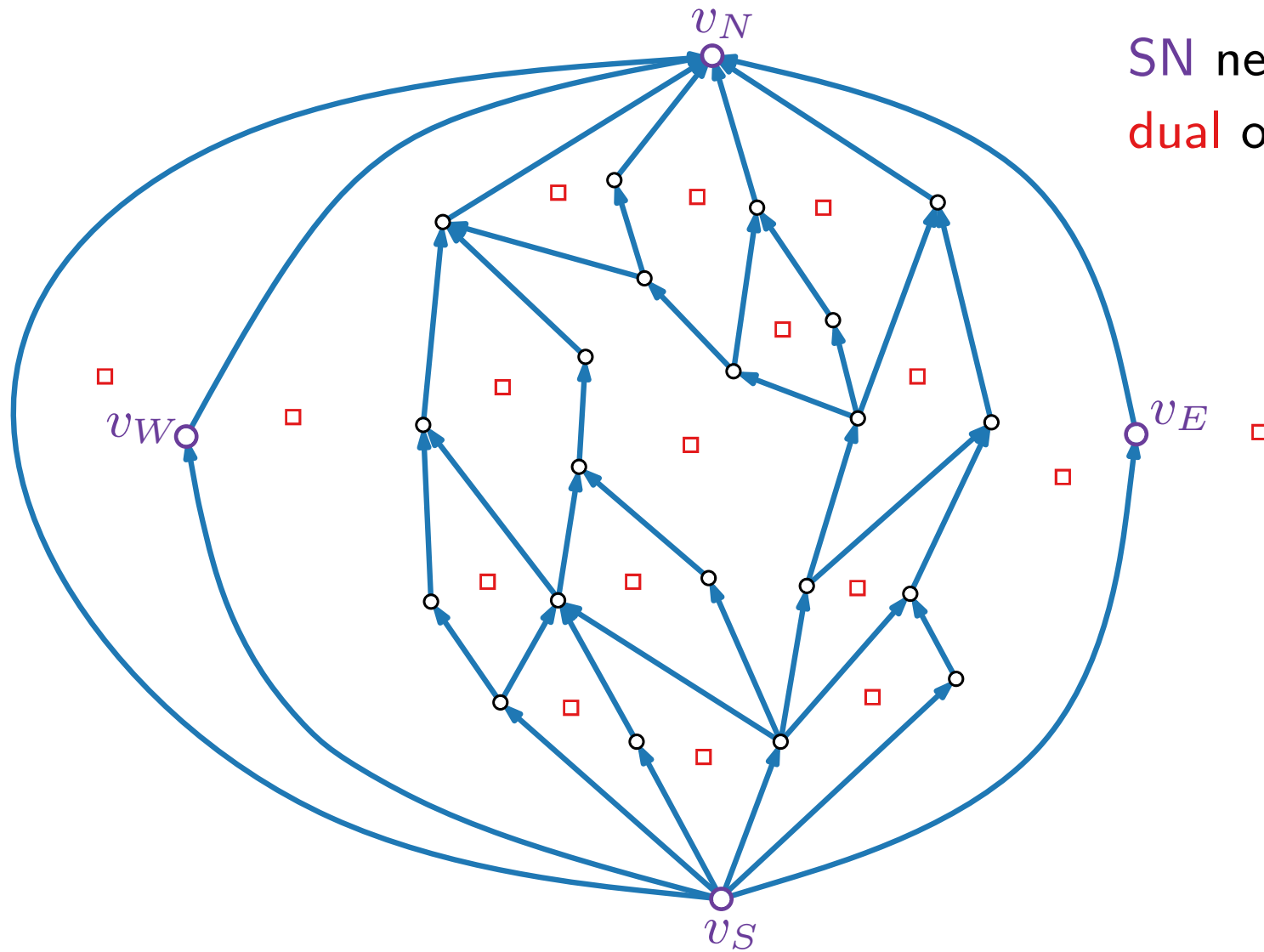
From REL to st -Digraphs to Coordinates



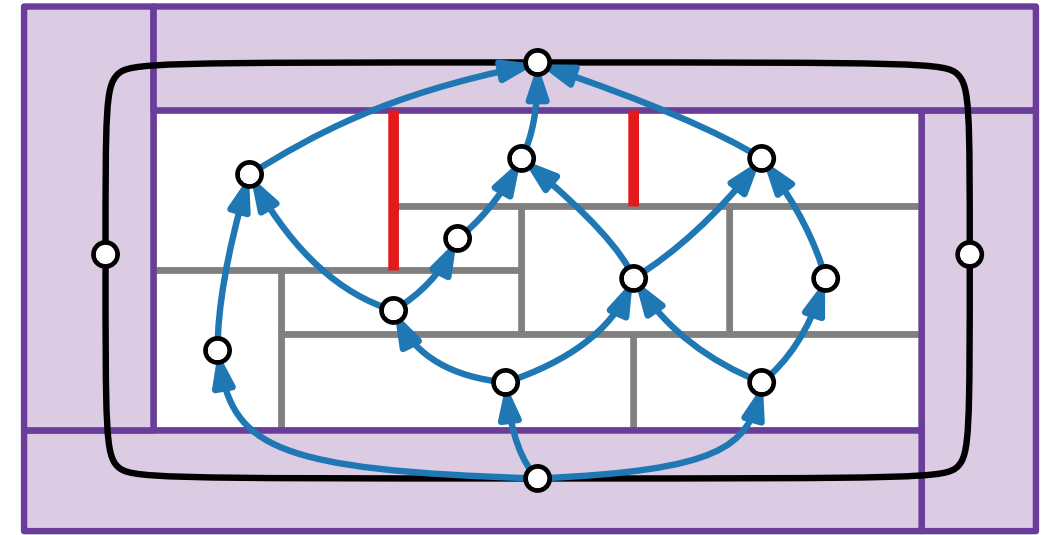
SN network G_{ver}
 dual of G_{ver}



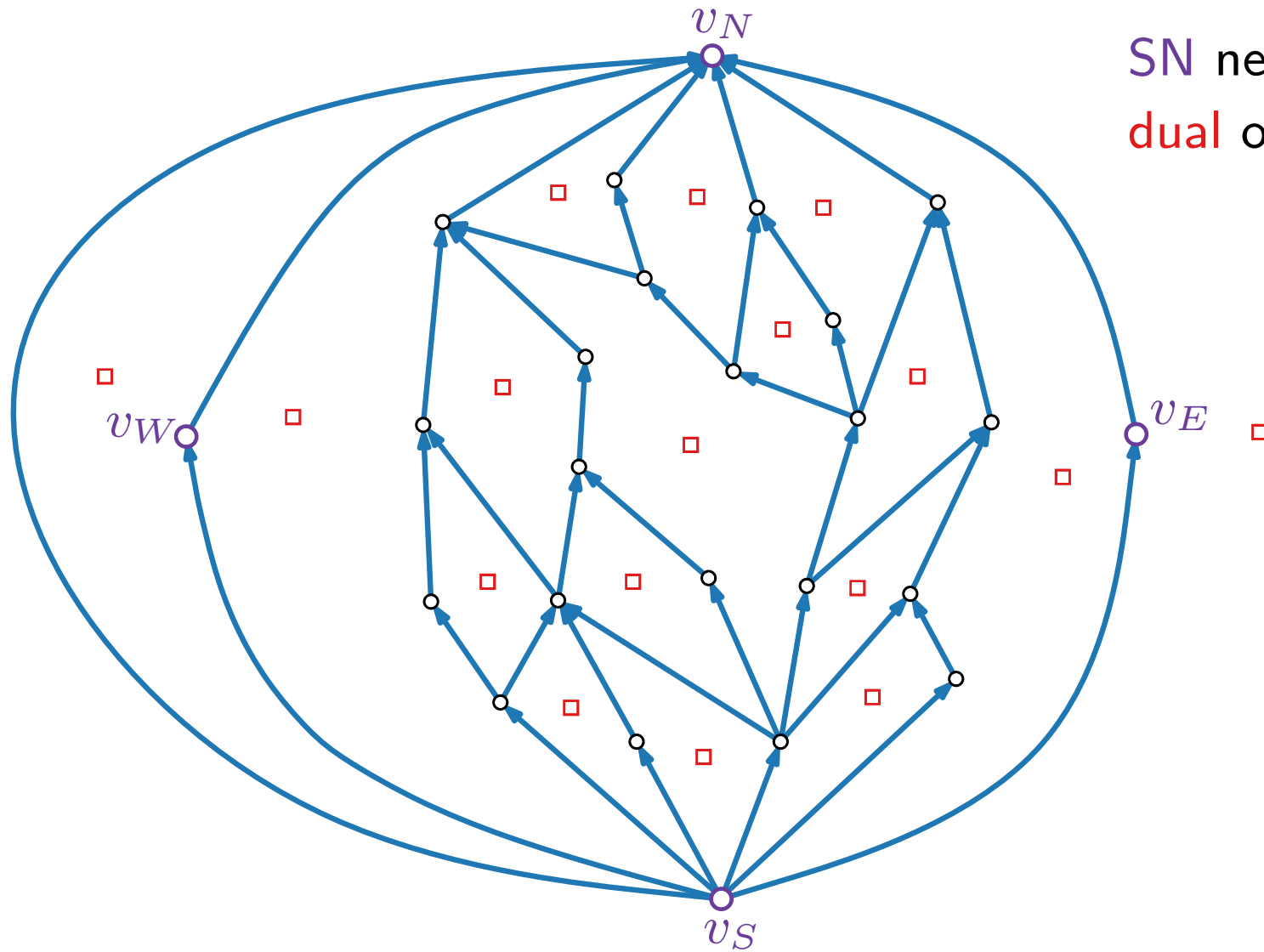
From REL to *st*-Digraphs to Coordinates



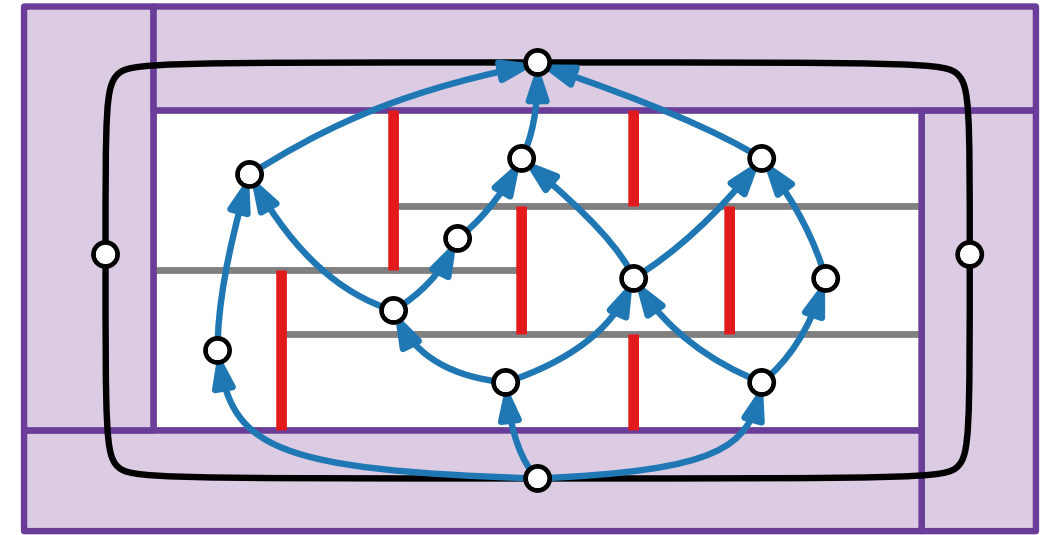
SN network G_{ver}
 dual of G_{ver}



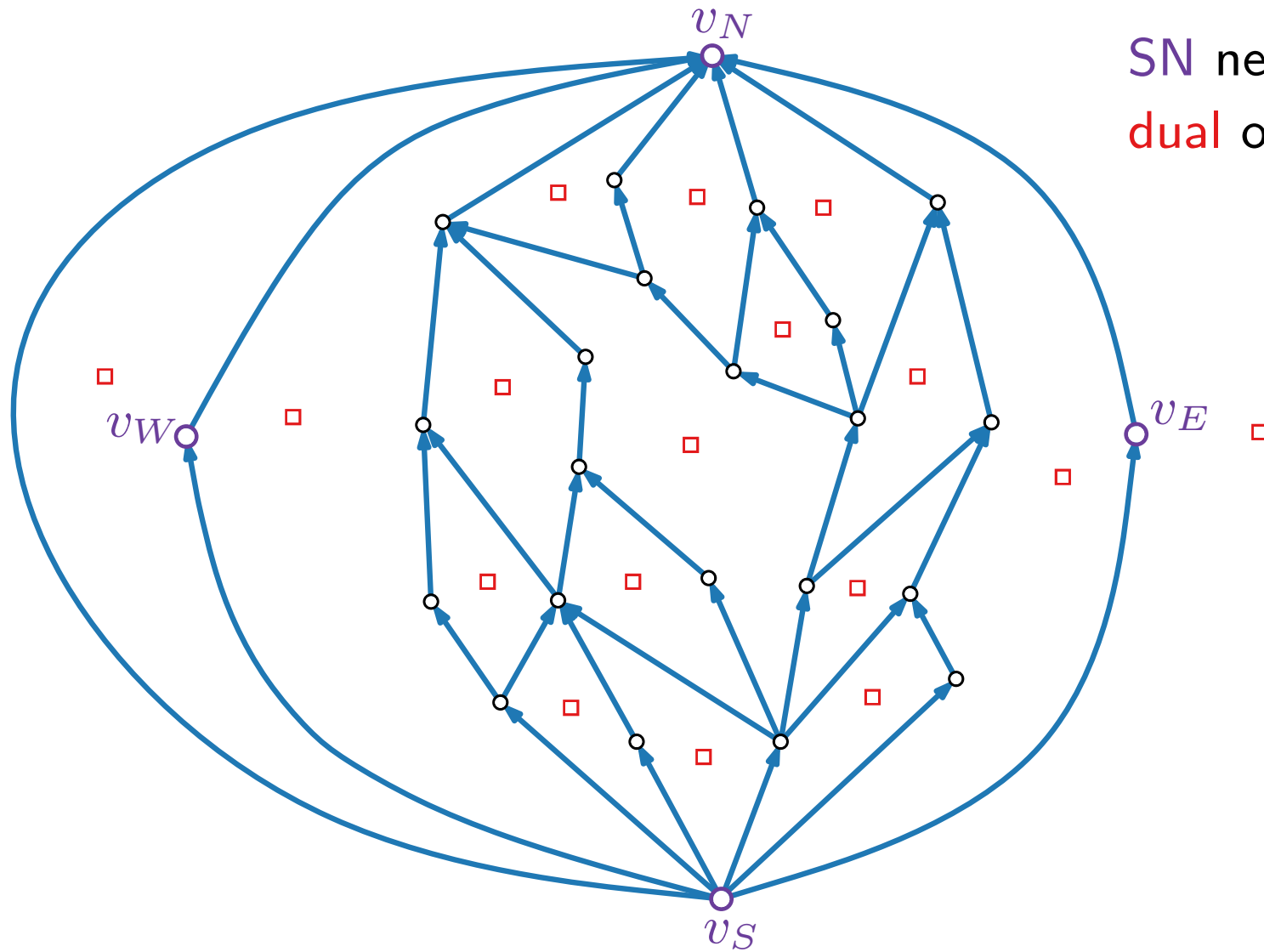
From REL to *st*-Digraphs to Coordinates



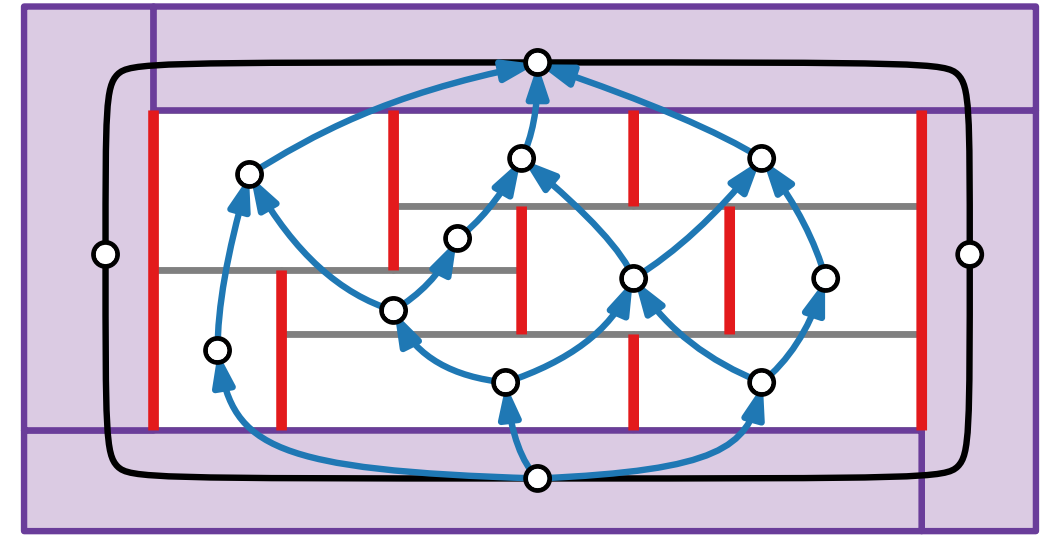
SN network G_{ver}
 dual of G_{ver}



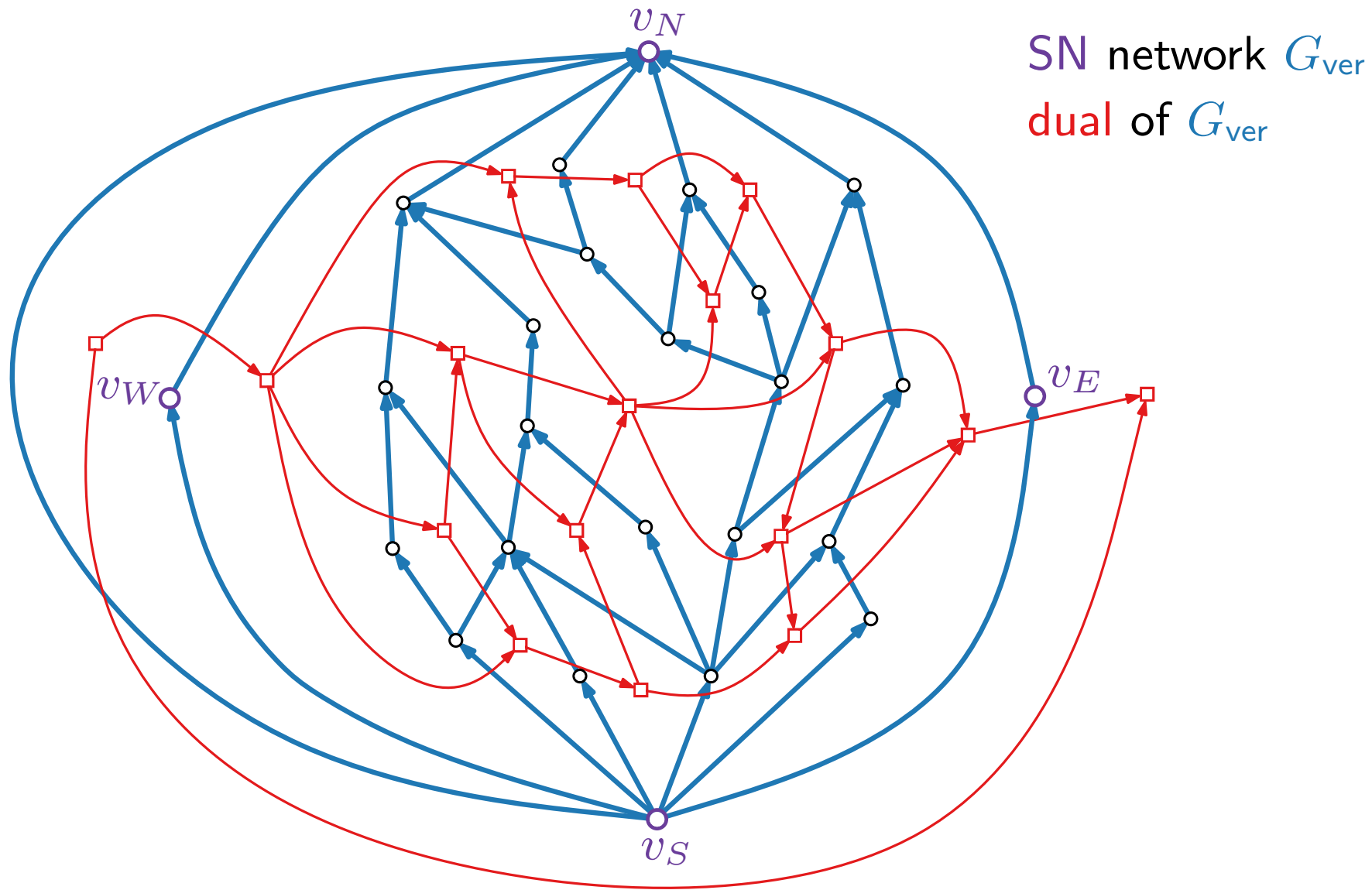
From REL to *st*-Digraphs to Coordinates



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

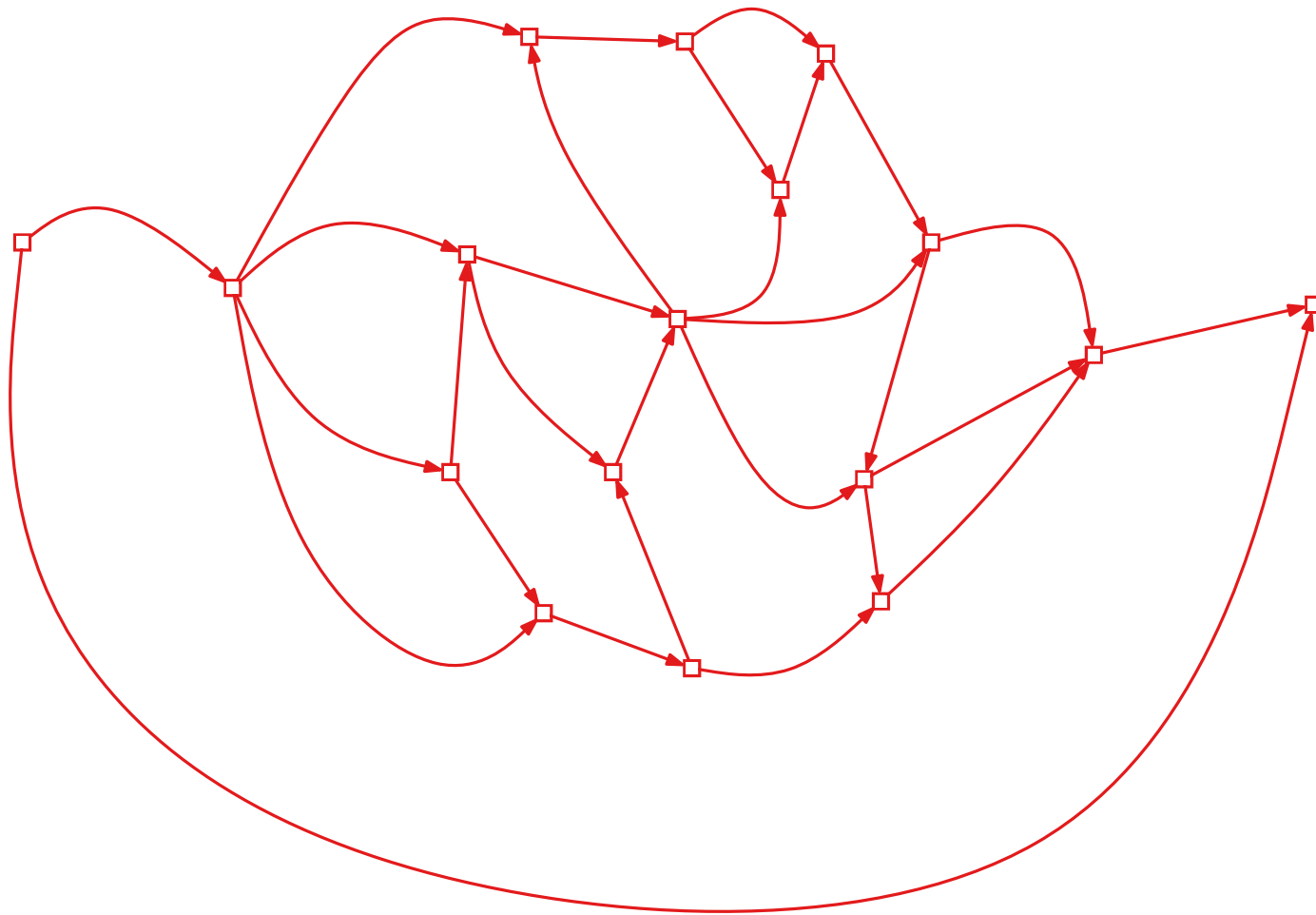


From REL to st -Digraphs to Coordinates

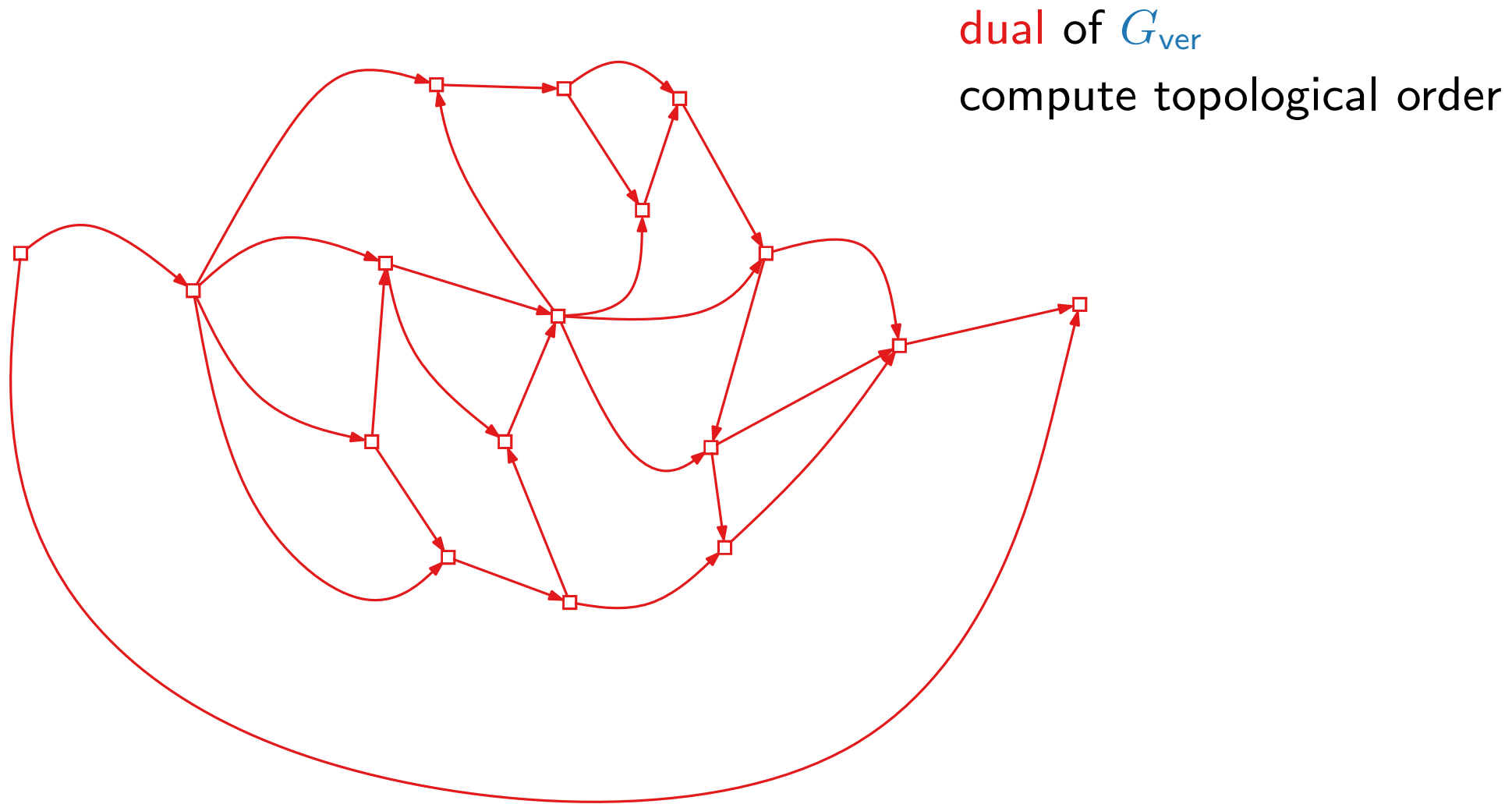


From REL to st -Digraphs to Coordinates

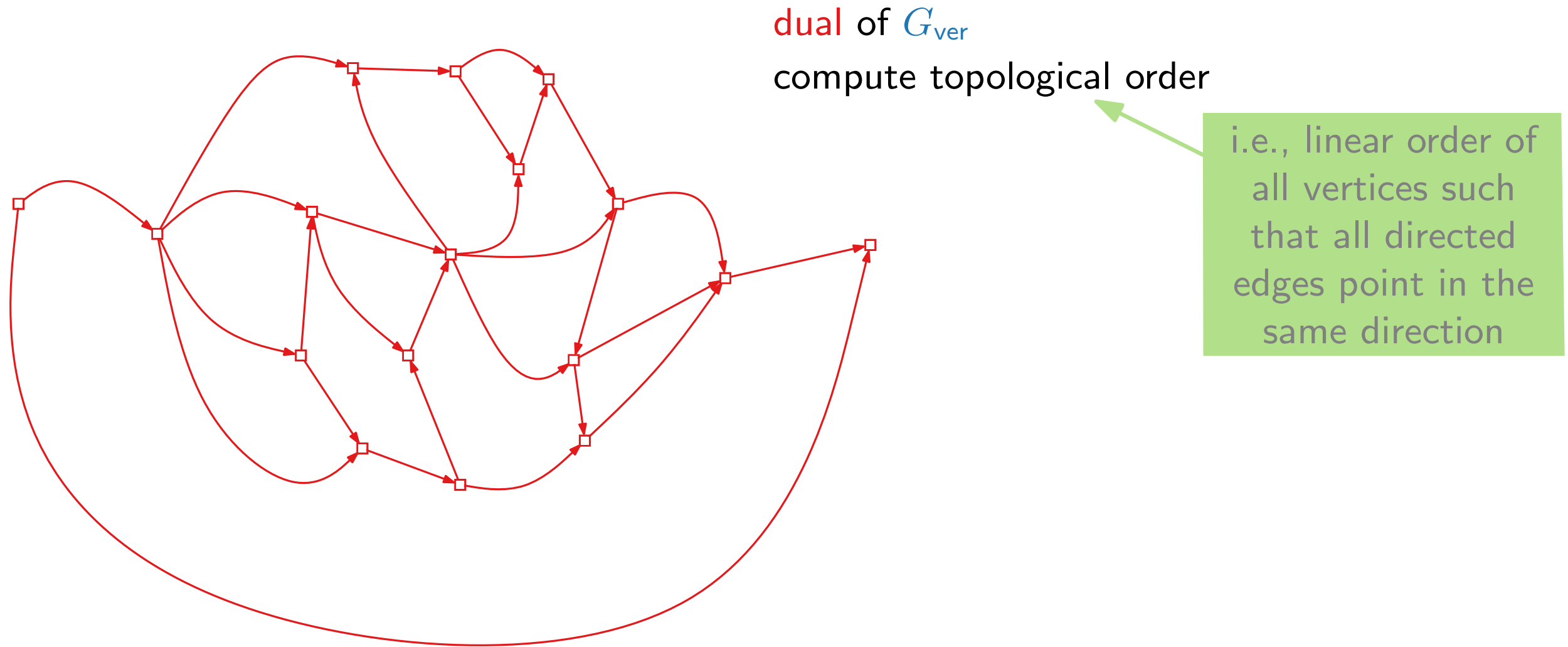
dual of G_{ver}



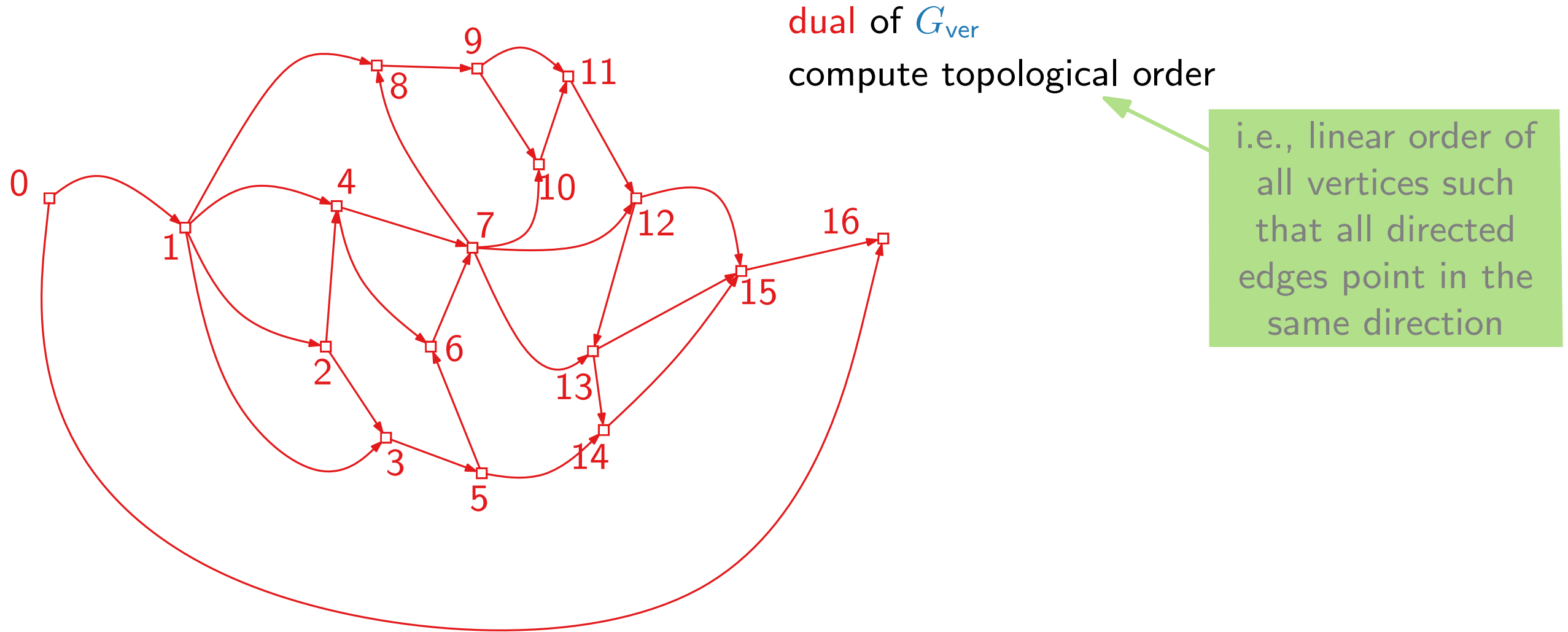
From REL to st -Digraphs to Coordinates



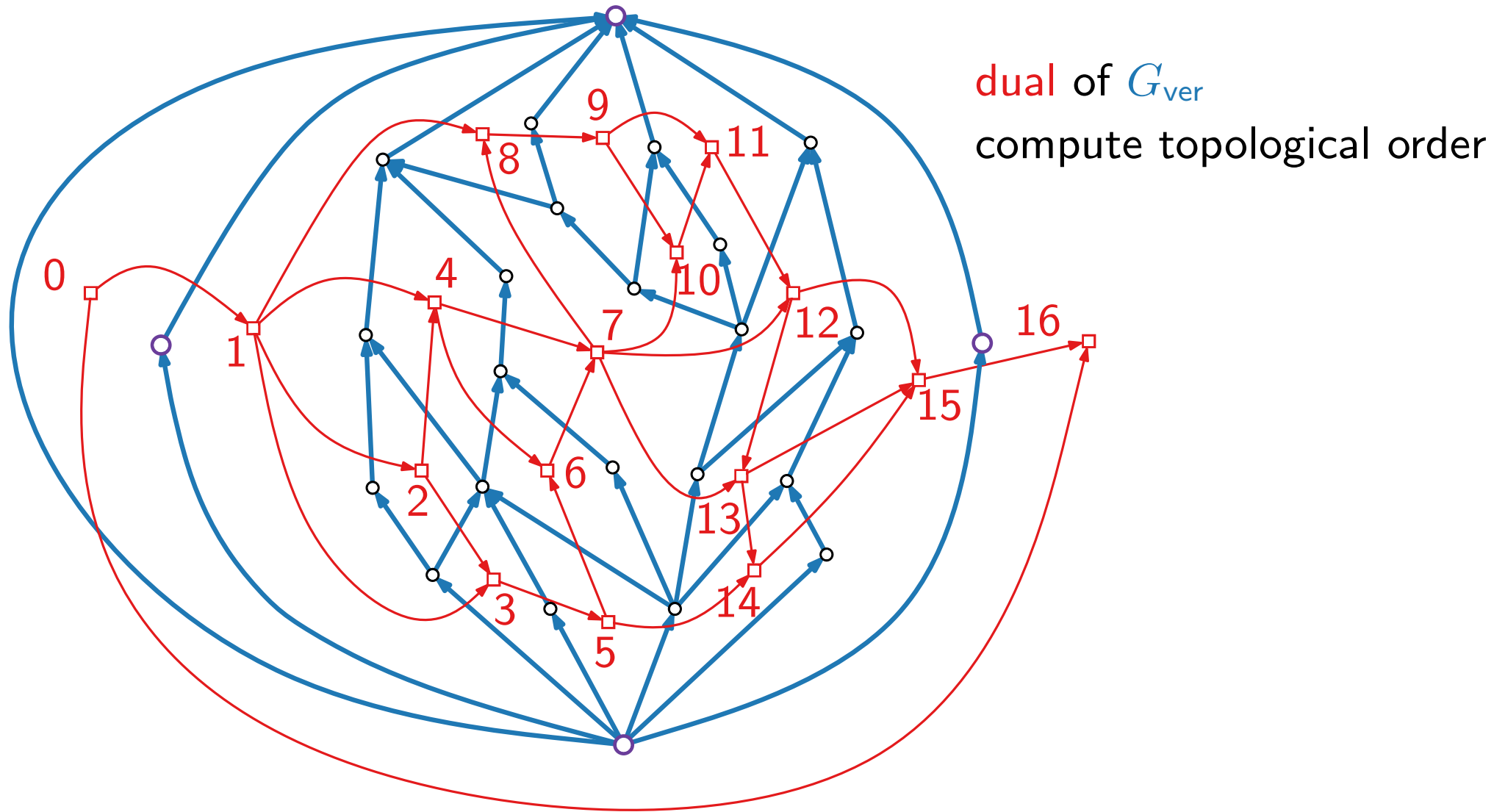
From REL to st -Digraphs to Coordinates



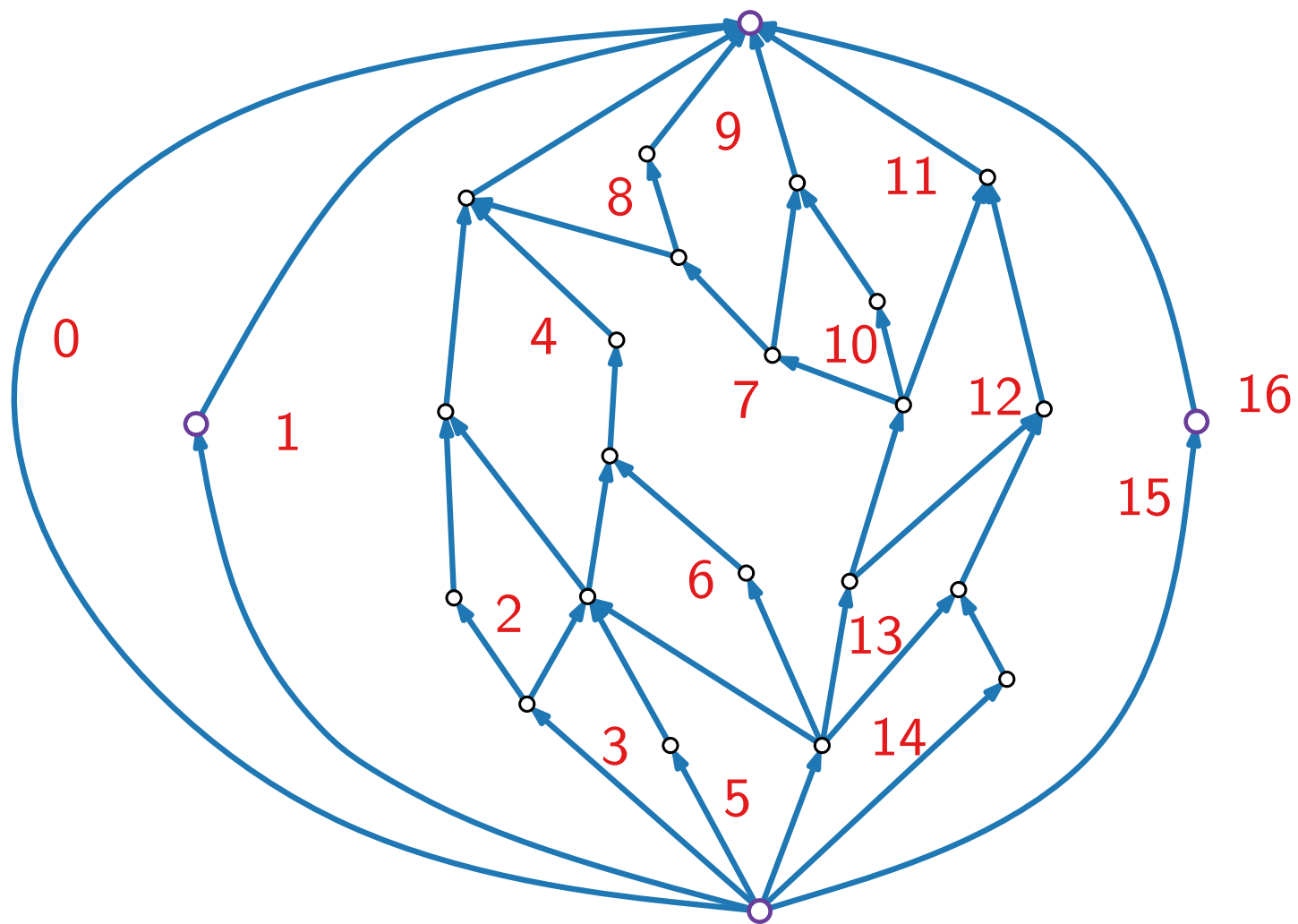
From REL to st -Digraphs to Coordinates



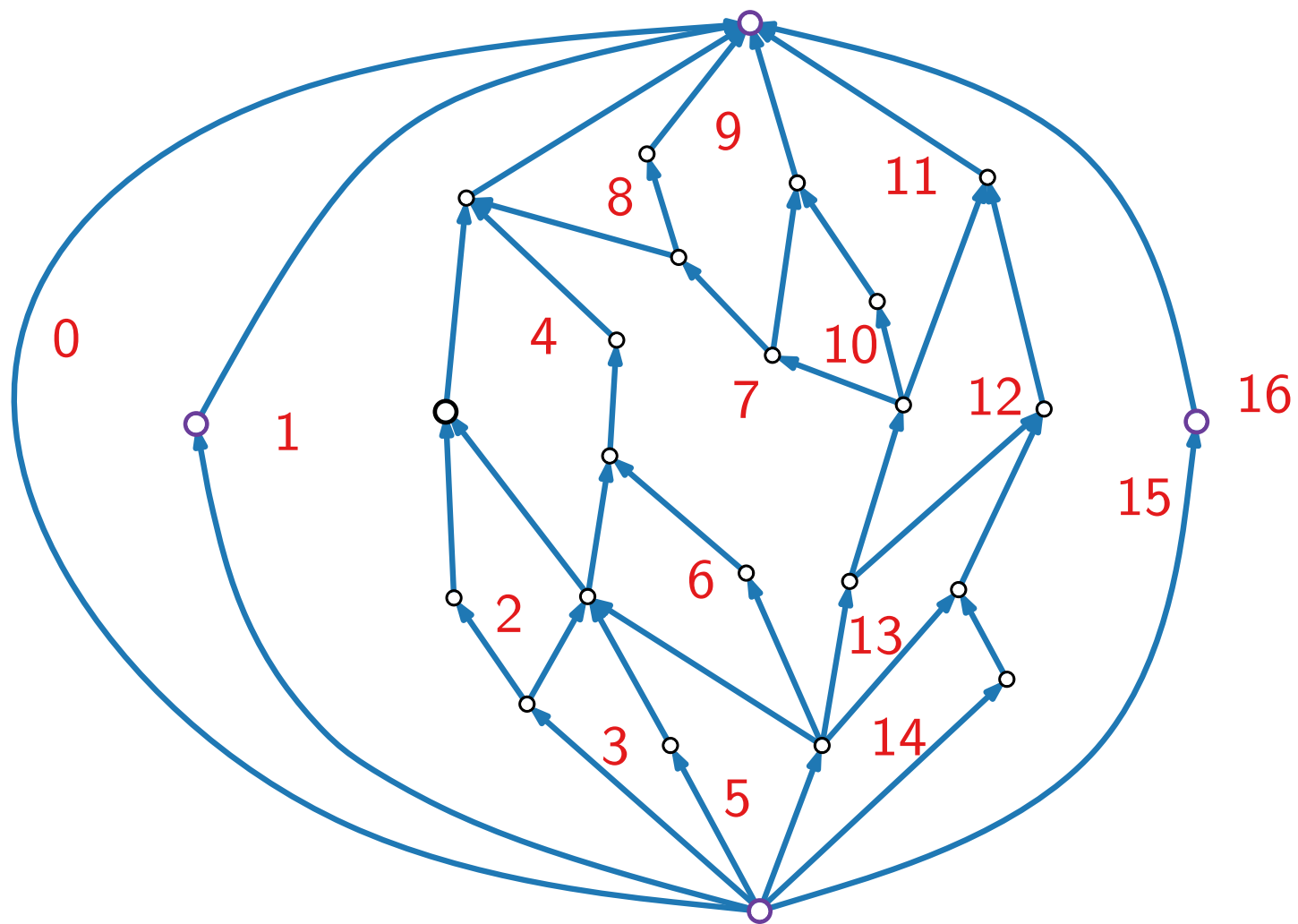
From REL to st -Digraphs to Coordinates



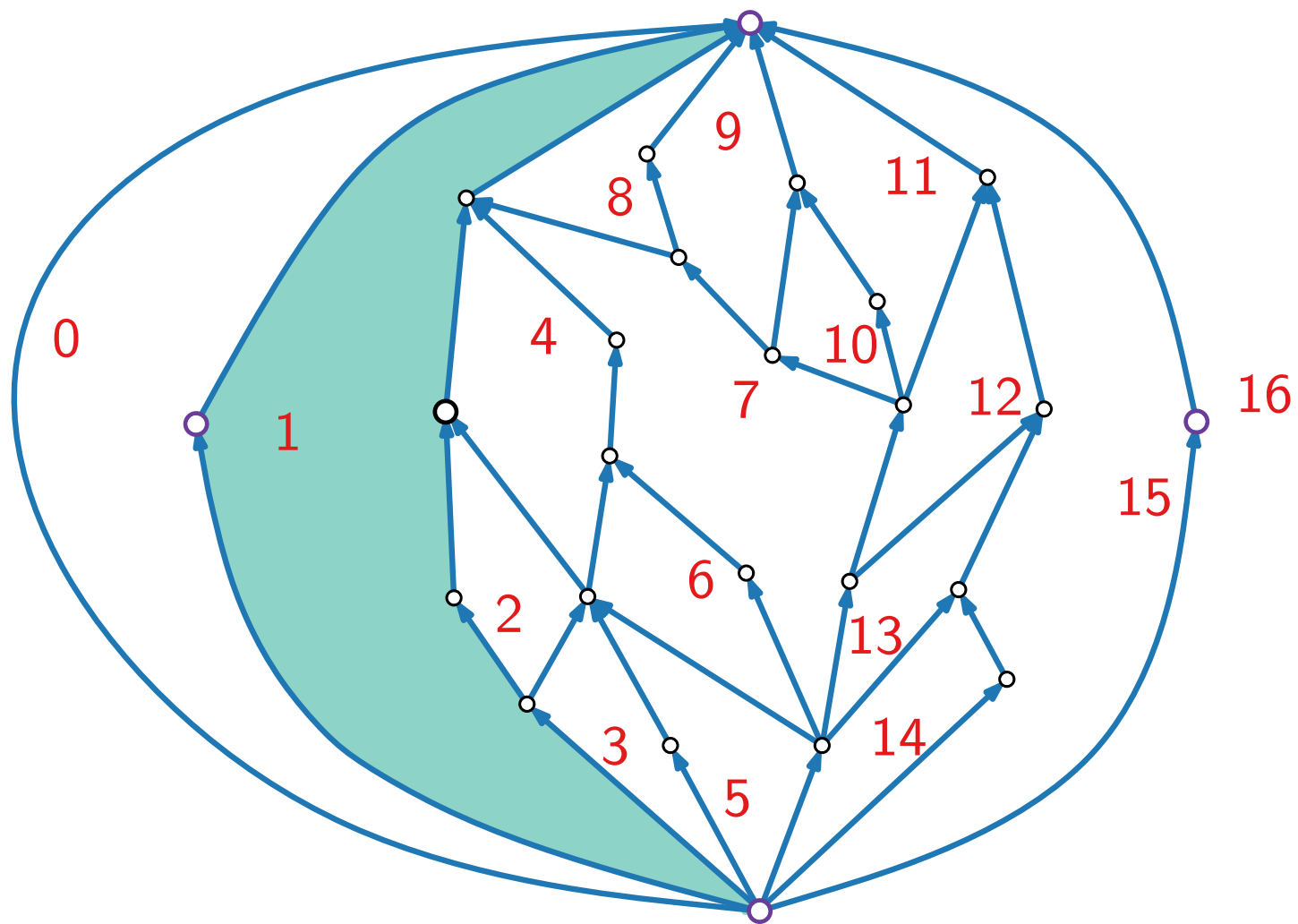
From REL to st -Digraphs to Coordinates



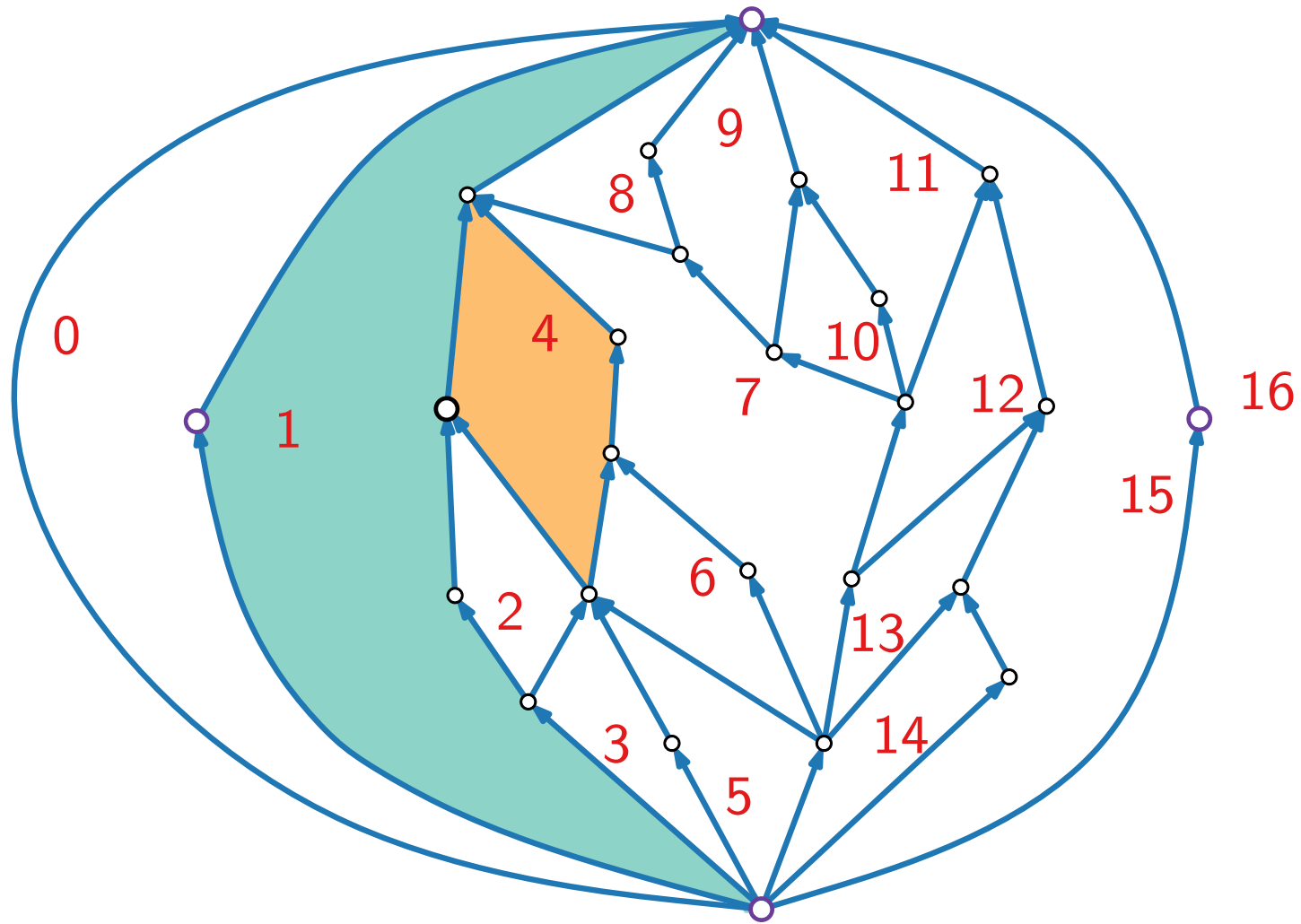
From REL to st -Digraphs to Coordinates



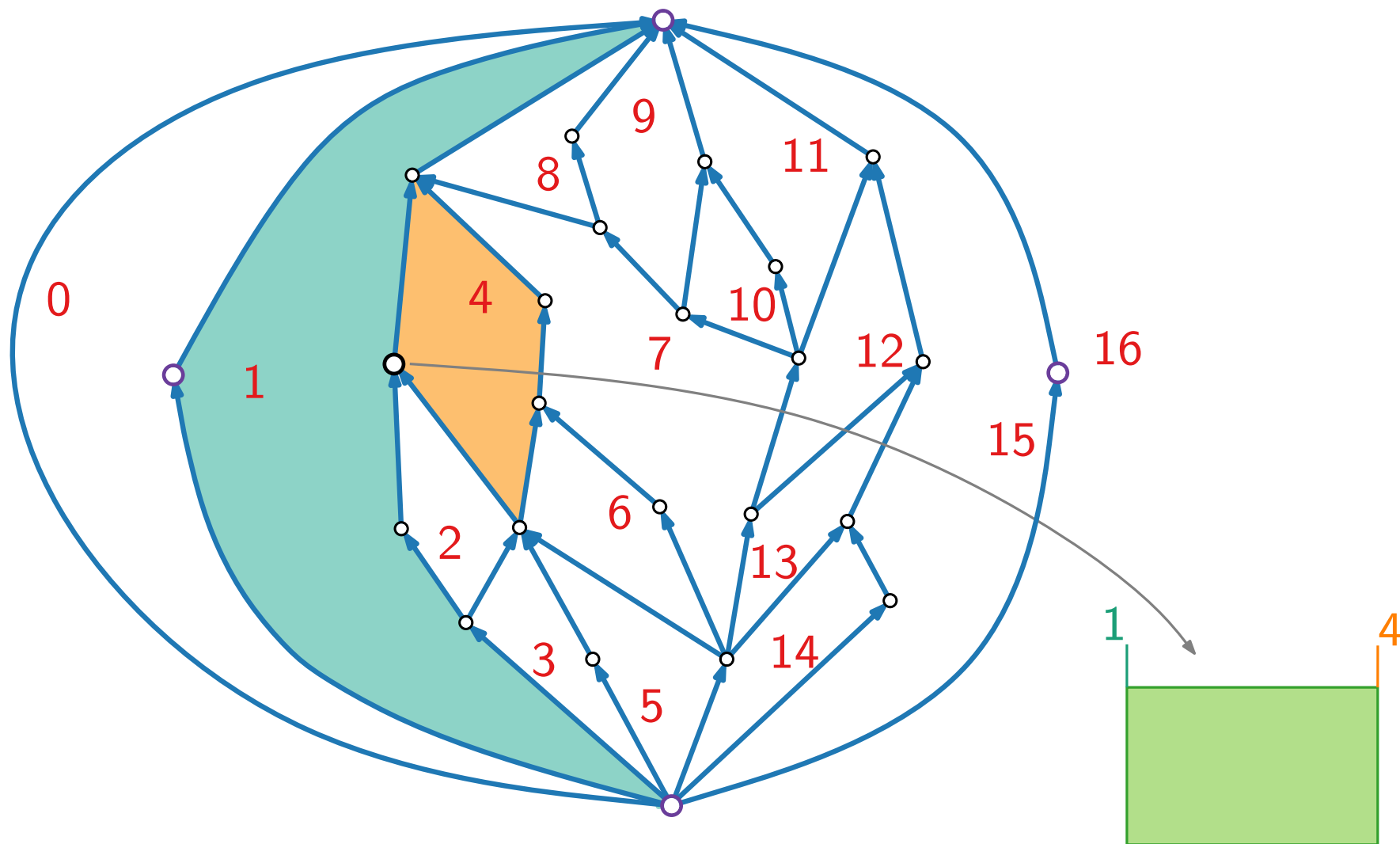
From REL to st -Digraphs to Coordinates



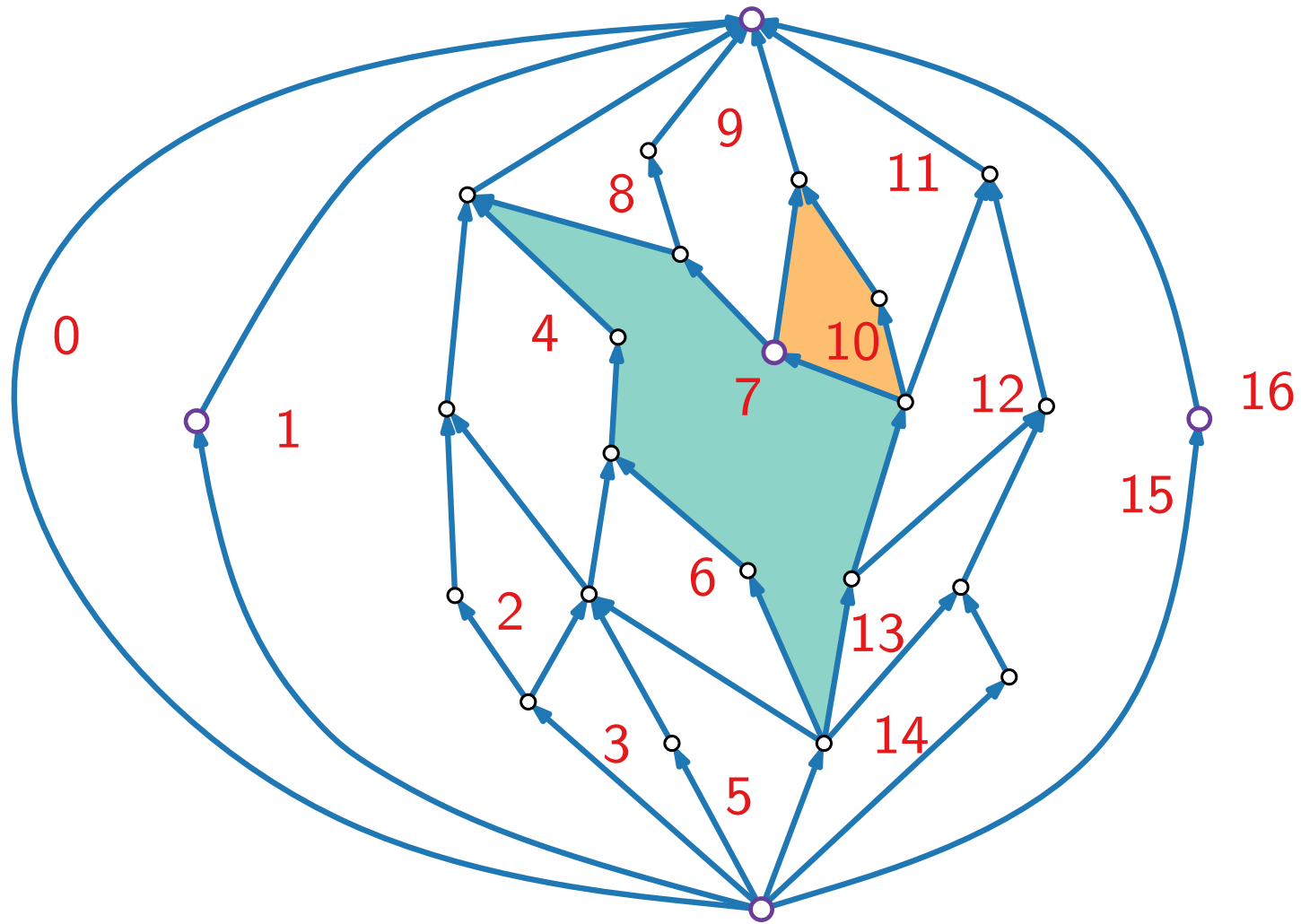
From REL to st -Digraphs to Coordinates



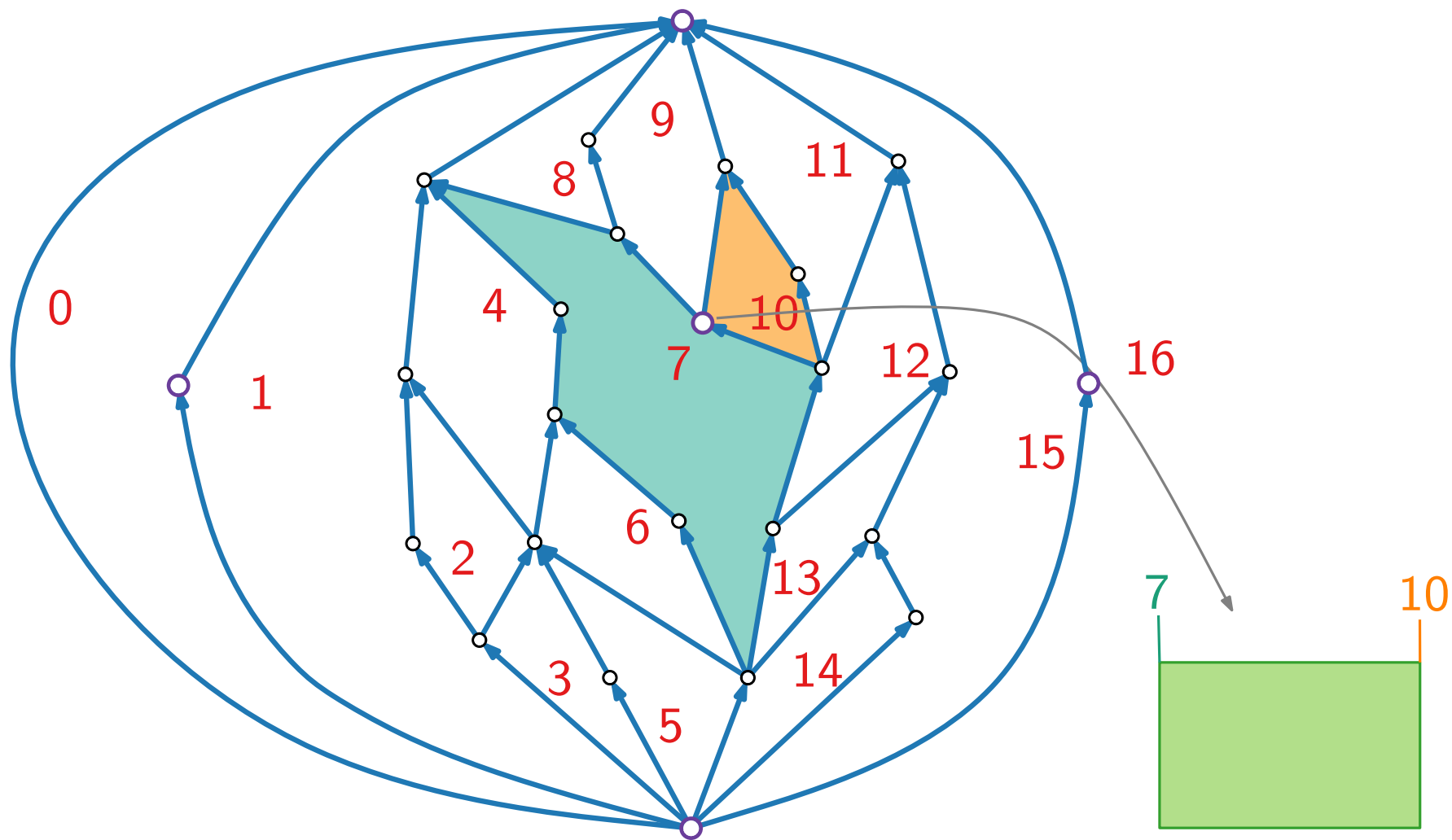
From REL to st -Digraphs to Coordinates



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From REL to st -Digraphs to Coordinates



Rectangular Dual Algorithm

For a PTP graph G :

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

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- Find a REL $\{T_r, T_b\}$ of G .
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Set $x_1(v) = f_{\text{ver}}(g)$ and $x_2(v) = f_{\text{ver}}(h)$.

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

Rectangular Dual Algorithm

For a PTP graph G :

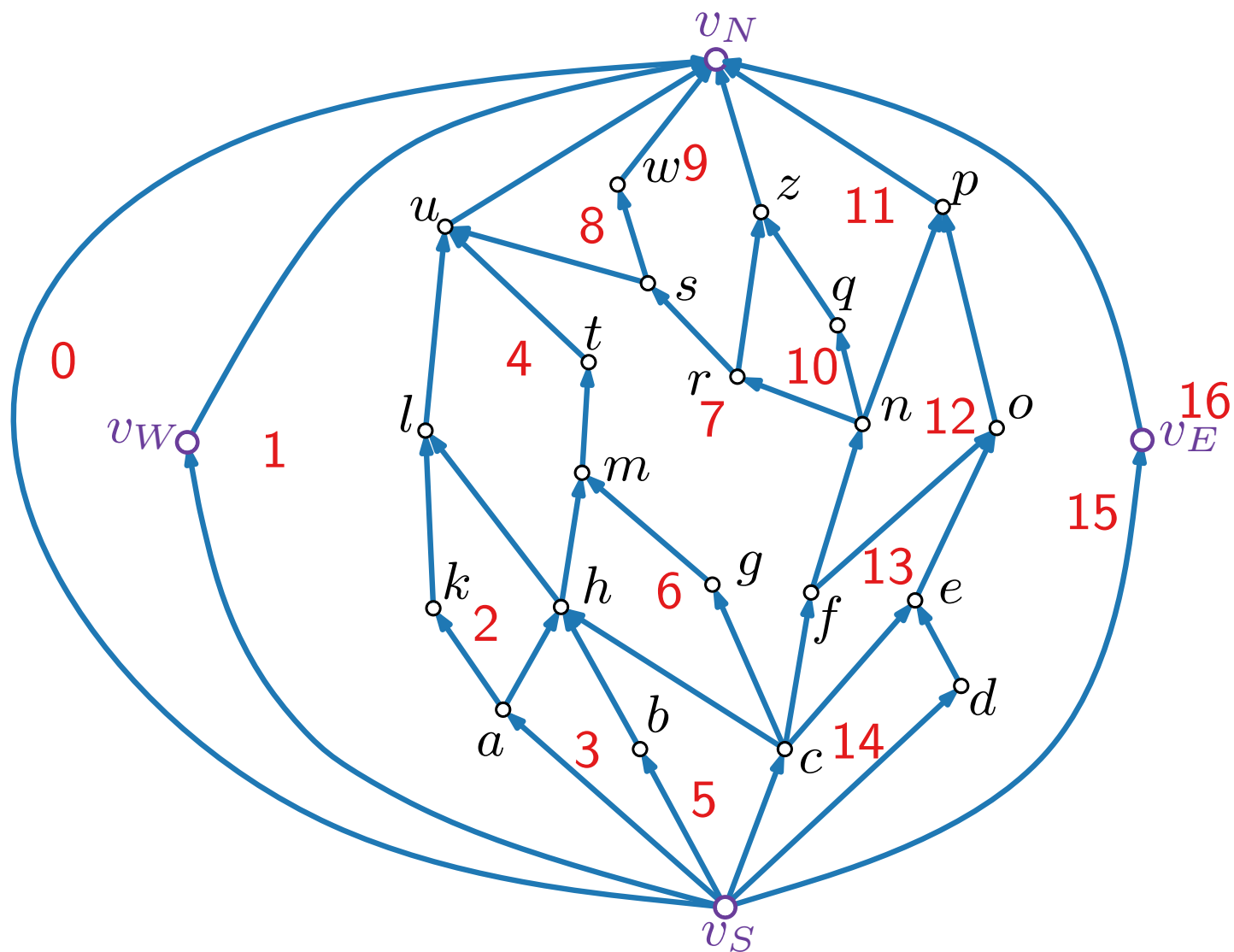
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- Analogously compute y_1 and y_2 with G_{hor} .

Rectangular Dual Algorithm

For a PTP graph G :

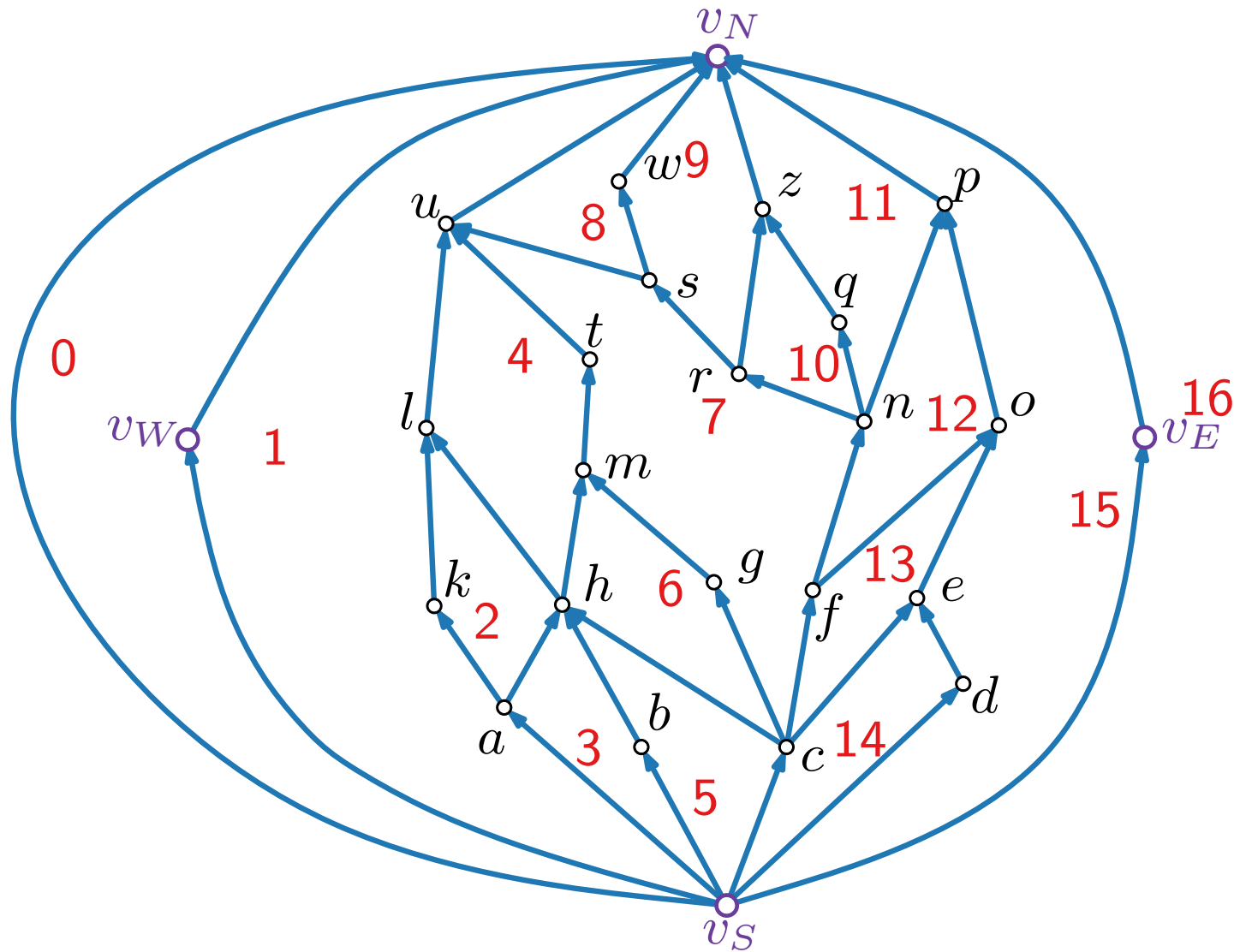
- Find a REL $\{T_r, T_b\}$ of G .
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- For each vertex v of G , let g and h be the face on the left and face on the right of v .
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- Analogously compute y_1 and y_2 with G_{hor} .
- For each vertex v of G , let $R(v) = [x_1(v), x_2(v)] \times [y_1(v), y_2(v)]$.

Reading off Coordinates to Get Rectangular Dual



Reading off Coordinates to Get Rectangular Dual

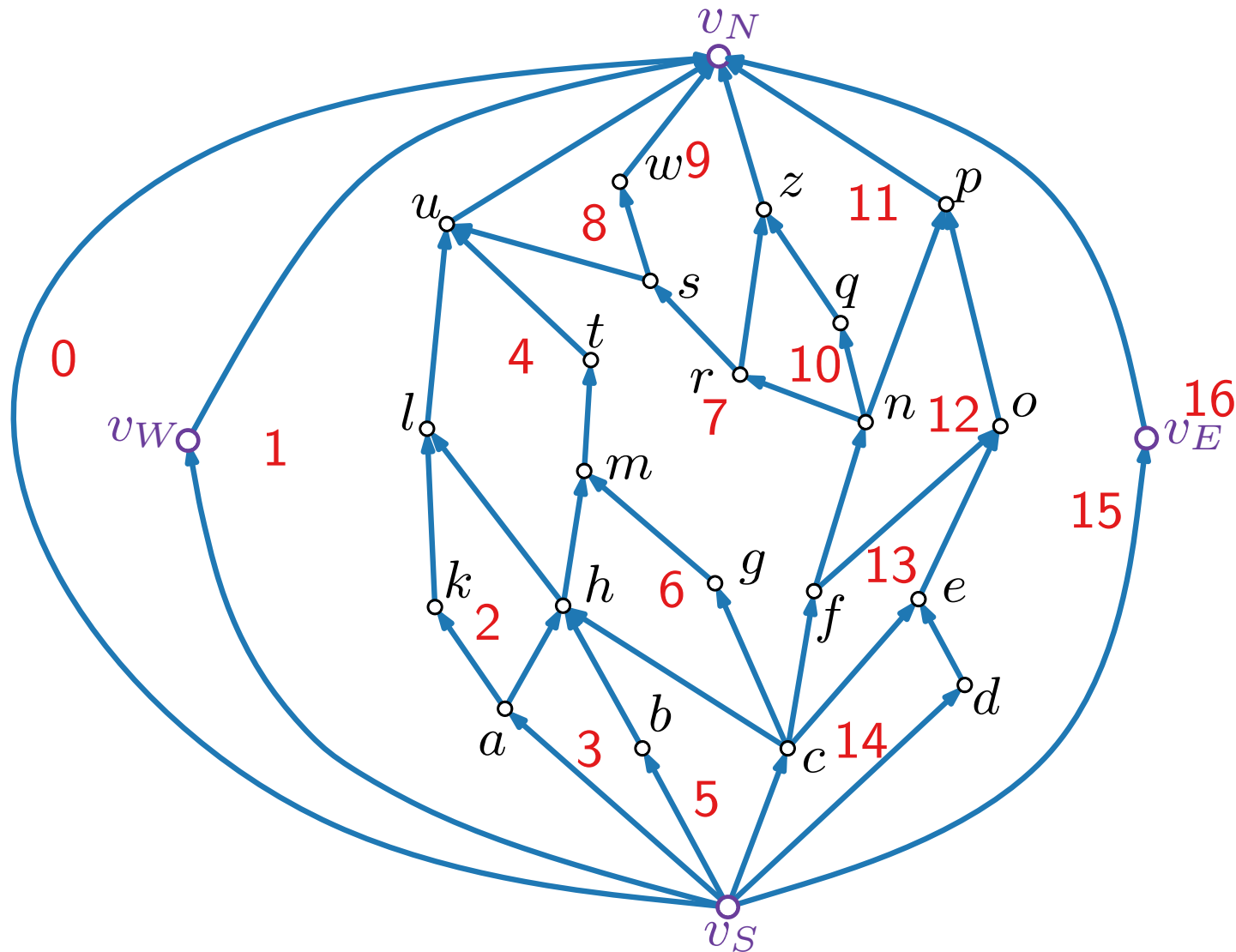
$$x_1(v_N) = 0, \quad x_2(v_N) = 15$$



Reading off Coordinates to Get Rectangular Dual

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

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

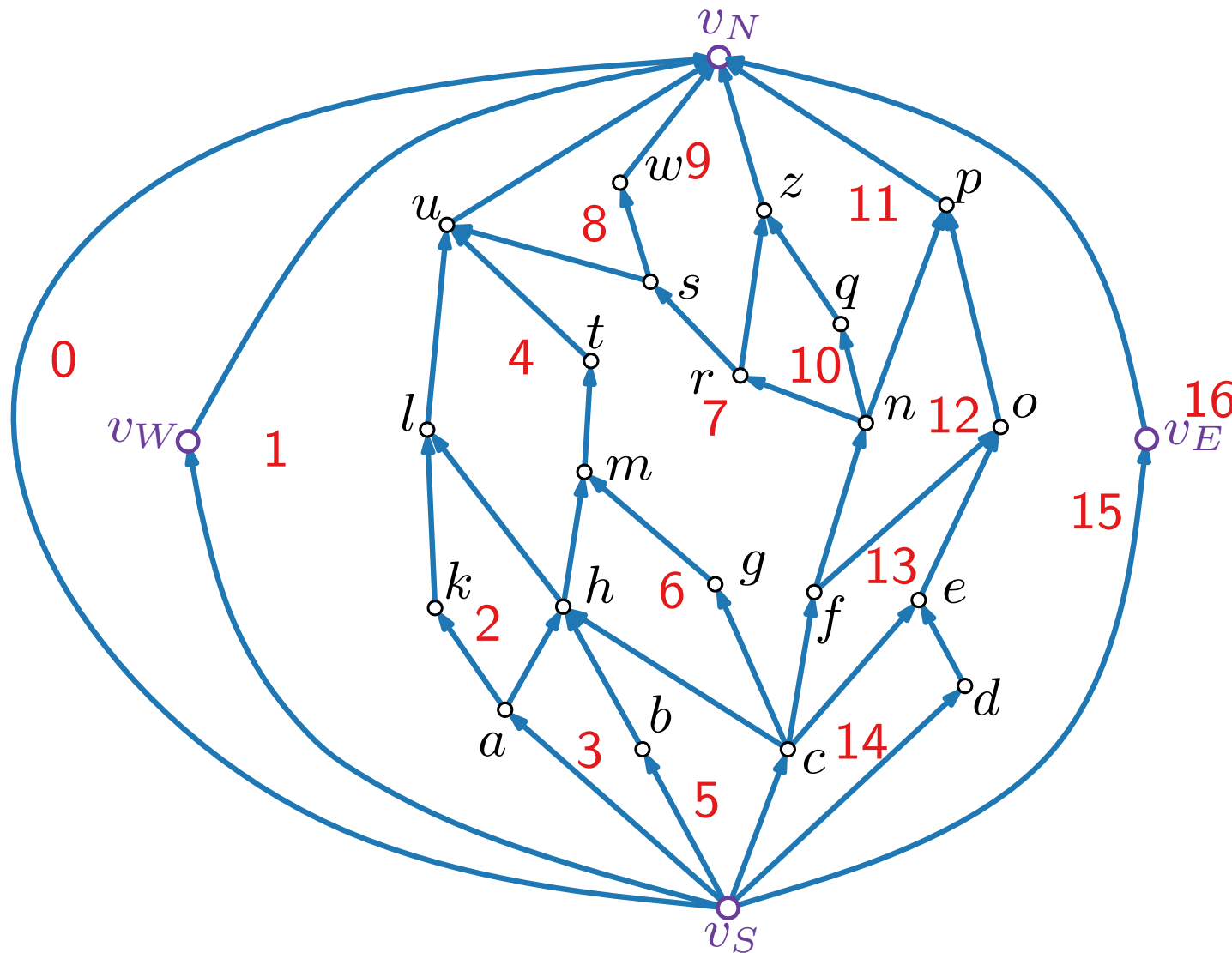


Reading off Coordinates to Get Rectangular Dual

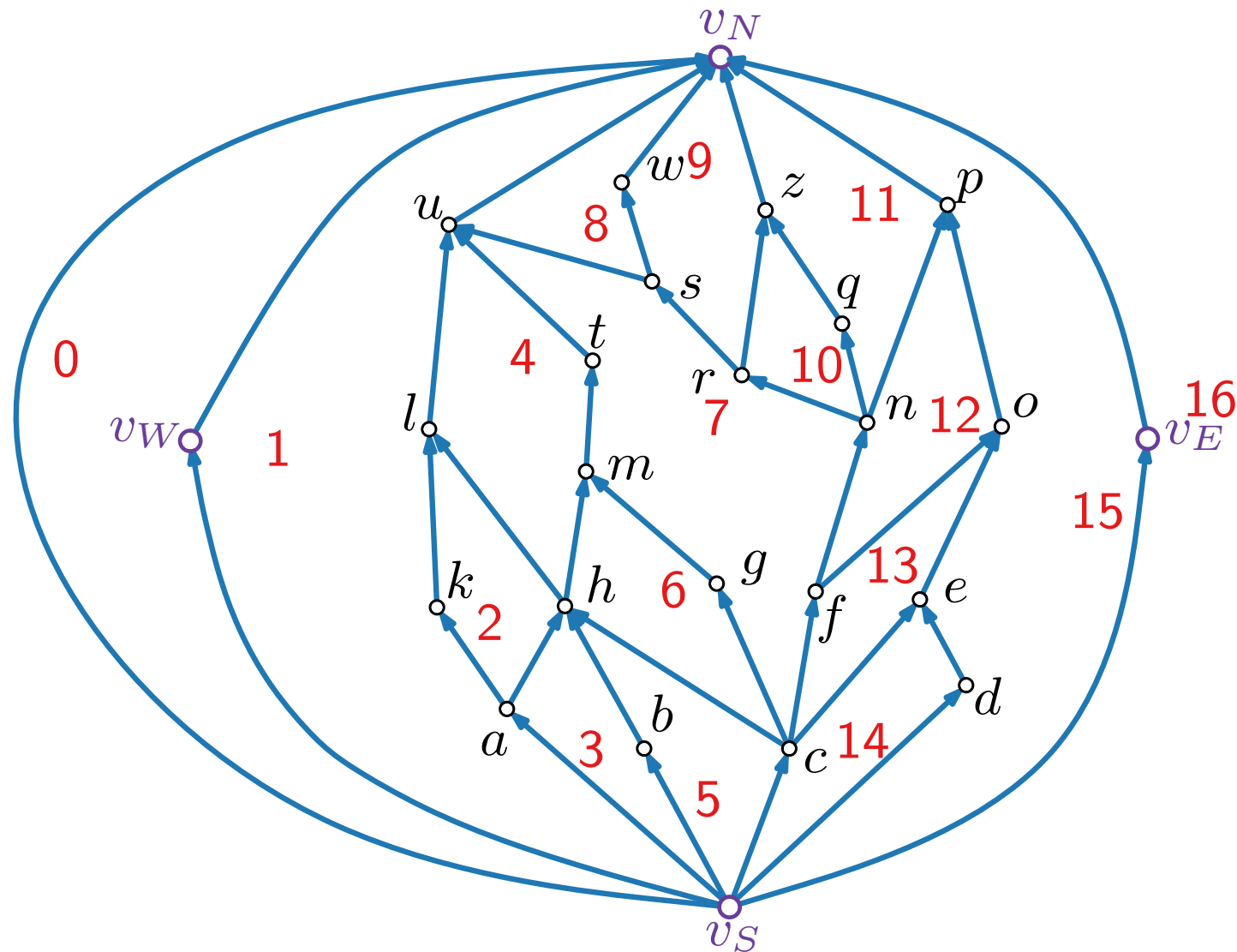
$$x_1(v_N) = 0, \quad x_2(v_N) = 15$$

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

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



Reading off Coordinates to Get Rectangular Dual



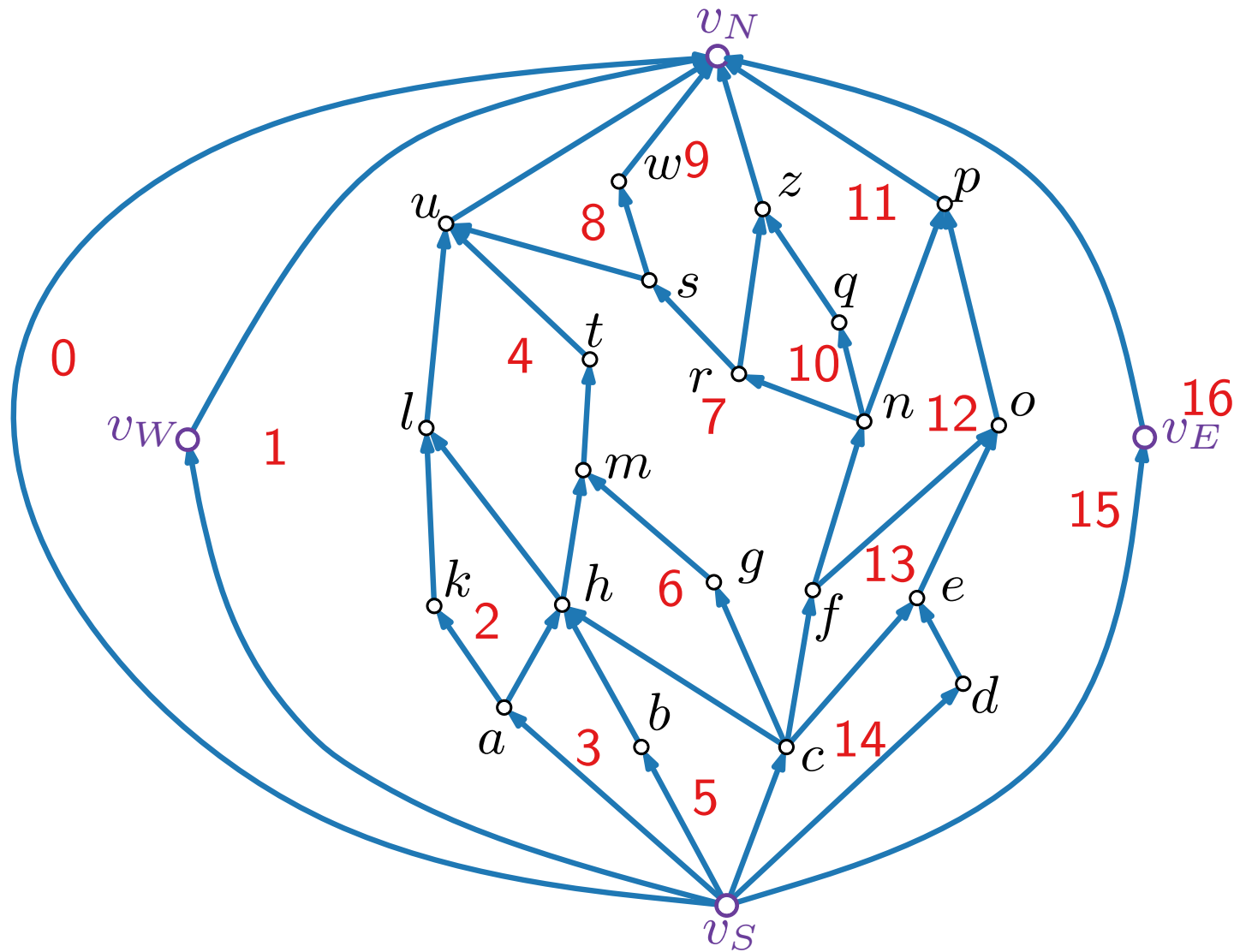
$$x_1(v_N) = 0, \quad x_2(v_N) = 15$$

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

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

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

Reading off Coordinates to Get Rectangular Dual



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

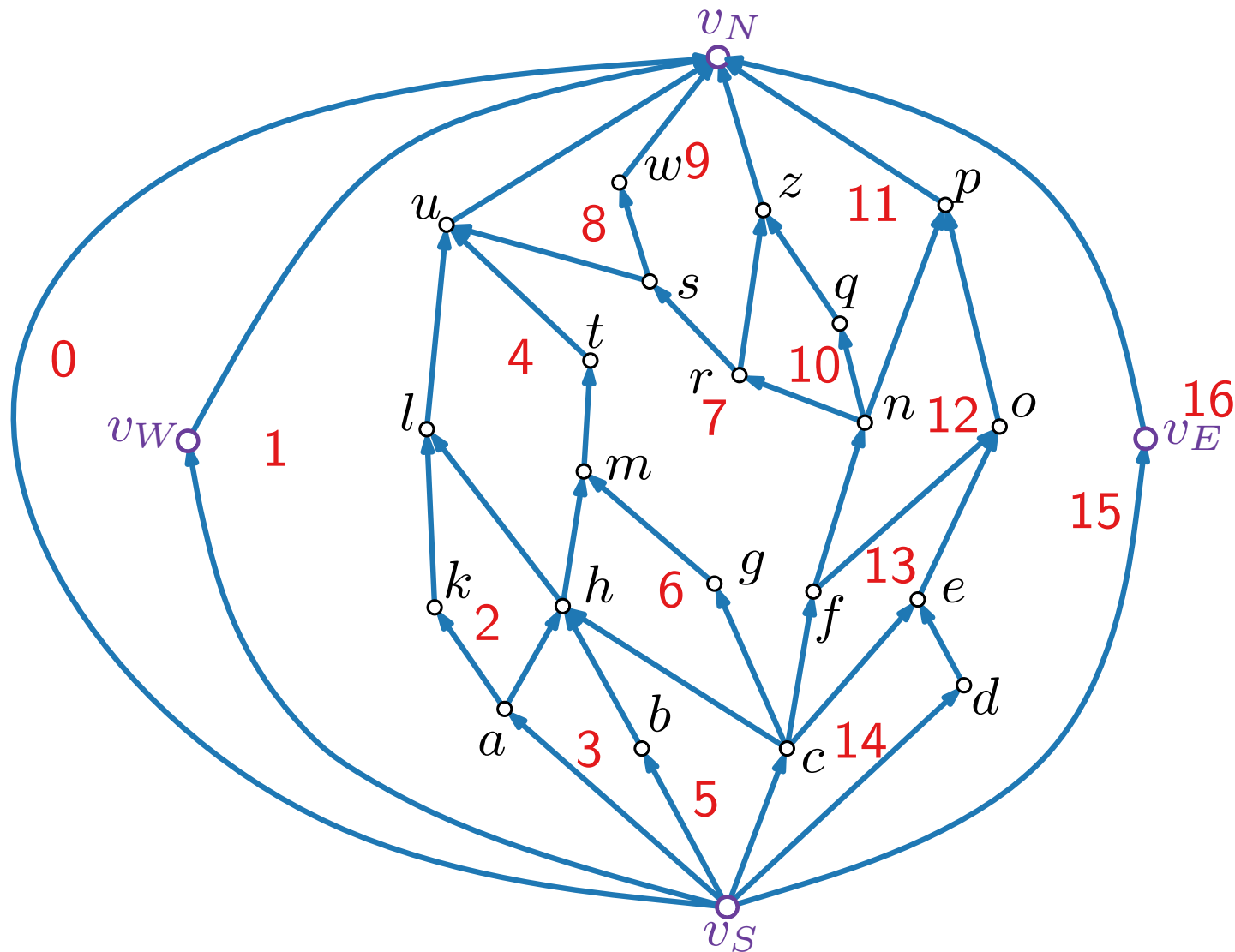
$$x_1(v_S) = 1, \quad x_2(v_S) = 16$$

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

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

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

Reading off Coordinates to Get Rectangular Dual



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

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

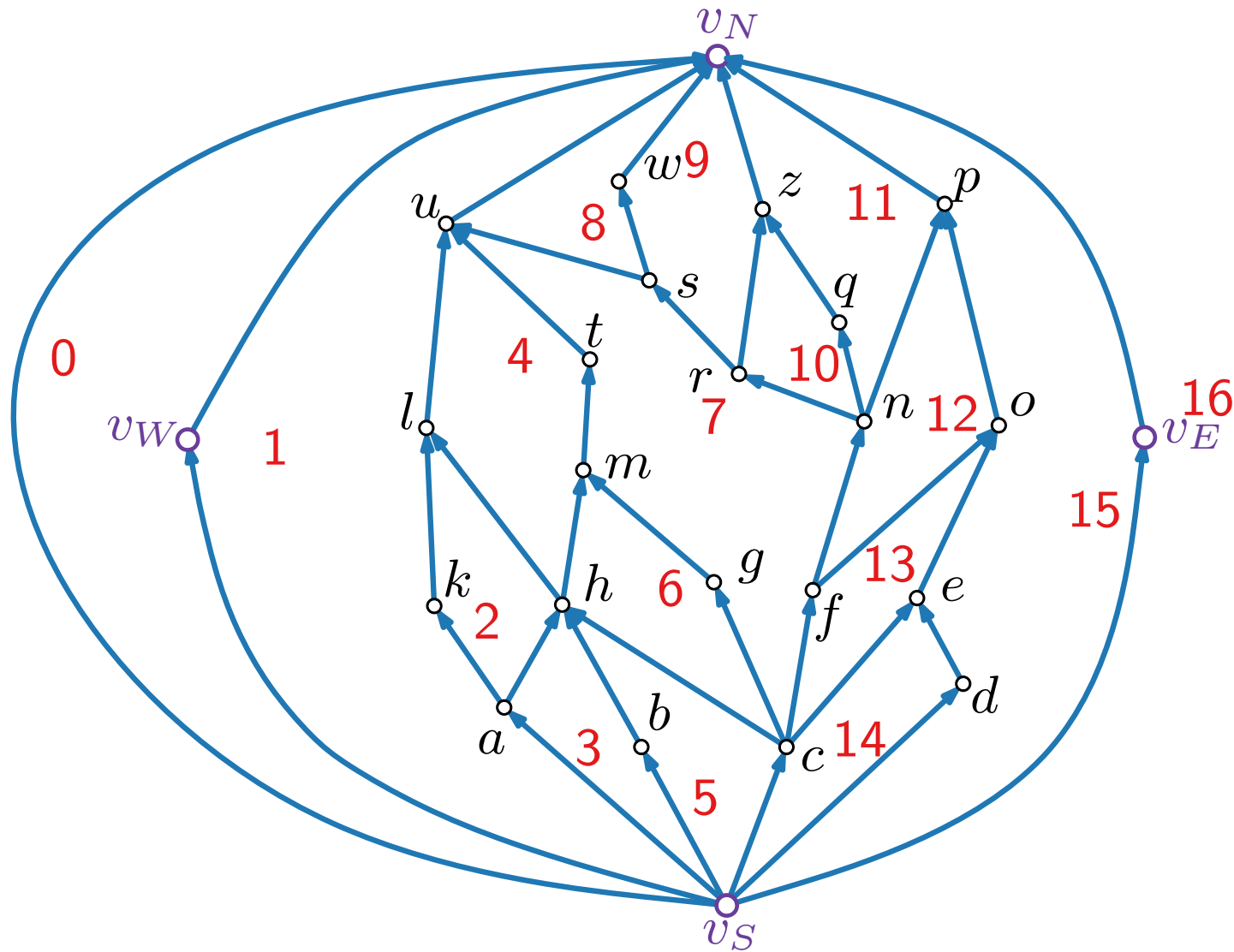
$$x_1(v_W) = 0, \quad x_2(v_W) = 1$$

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

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

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

Reading off Coordinates to Get Rectangular Dual



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

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

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

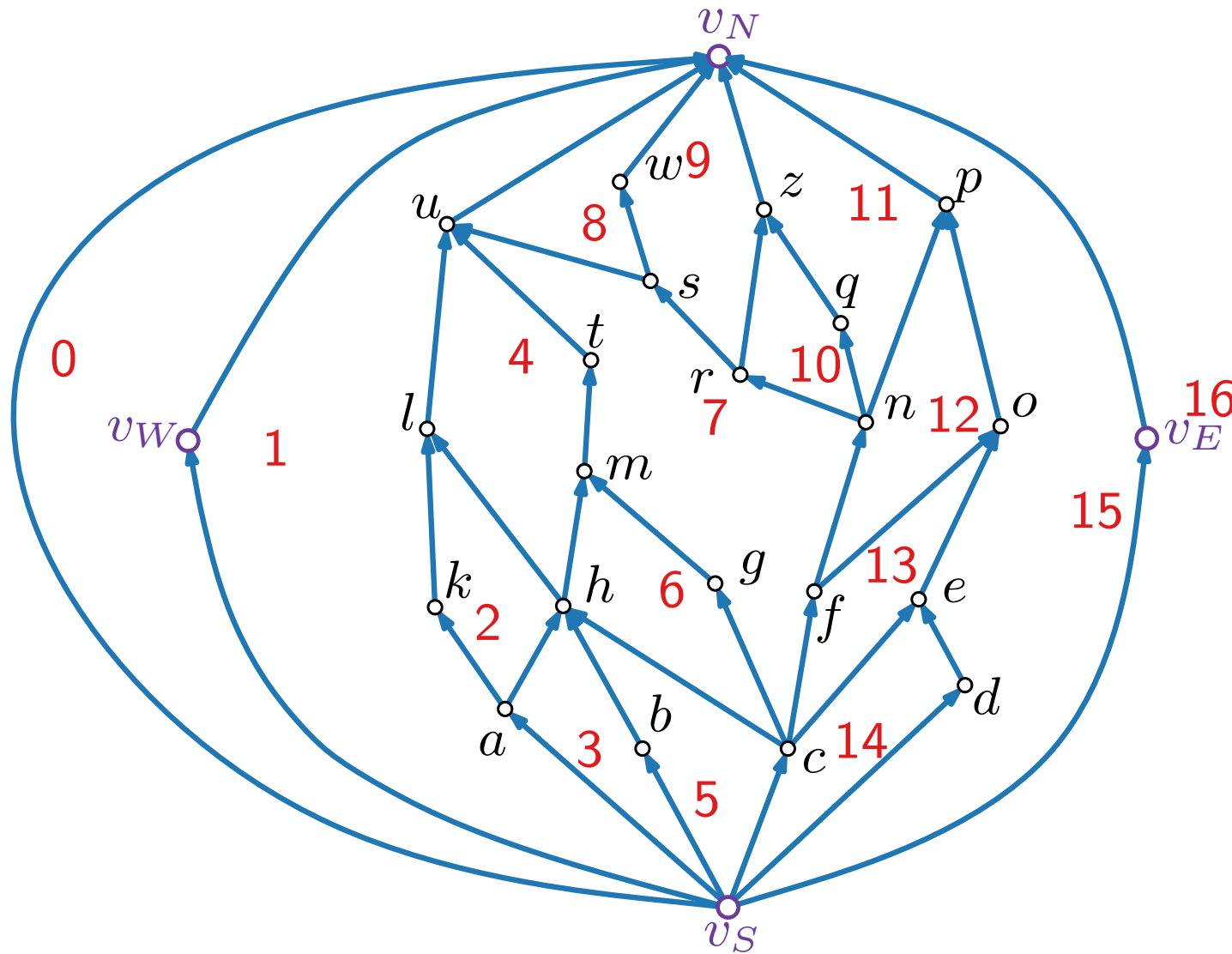
$$x_1(v_E) = 15, \quad x_2(v_E) = 16$$

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

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

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

Reading off Coordinates to Get Rectangular Dual



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

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

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

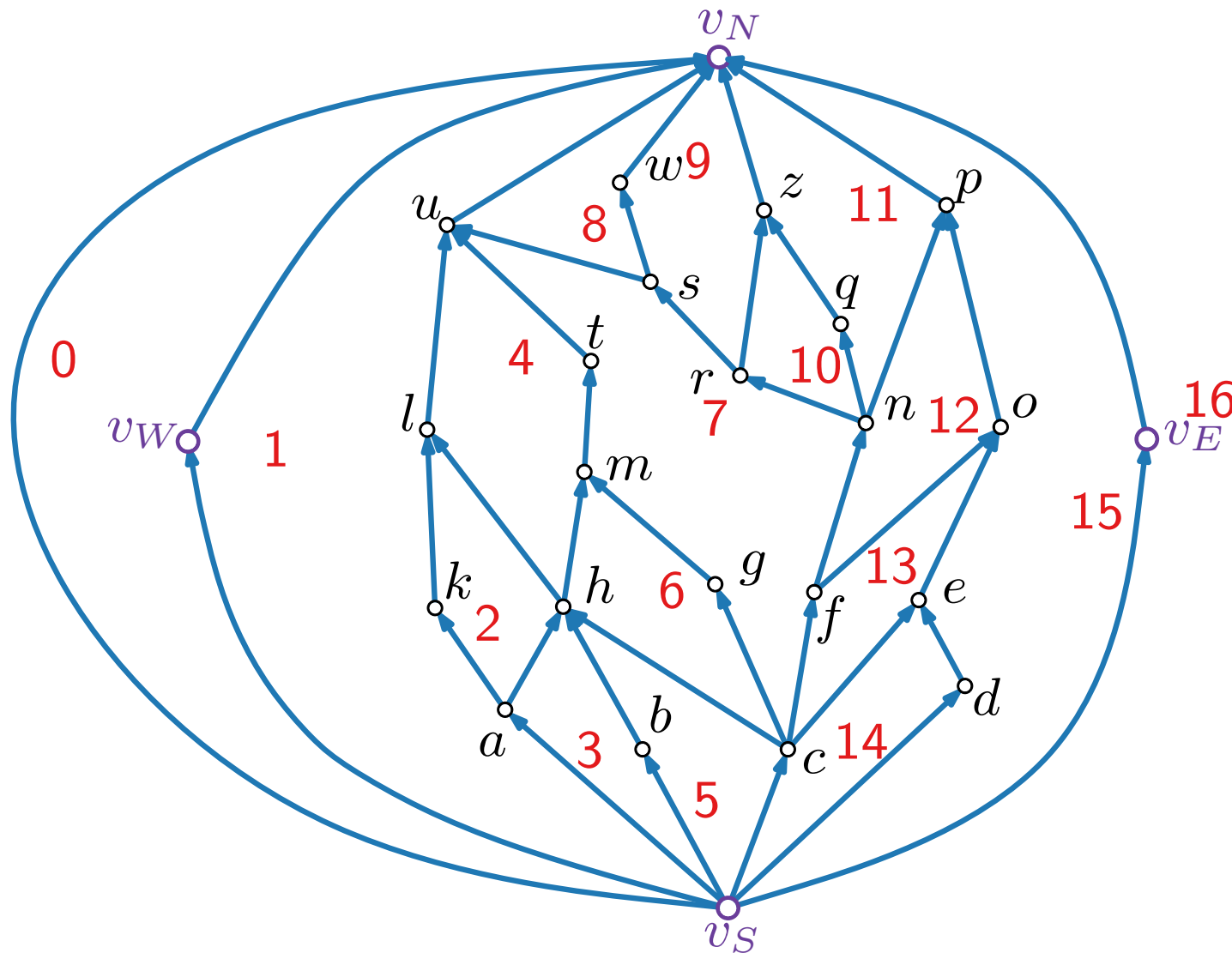
$$x_1(v_E) = 15, \quad x_2(v_E) = 16$$

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

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

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

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



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

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

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

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

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

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

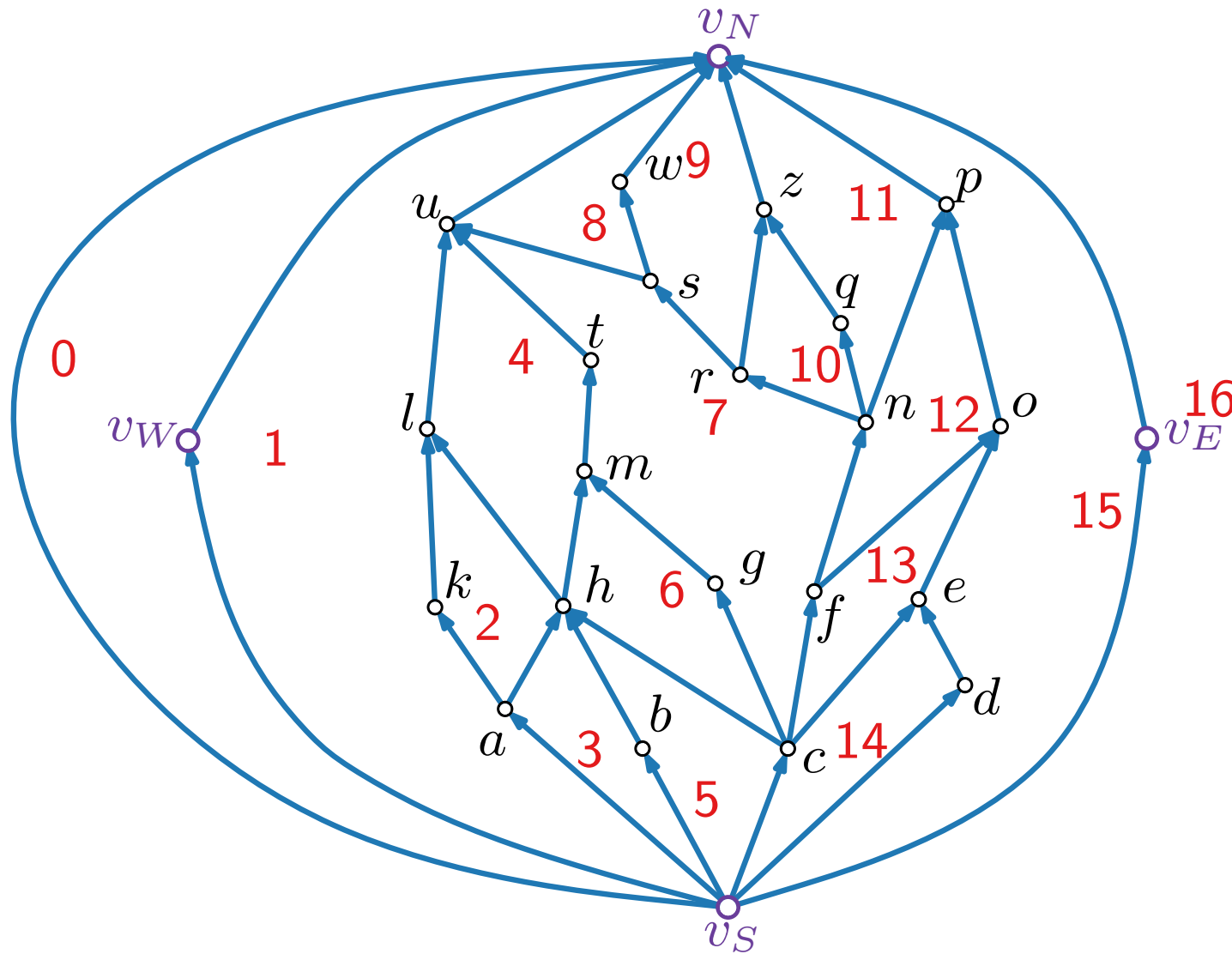
$$x_1(b) = 3, \quad x_2(b) = 5$$

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

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

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

Reading off Coordinates to Get Rectangular Dual



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

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

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

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

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

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

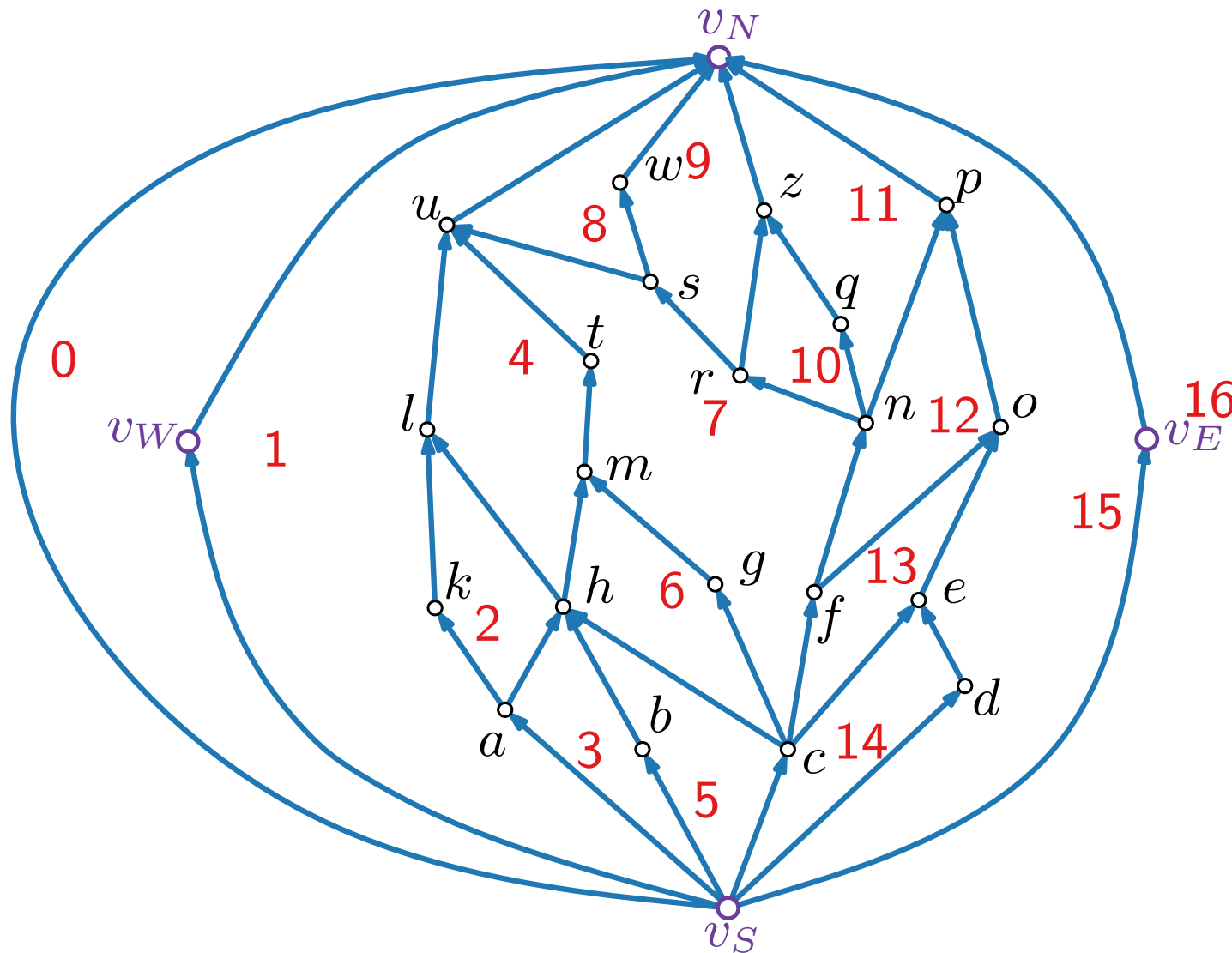
$$x_1(c) = 5, \quad x_2(c) = 14$$

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

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

...

Reading off Coordinates to Get Rectangular Dual



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

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

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

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

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

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

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

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

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

...

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

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

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

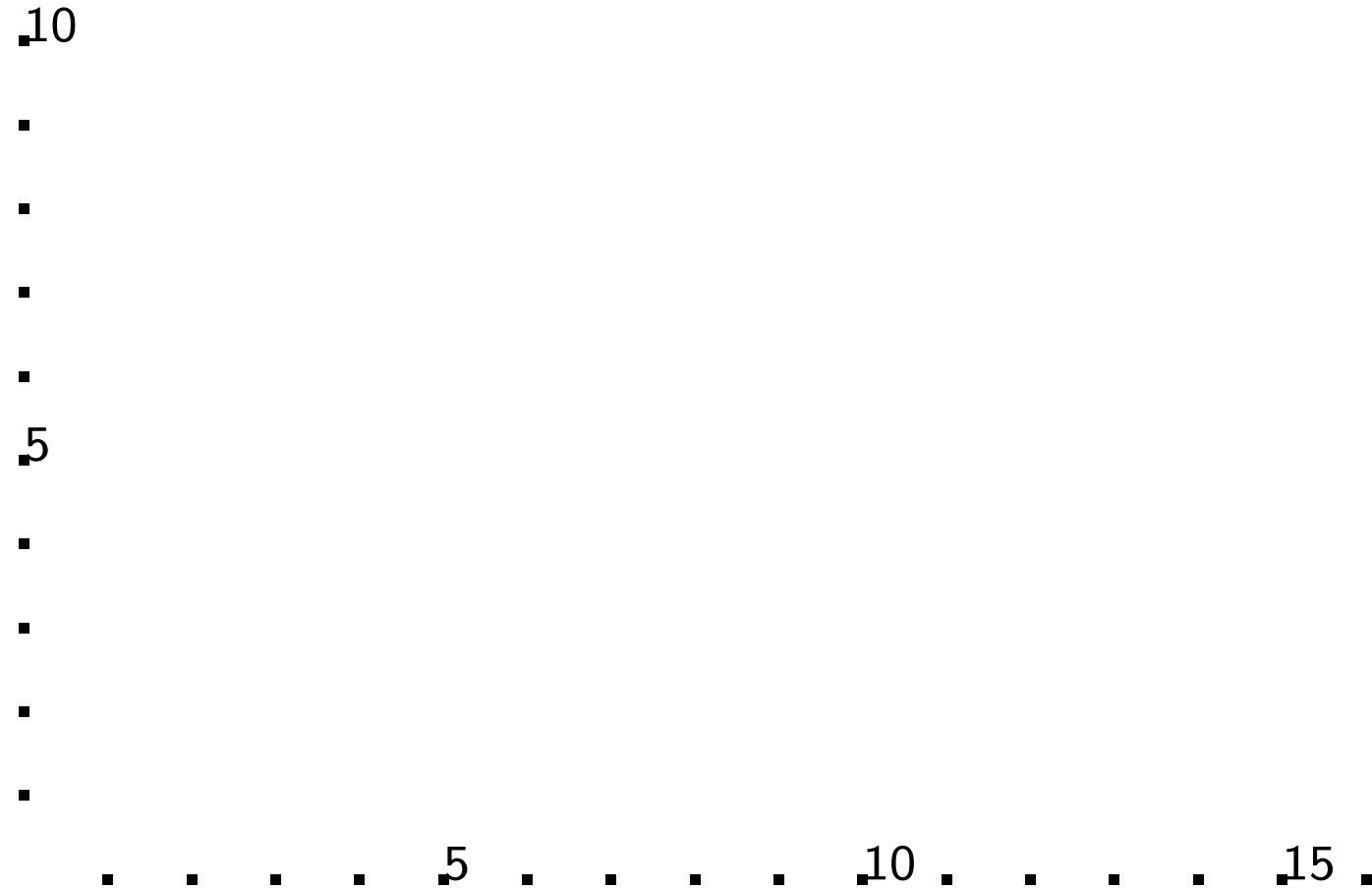
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

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

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

...

Reading off Coordinates to Get Rectangular Dual



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

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

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

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

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

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

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

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

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

...

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

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

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

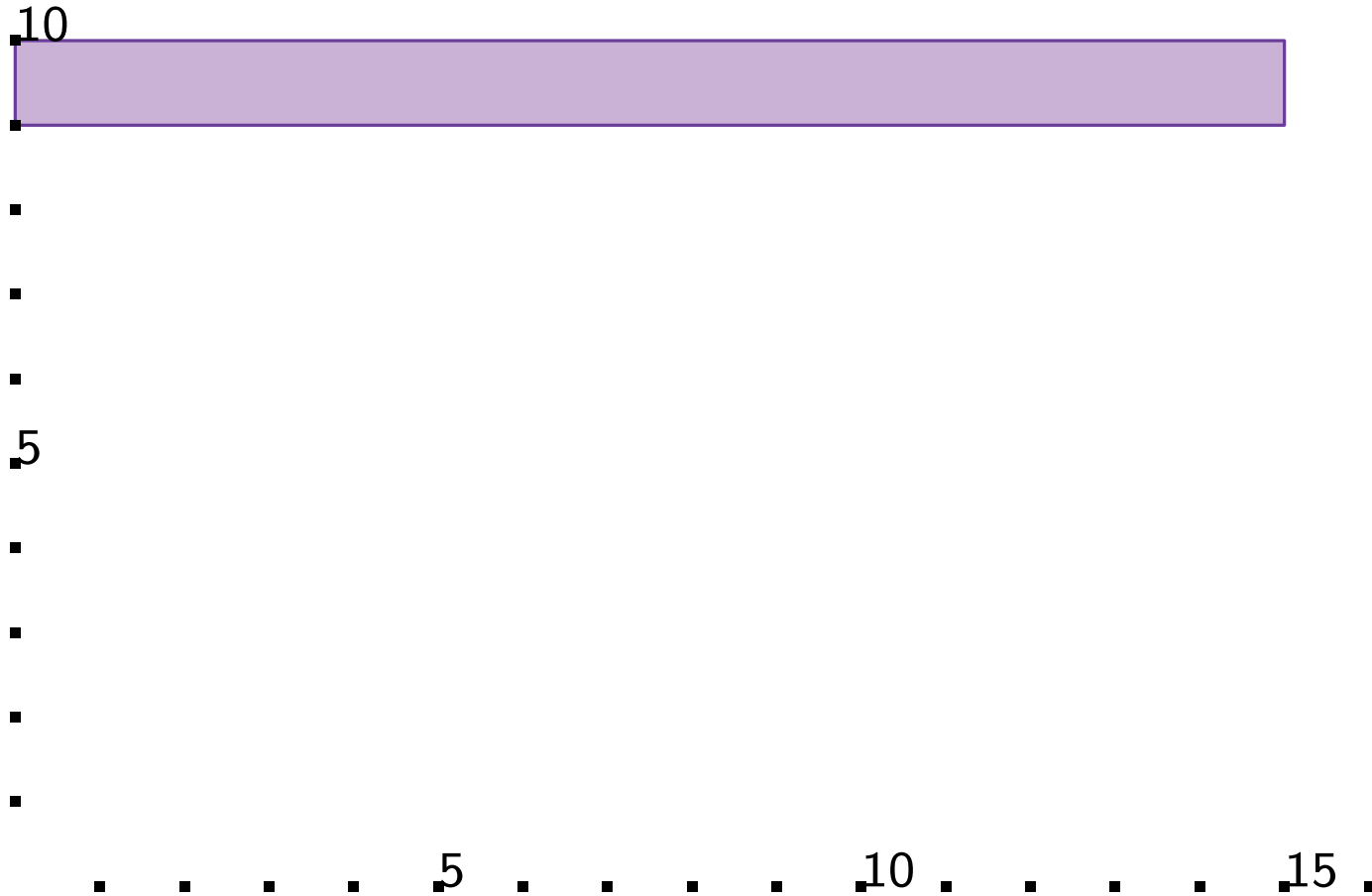
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

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

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

...

Reading off Coordinates to Get Rectangular Dual



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

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

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

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

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

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

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

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

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

...

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

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

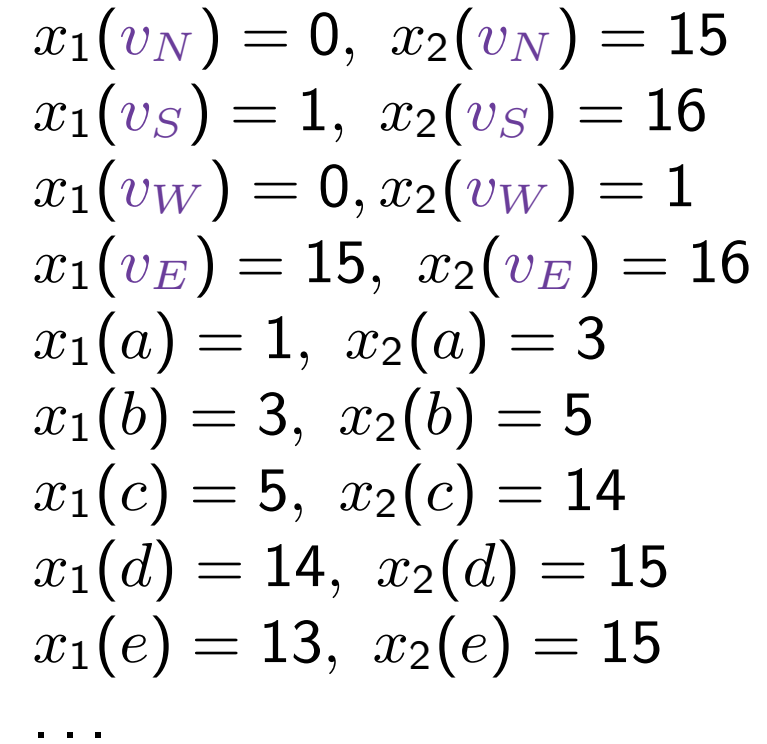
$$y_1(v_N) = 9, \quad y_2(v_N) = 10$$

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

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

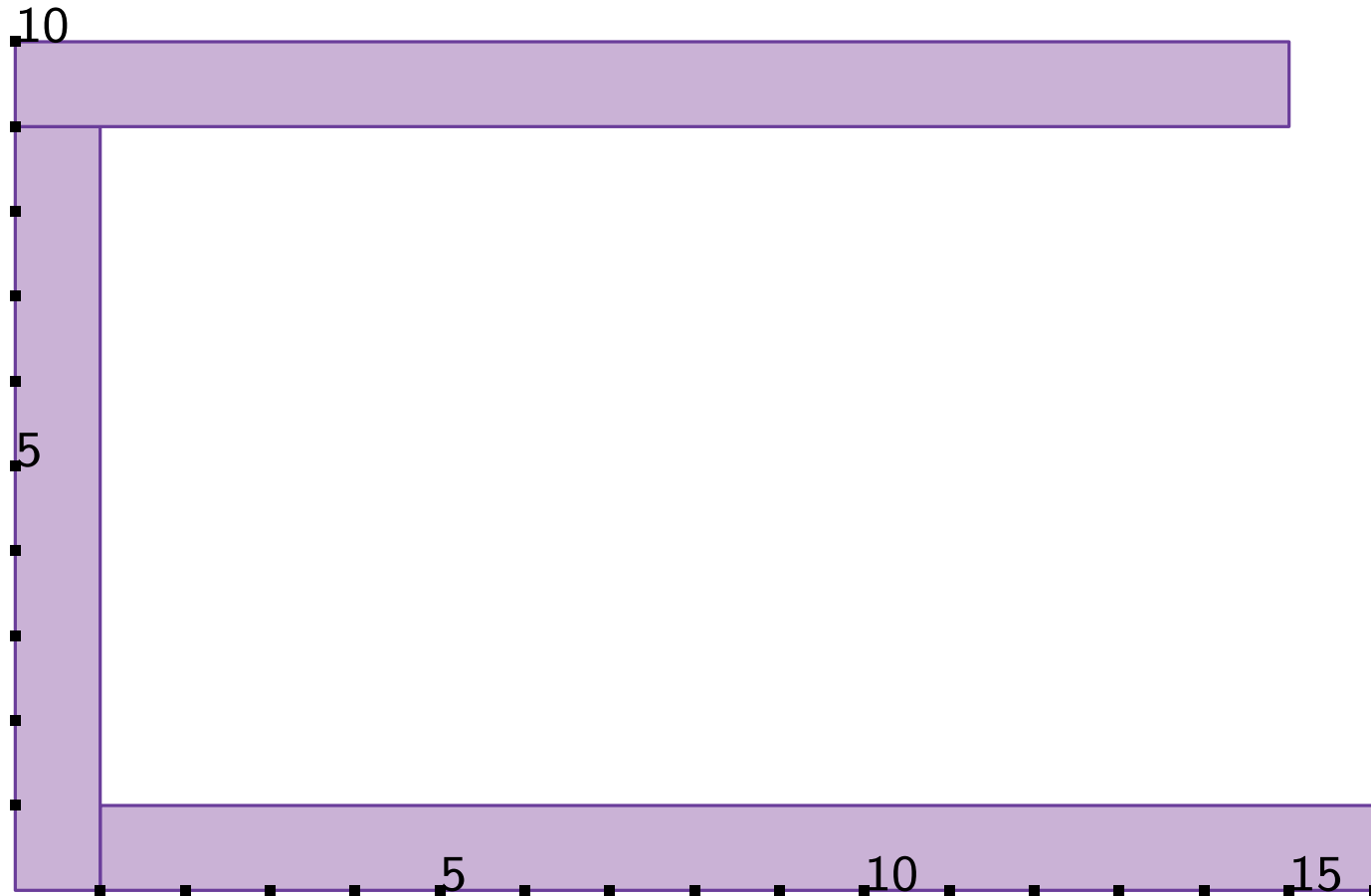
$$y_1(b) = 1, \quad y_2(b) = 2$$

...



$$\begin{aligned} y_1(\mathbf{v}_W) &= 0, \quad y_2(\mathbf{v}_W) = 9 \\ y_1(\mathbf{v}_E) &= 1, \quad y_2(\mathbf{v}_E) = 10 \\ y_1(\mathbf{v}_N) &= 9, \quad y_2(\mathbf{v}_N) = 10 \\ y_1(\mathbf{v}_S) &= 0, \quad y_2(\mathbf{v}_S) = 1 \\ y_1(a) &= 1, \quad y_2(a) = 2 \\ y_1(b) &= 1, \quad y_2(b) = 2 \\ &\vdots \end{aligned}$$

Reading off Coordinates to Get Rectangular Dual



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

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

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

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

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

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

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

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

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

...

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

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

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

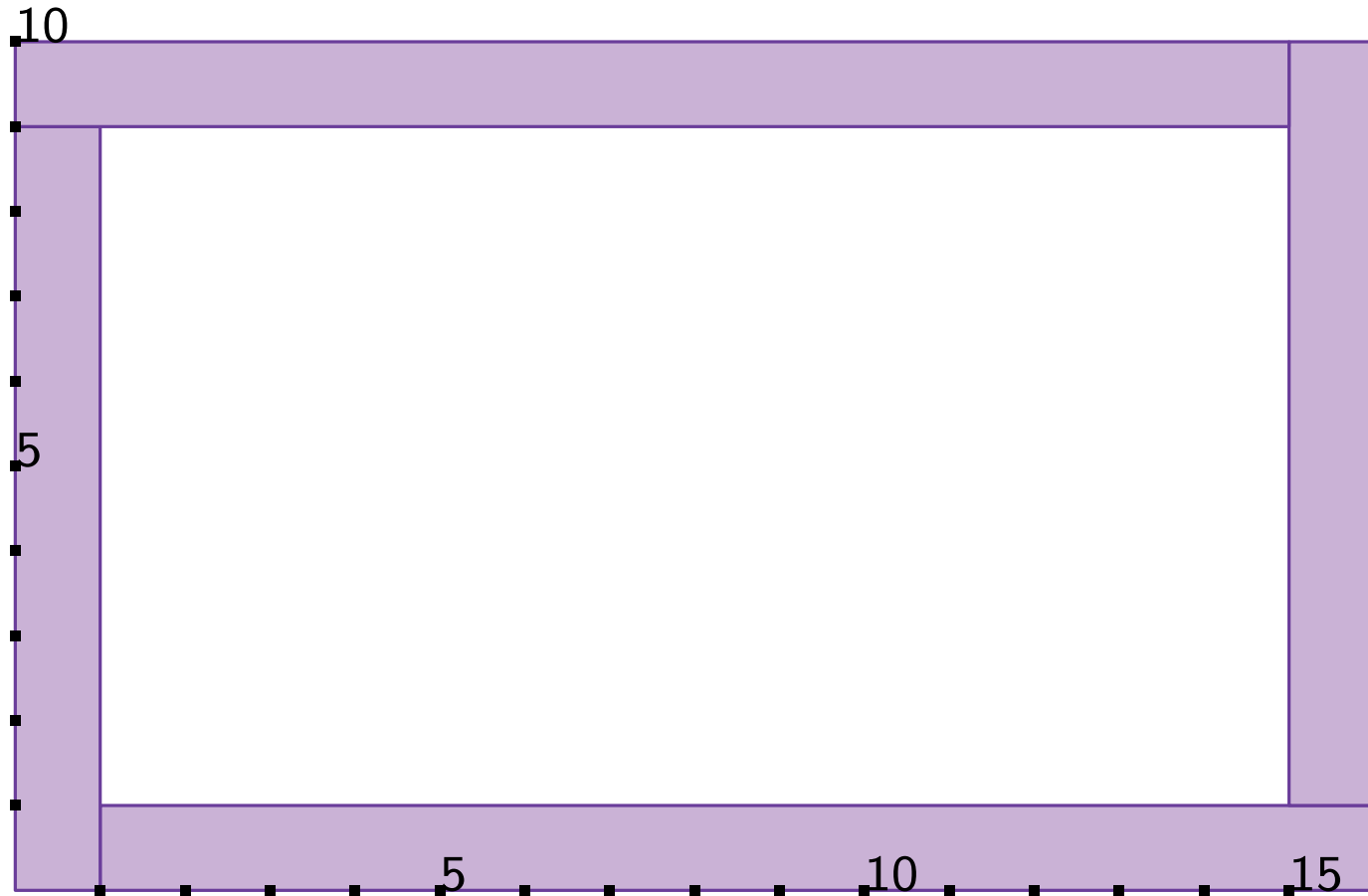
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

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

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

...

Reading off Coordinates to Get Rectangular Dual



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

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

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

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

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

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

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

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

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

...

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

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

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

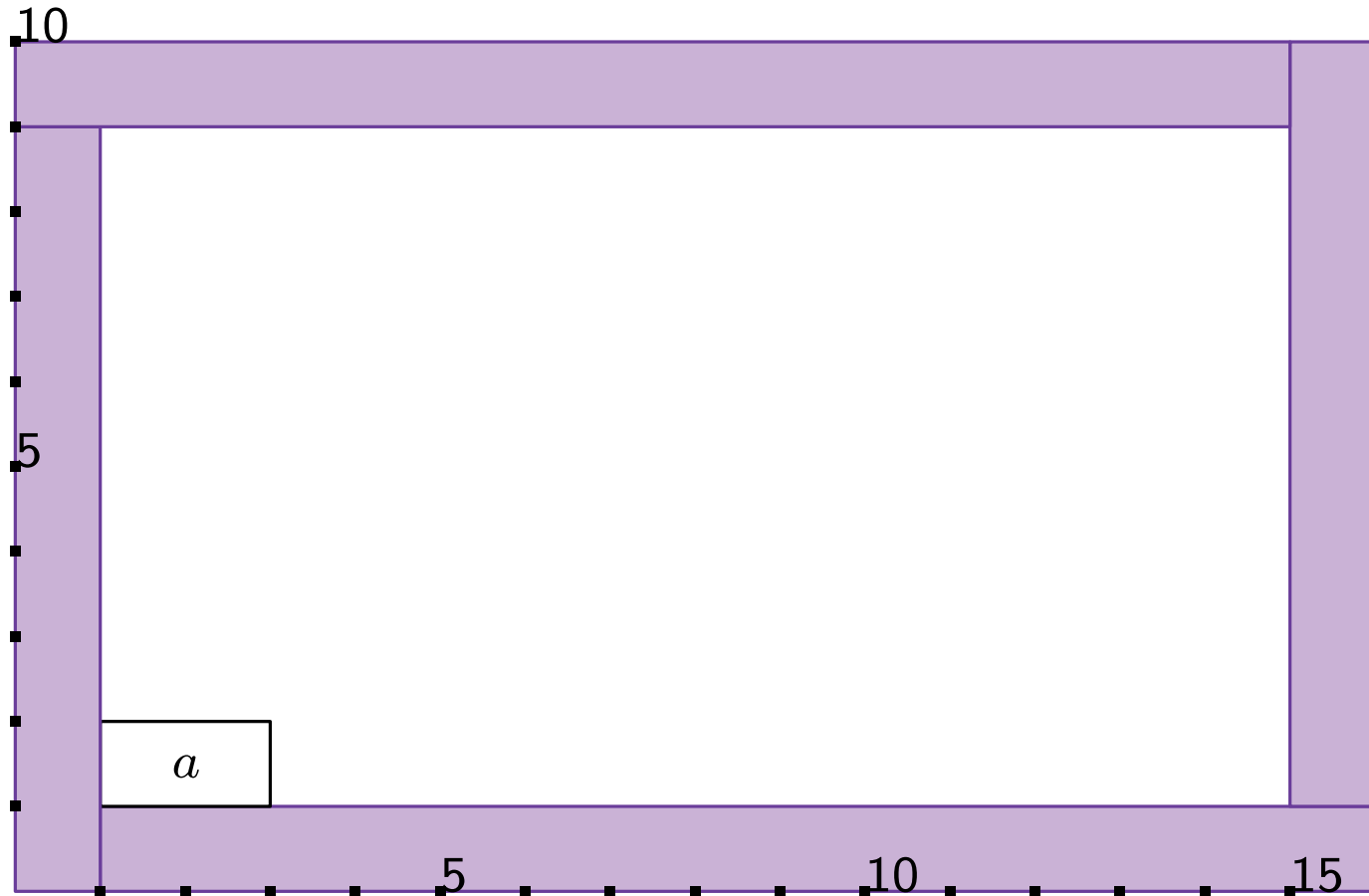
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

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

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

...

Reading off Coordinates to Get Rectangular Dual



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

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

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

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

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

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

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

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

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

...

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

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

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

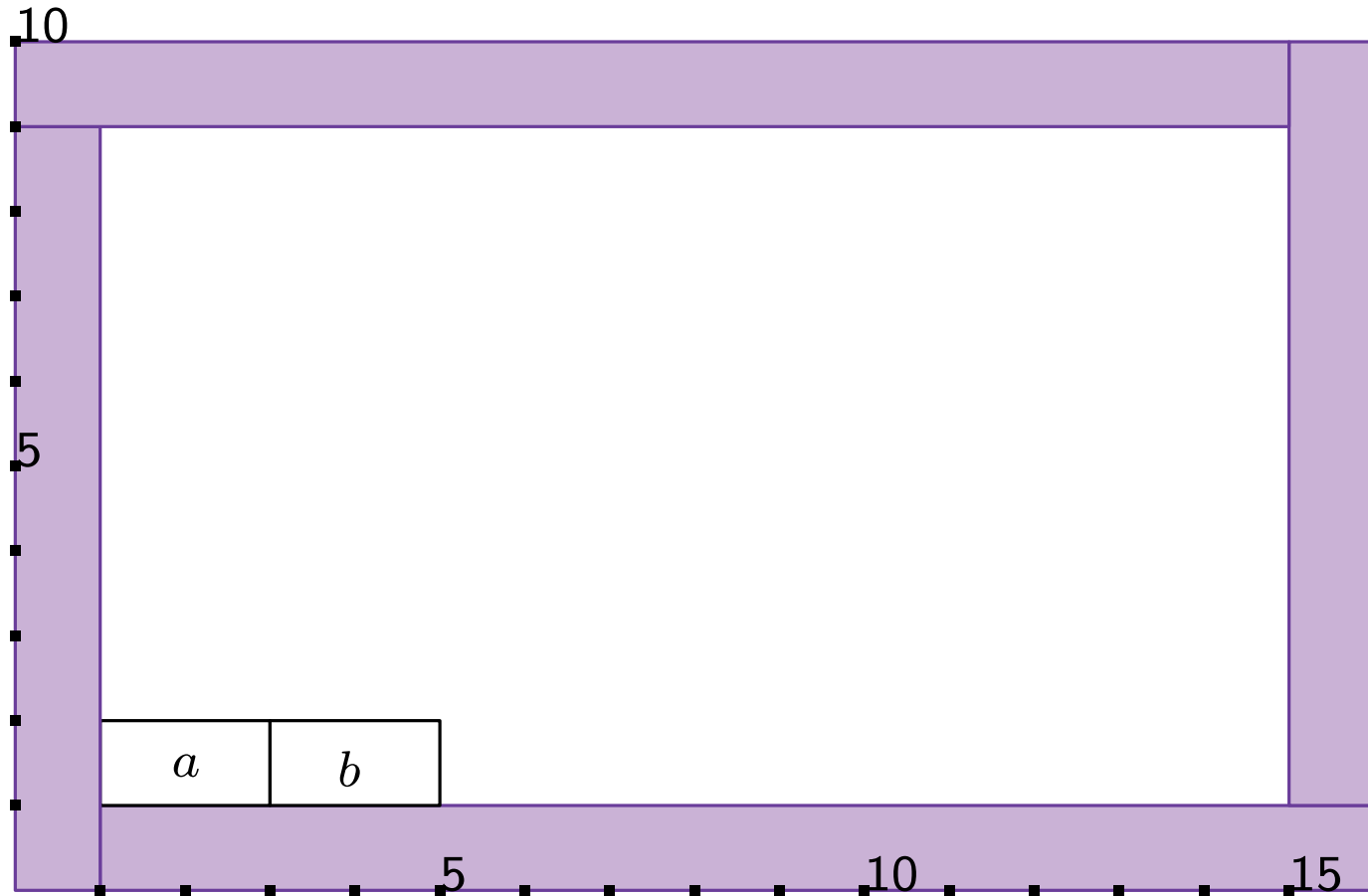
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

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

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

...

Reading off Coordinates to Get Rectangular Dual



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

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

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

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

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

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

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

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

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

...

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

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

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

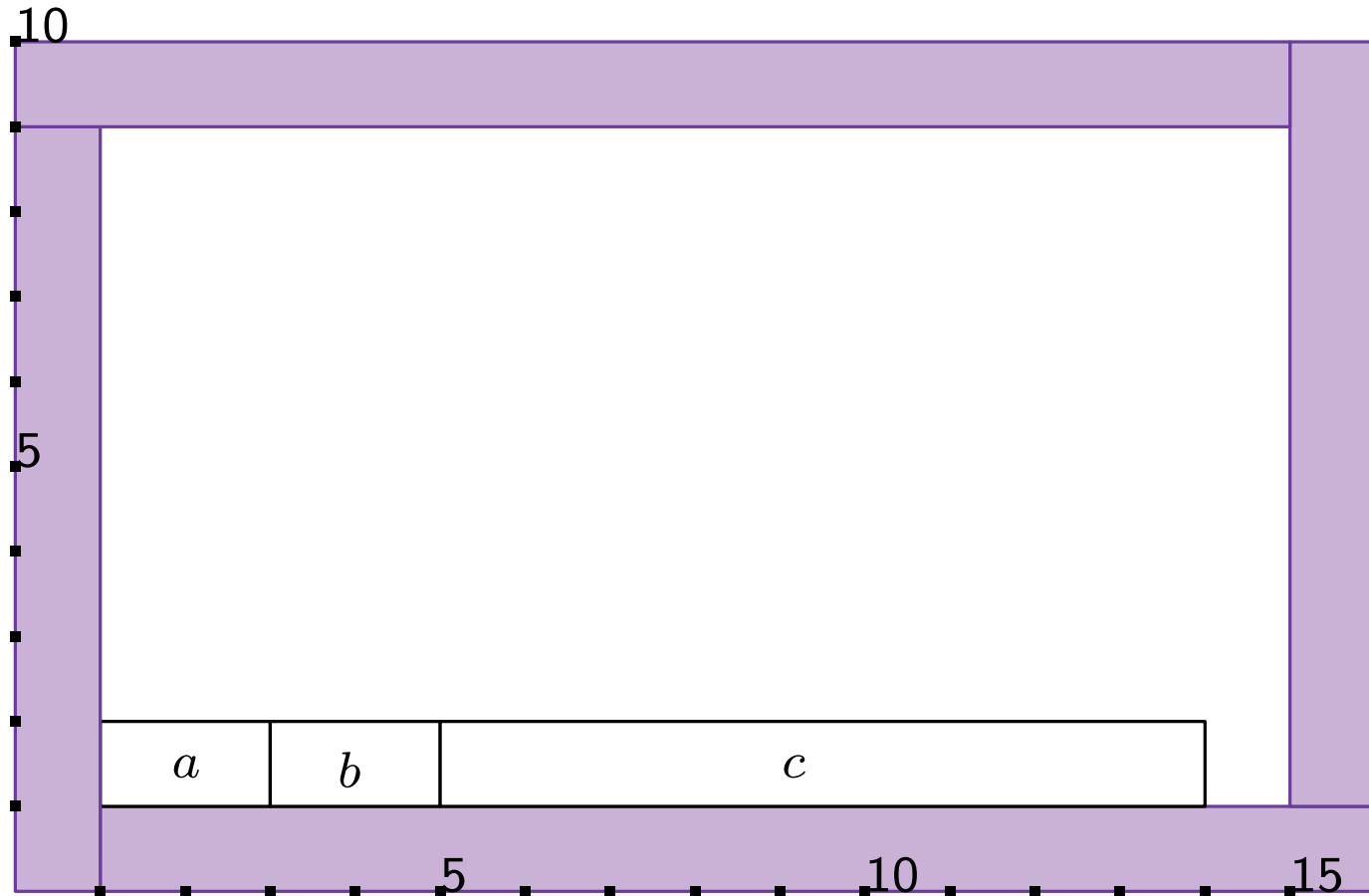
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

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

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

...

Reading off Coordinates to Get Rectangular Dual



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

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

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

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

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

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

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

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

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

...

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

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

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

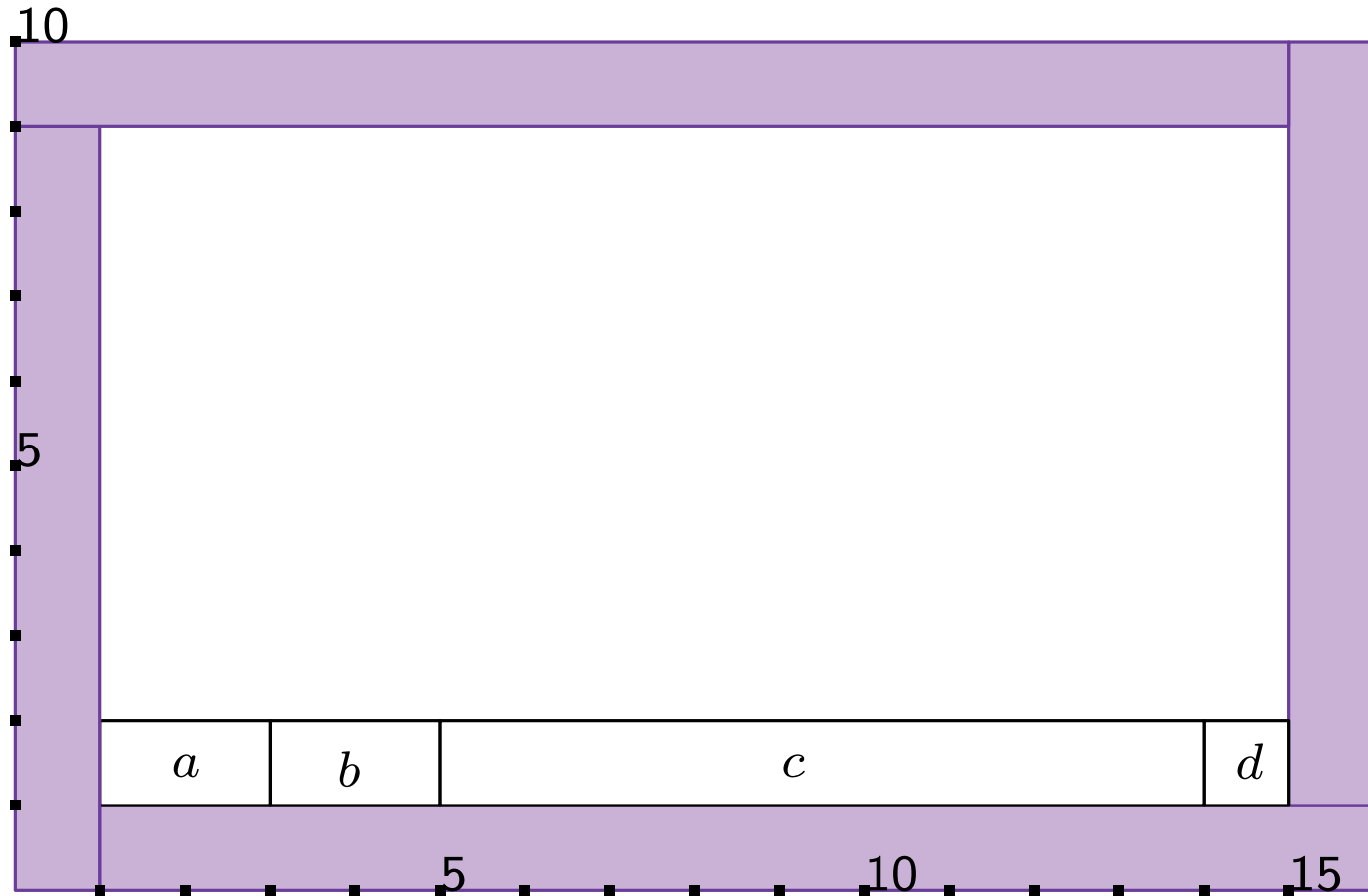
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

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

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

...

Reading off Coordinates to Get Rectangular Dual



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

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

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

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

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

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

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

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

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

...

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

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

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

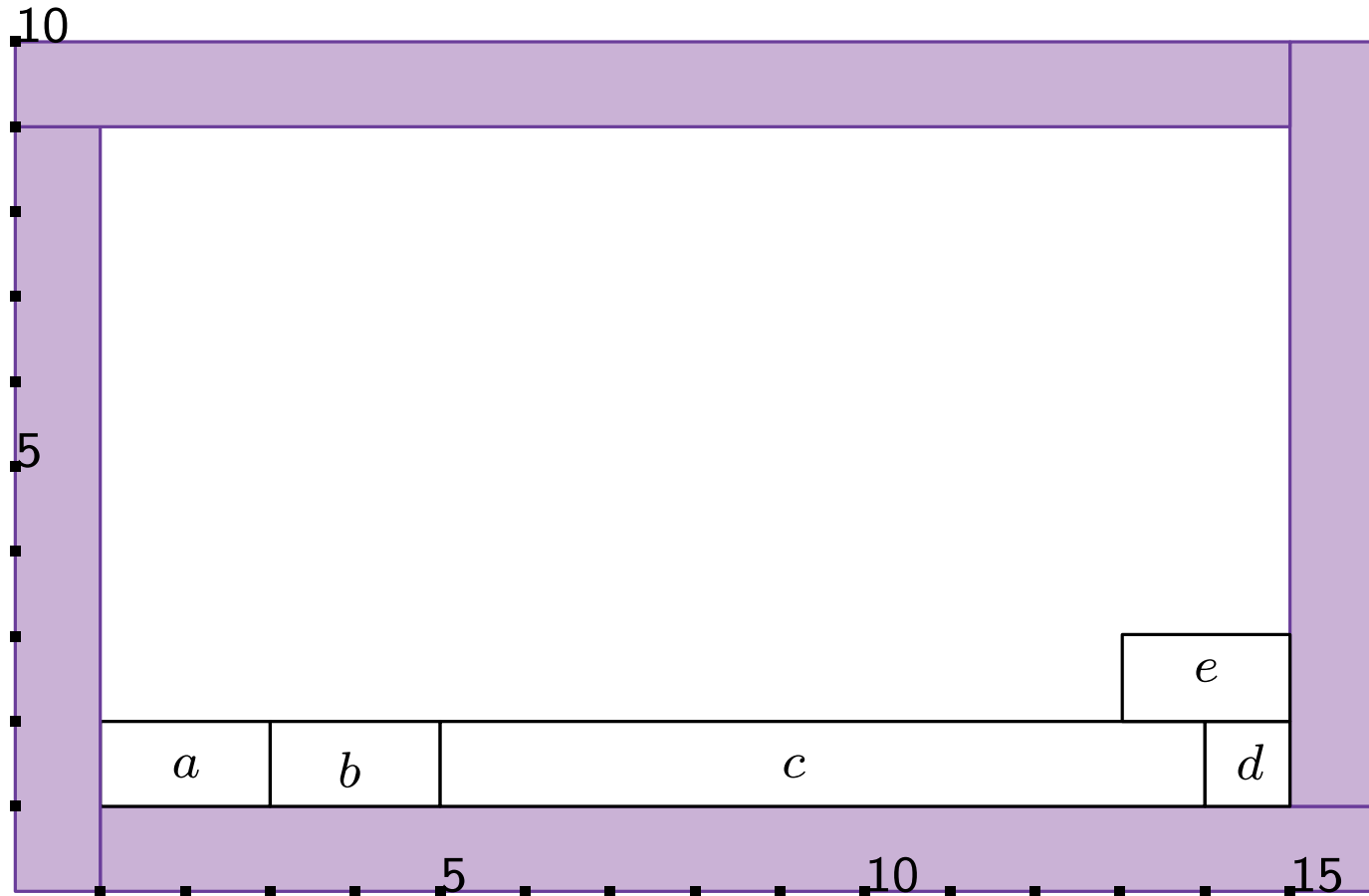
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

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

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

...

Reading off Coordinates to Get Rectangular Dual



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

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

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

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

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

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

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

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

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

...

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

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

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

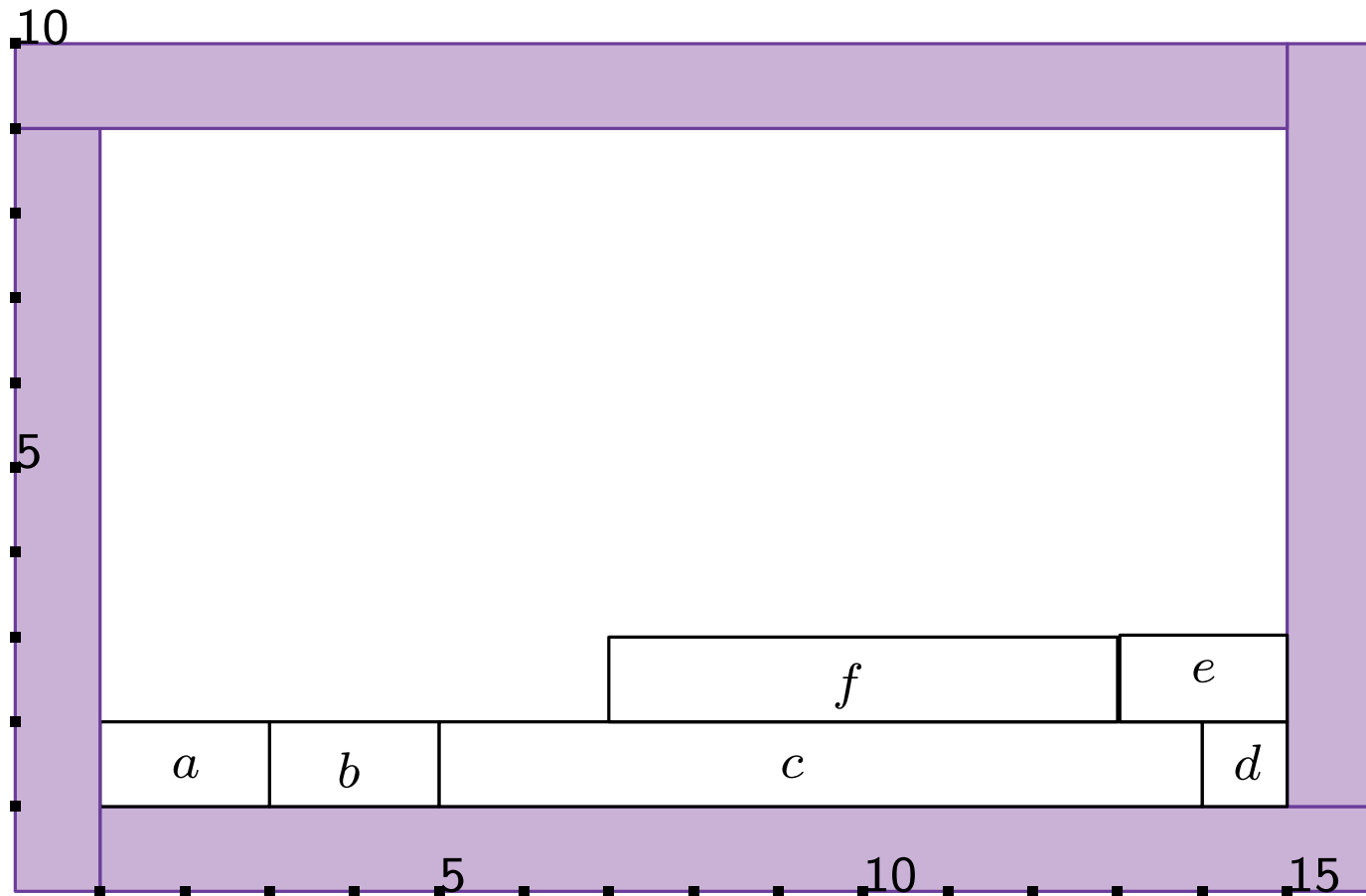
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

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

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

...

Reading off Coordinates to Get Rectangular Dual



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

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

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

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

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

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

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

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

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

...

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

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

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

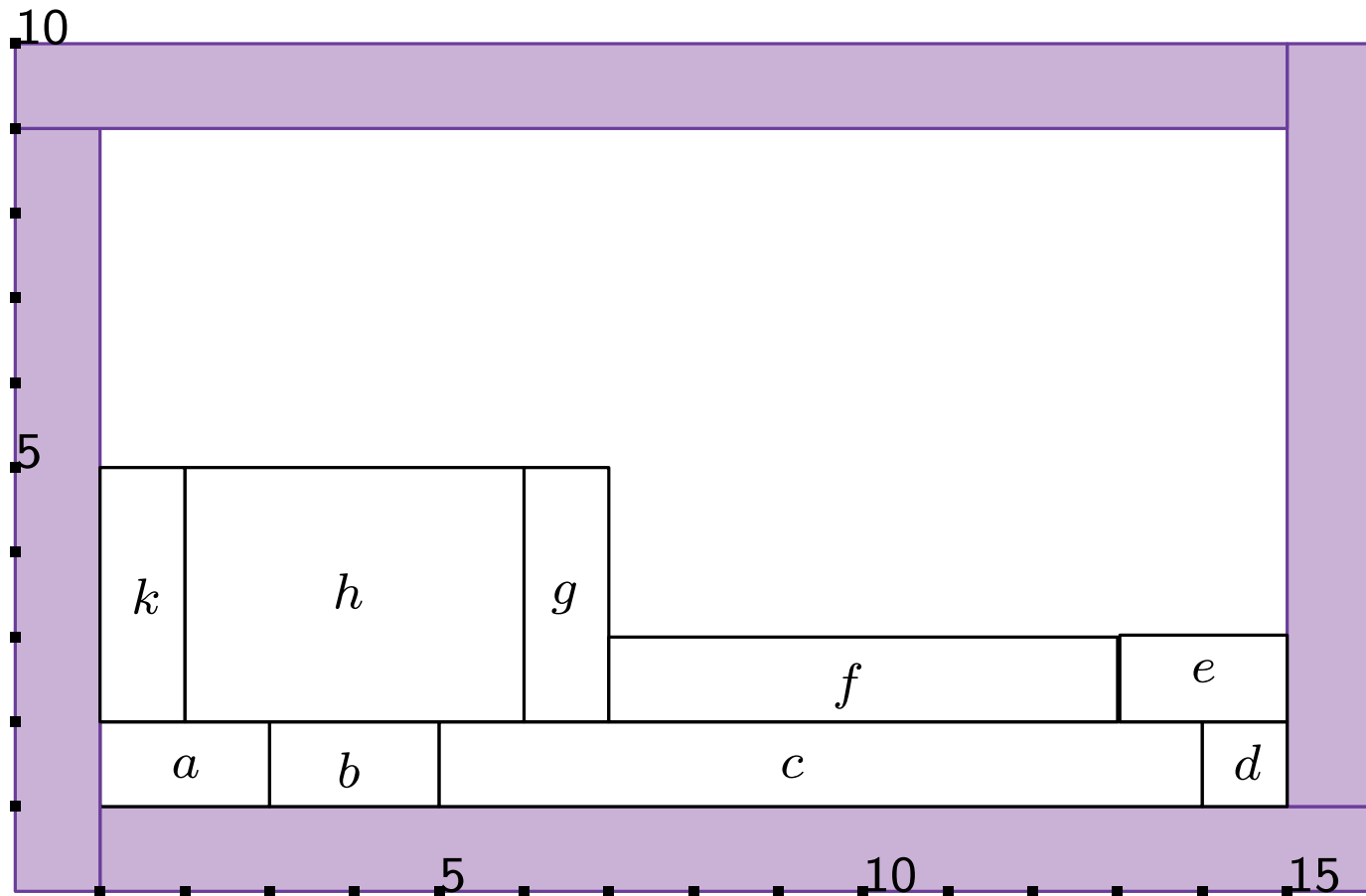
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

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

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

...

Reading off Coordinates to Get Rectangular Dual



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

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

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

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

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

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

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

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

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

...

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

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

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

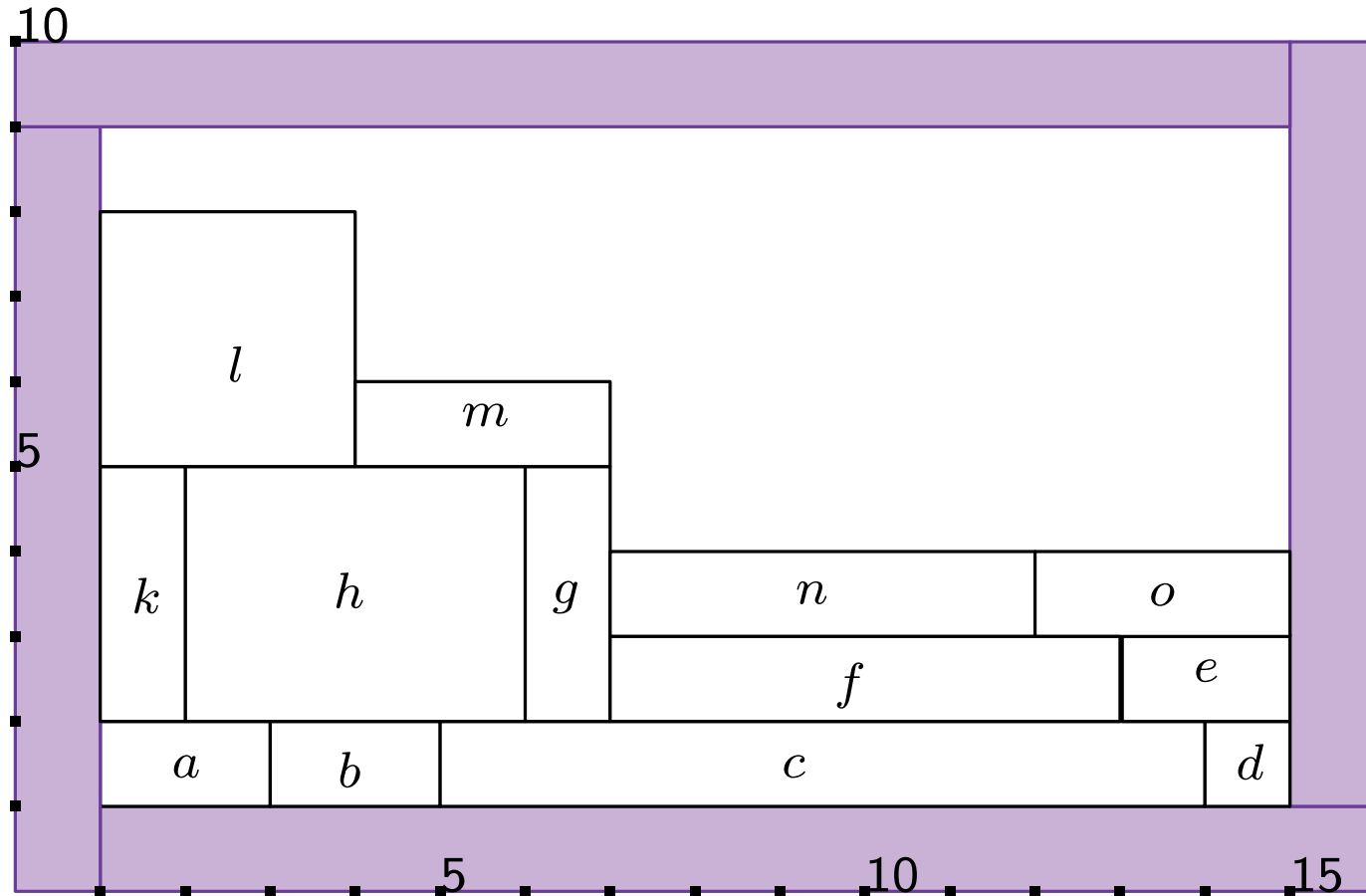
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

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

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

...

Reading off Coordinates to Get Rectangular Dual



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

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

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

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

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

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

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

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

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

...

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

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

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

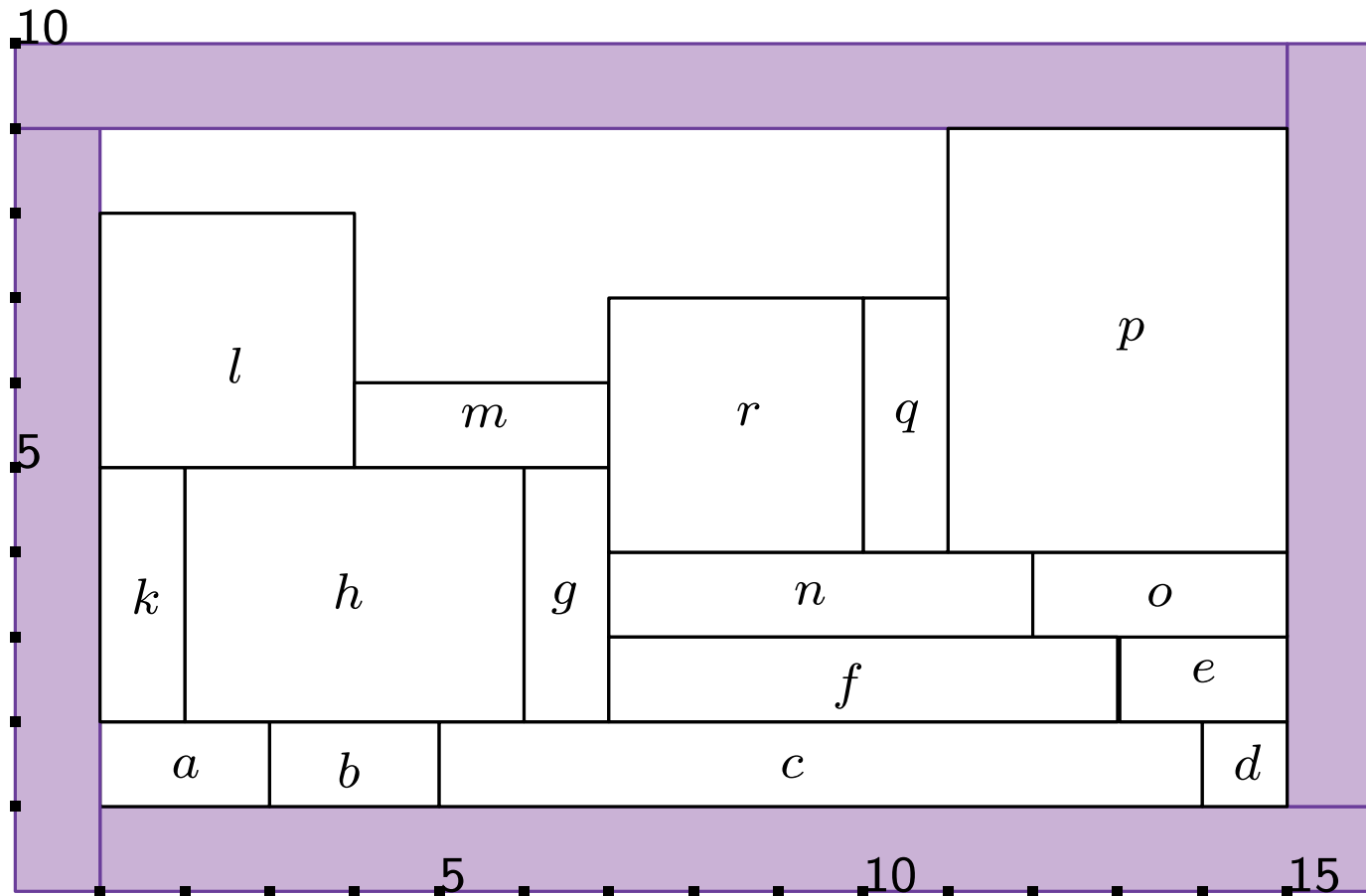
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

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

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

...

Reading off Coordinates to Get Rectangular Dual



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

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

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

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

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

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

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

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

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

...

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

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

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

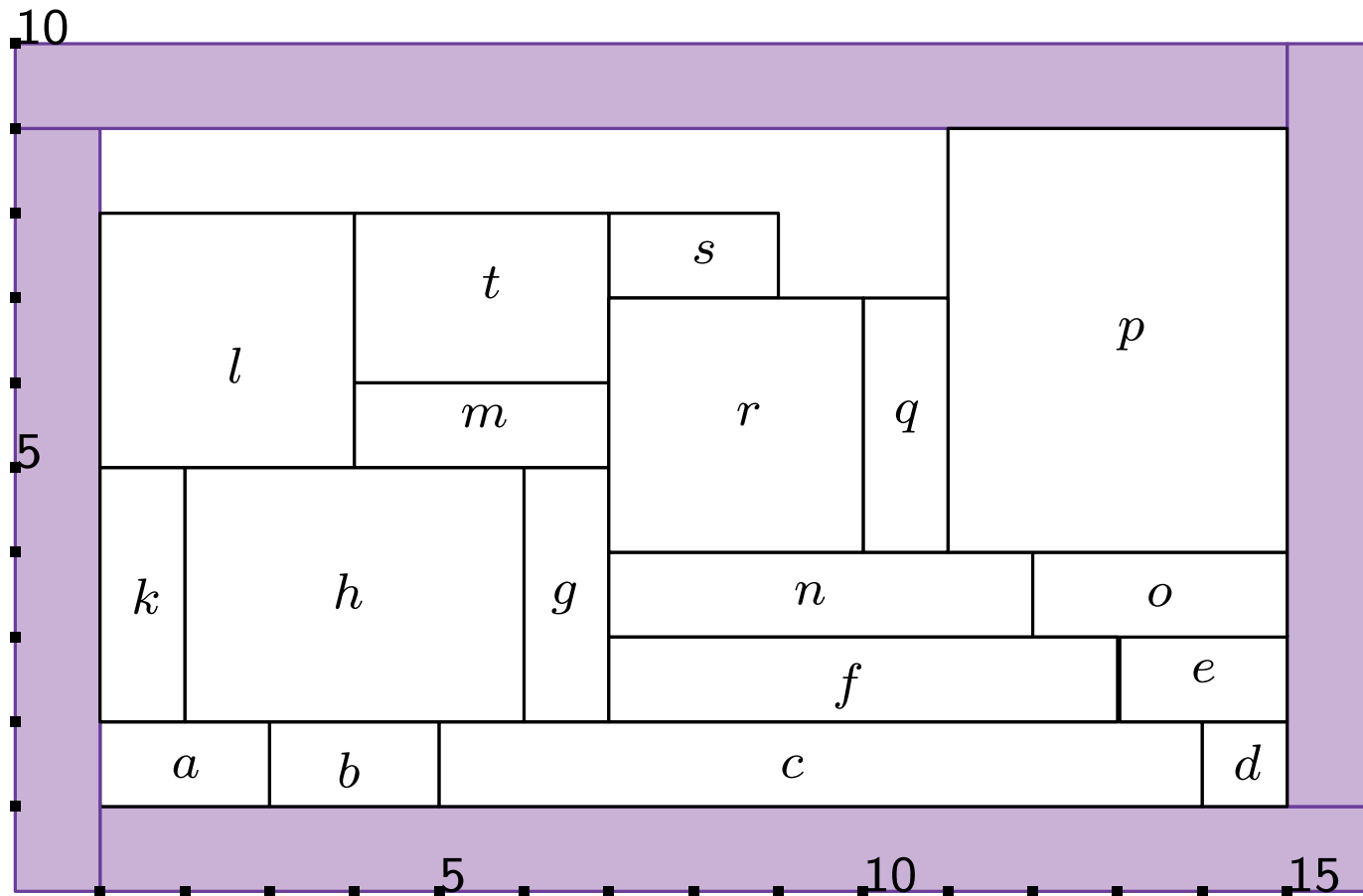
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

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

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

...

Reading off Coordinates to Get Rectangular Dual



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

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

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

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

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

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

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

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

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

...

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

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

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

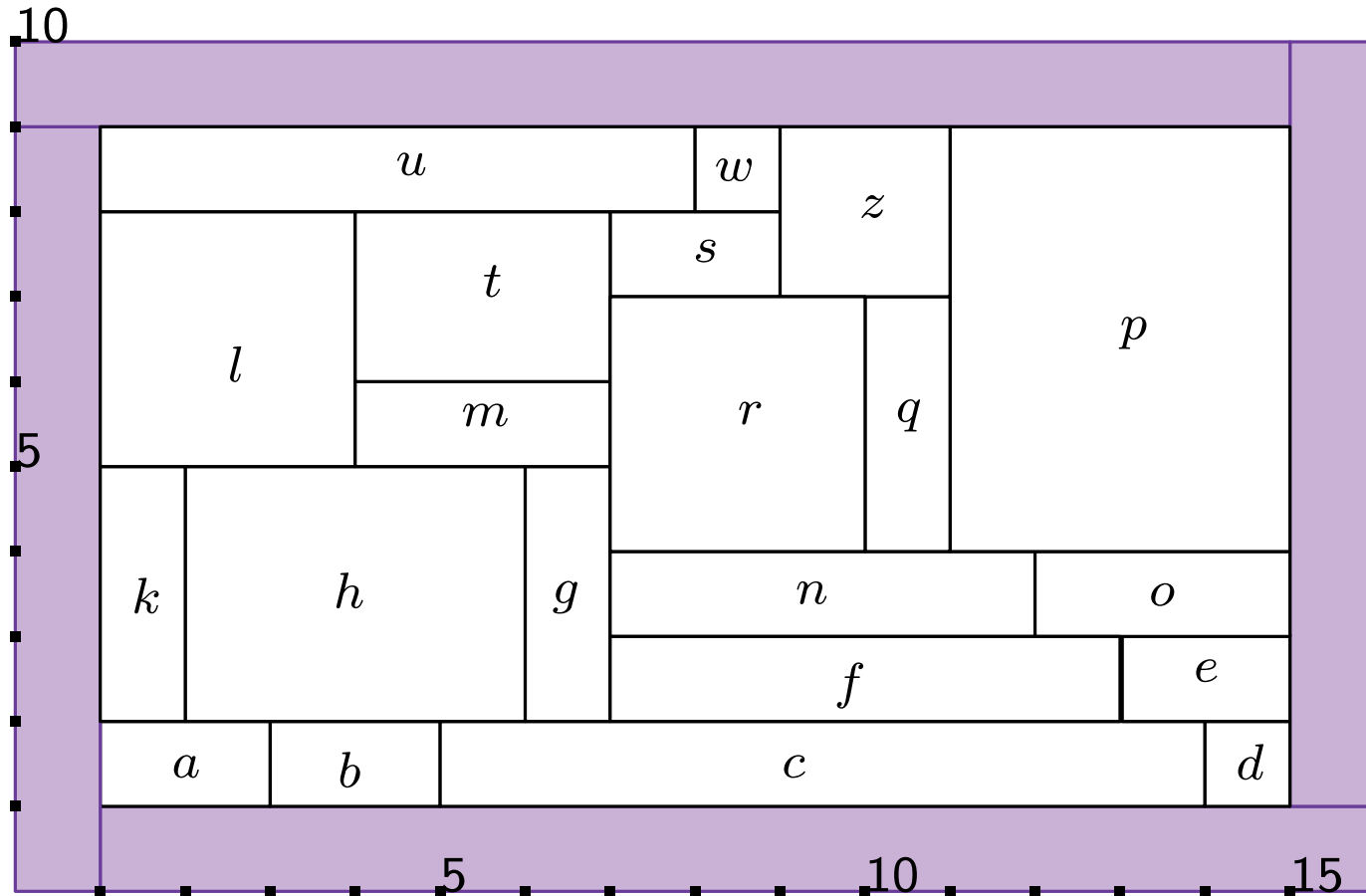
$$y_1(v_S) = 0, \quad y_2(v_S) = 1$$

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

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

...

Reading off Coordinates to Get Rectangular Dual



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

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

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

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

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

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

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

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

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

...

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

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

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

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

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

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

...

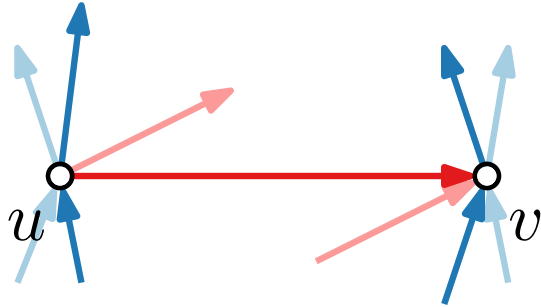
Correctness of Algorithm (Sketch)

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



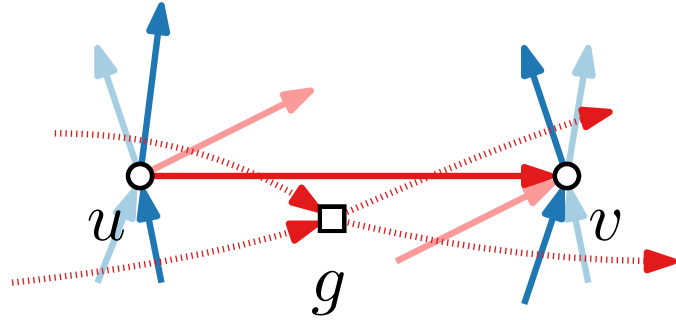
Correctness of Algorithm (Sketch)

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



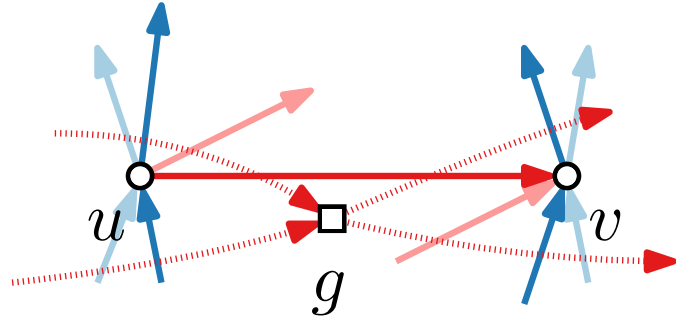
Correctness of Algorithm (Sketch)

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



Correctness of Algorithm (Sketch)

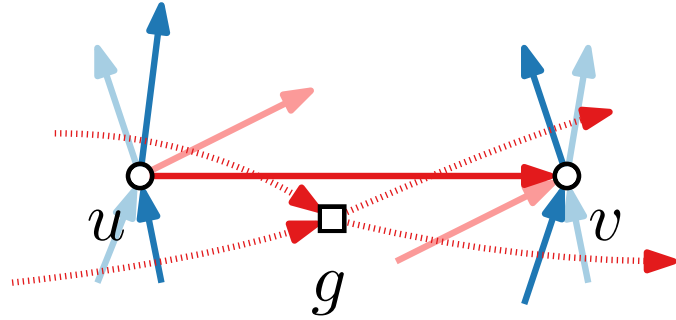
- If edge (u, v) exists, then $x_2(u) = x_1(v)$



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

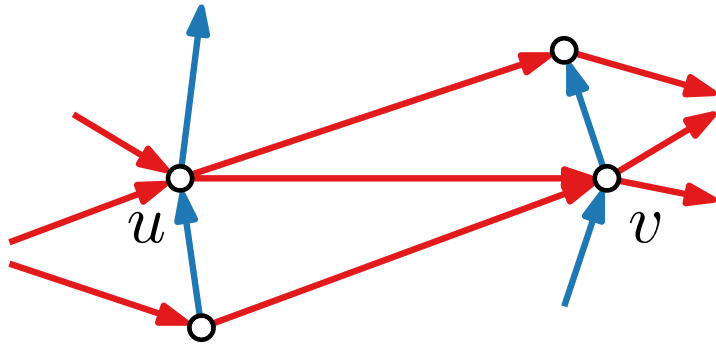
Correctness of Algorithm (Sketch)

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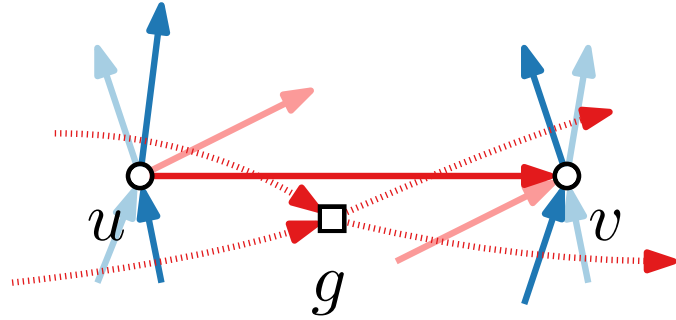
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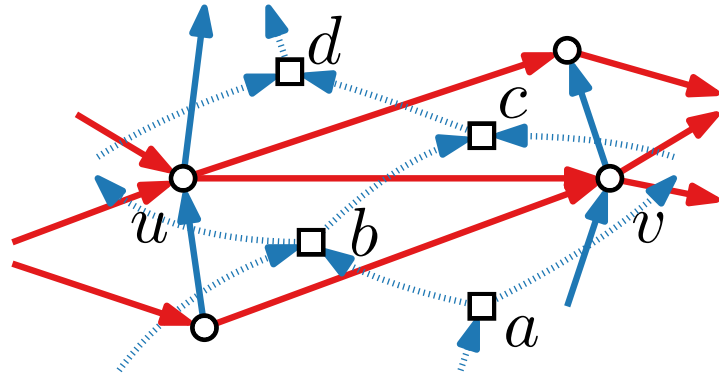
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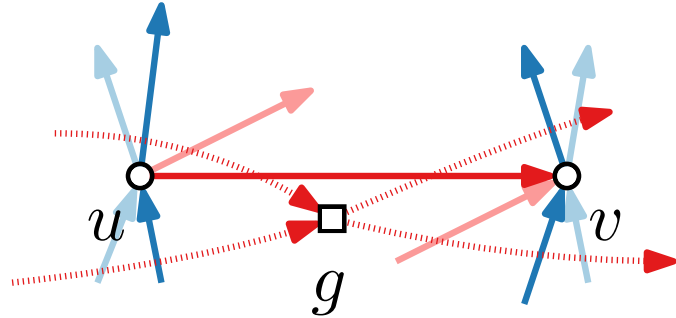
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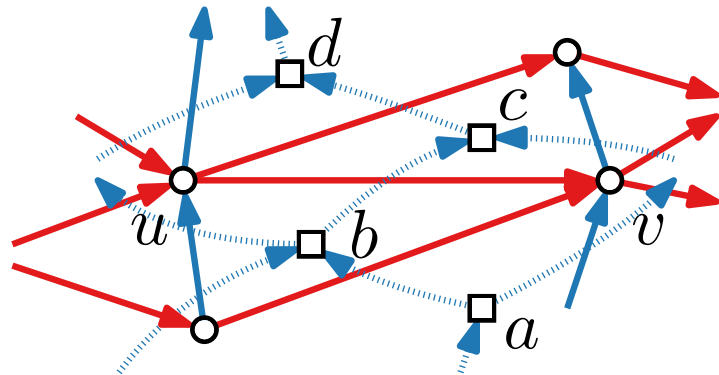
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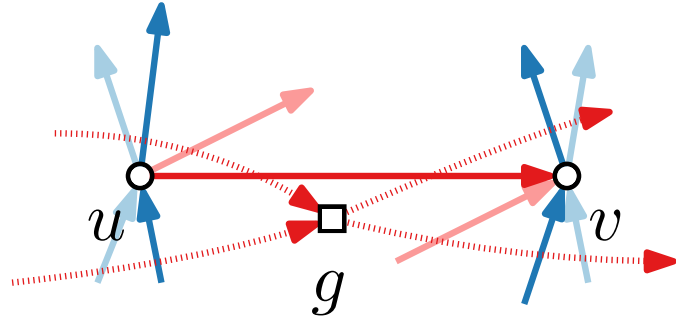
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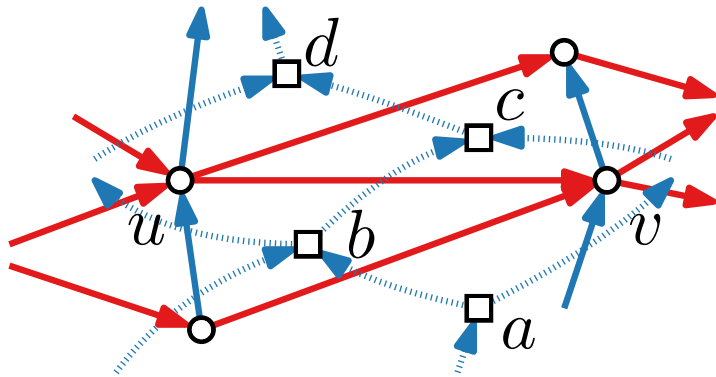
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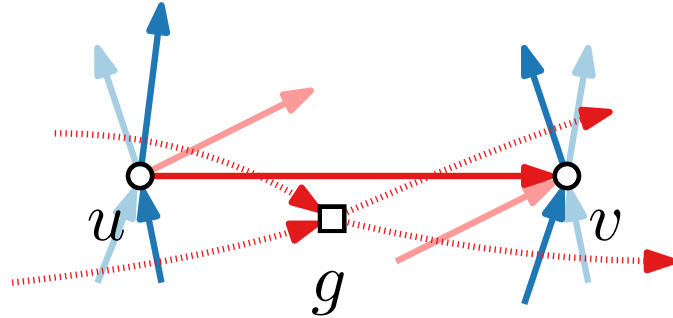
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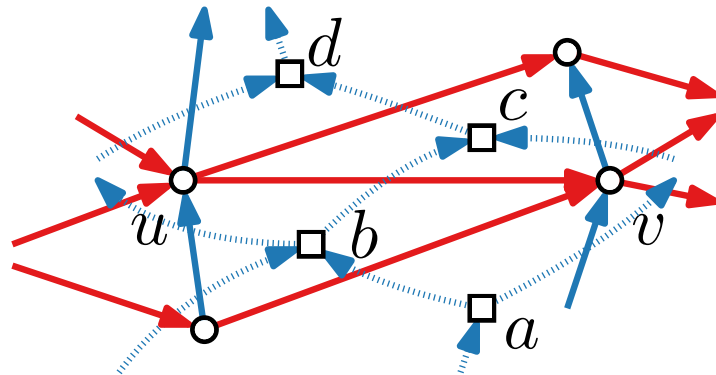
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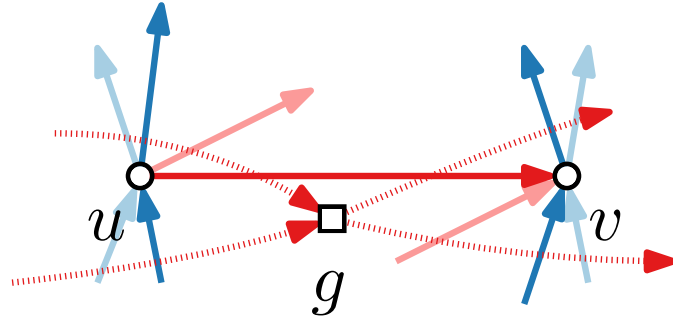
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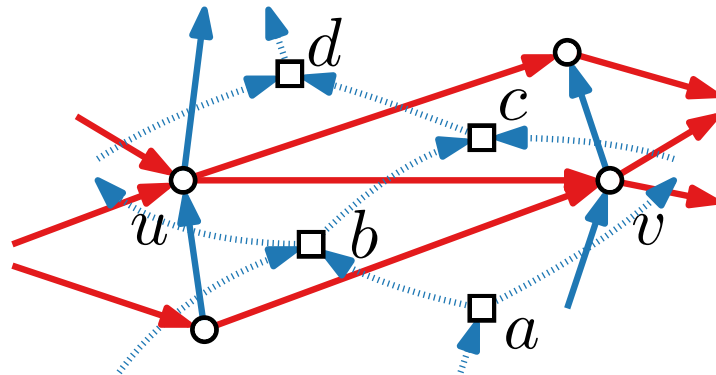
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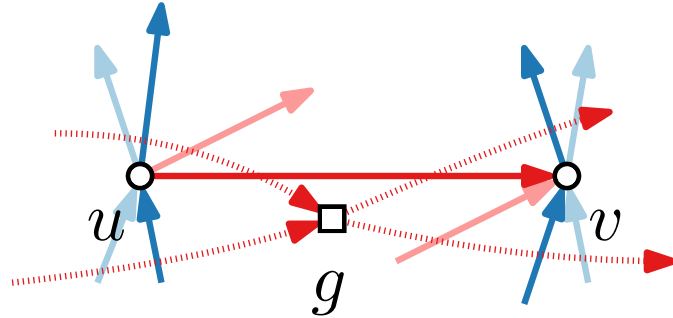
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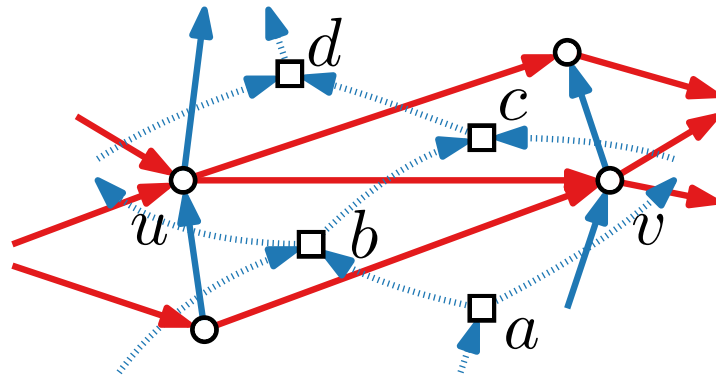
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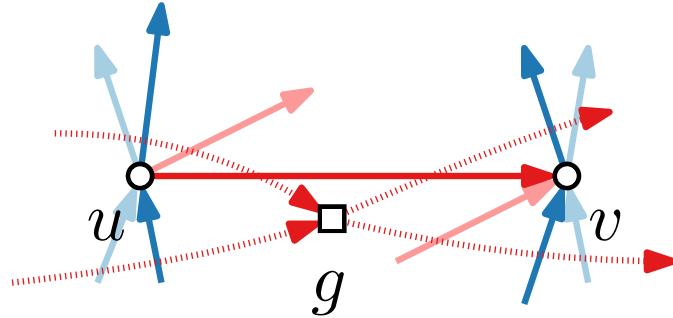


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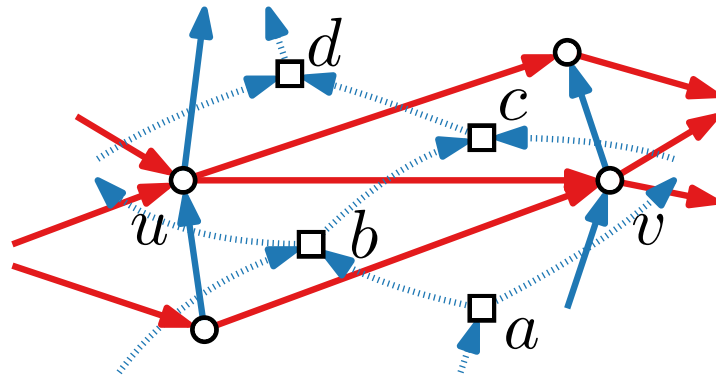
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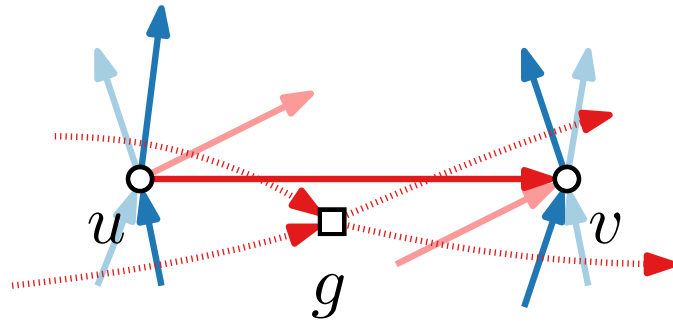


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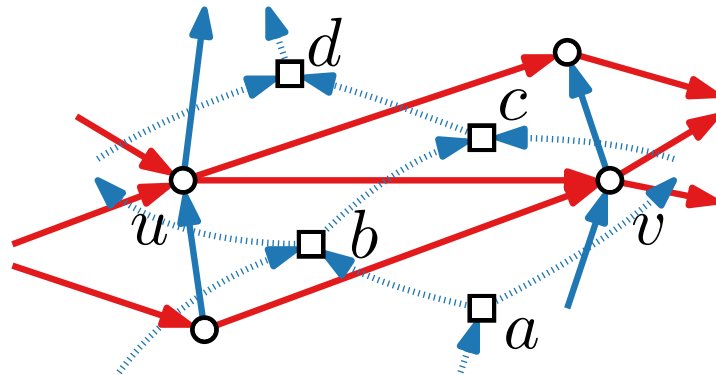
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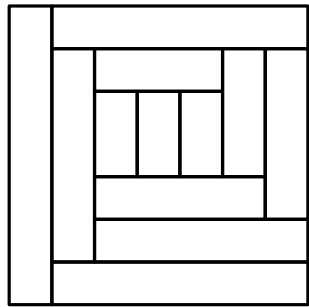


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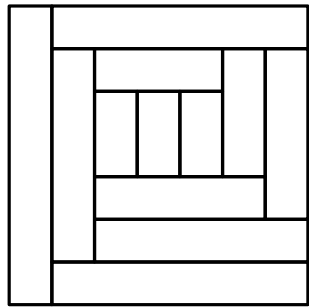


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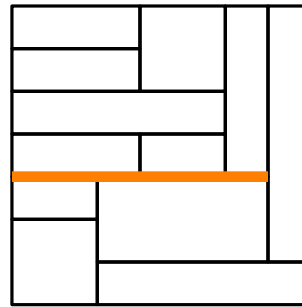
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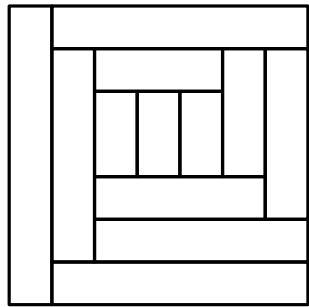
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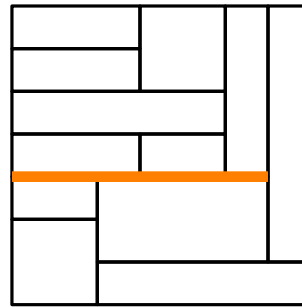
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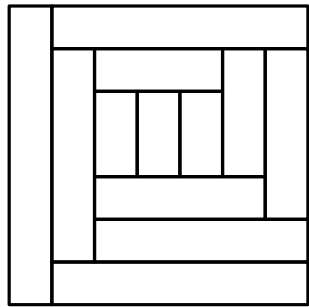
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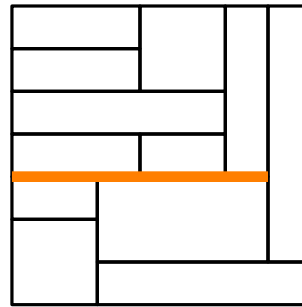
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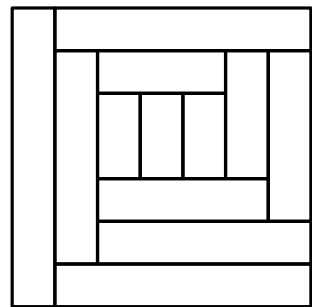
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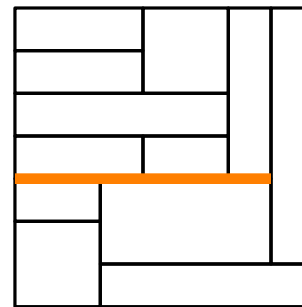
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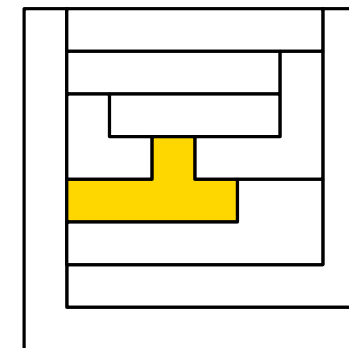
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Literature

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