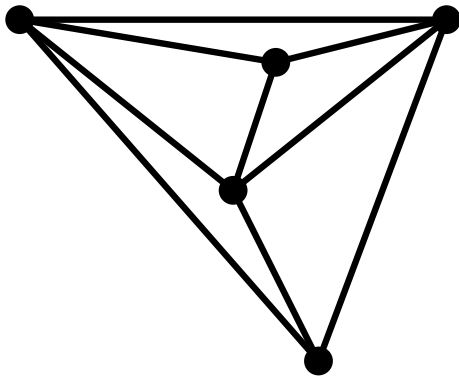


1-Bend RAC Drawings of NIC-Planar Graphs in Quadratic Area

Steven Chaplick, Fabian Lipp,
Alexander Wolff, and **Johannes Zink**

Beyond-Planar Graphs

Types of Drawings:



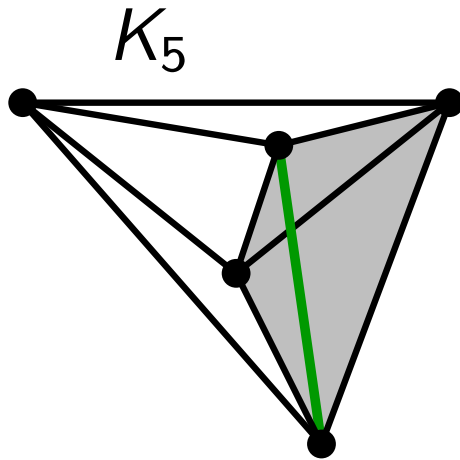
Planar:

No crossings

Beyond-Planar Graphs

Types of Drawings:

1-Planar: ≤ 1 crossings per edge

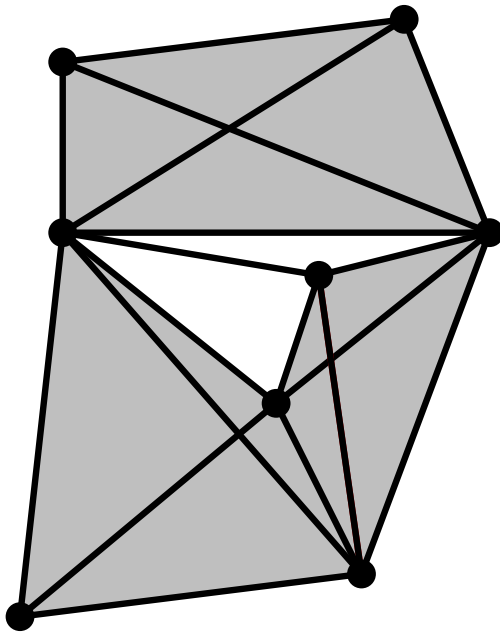


Planar: No crossings

Beyond-Planar Graphs

Types of Drawings:

1-Planar: ≤ 1 crossings per edge



Planar: No crossings

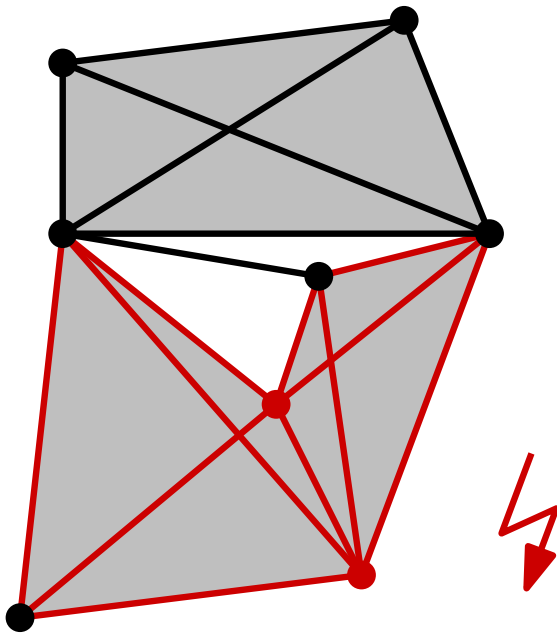
Beyond-Planar Graphs

Types of Drawings:

1-Planar: ≤ 1 crossings per edge

NIC-Planar: Two crossings share ≤ 1 vertices

Planar: No crossings

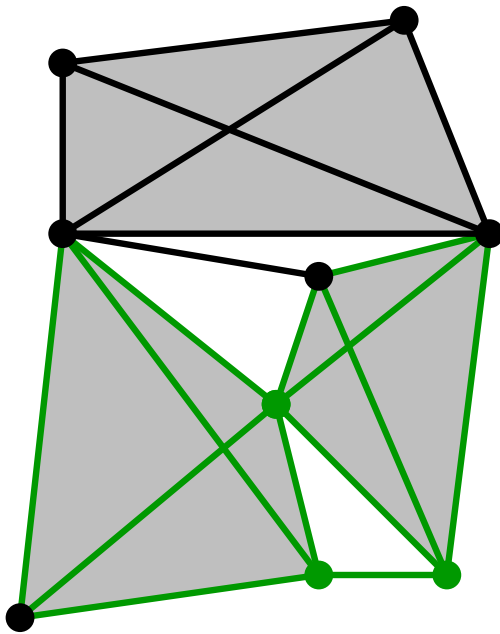


Types of Drawings:

1-Planar: ≤ 1 crossings per edge

NIC-Planar: Two crossings share
 ≤ 1 vertices

Planar: No crossings



Beyond-Planar Graphs

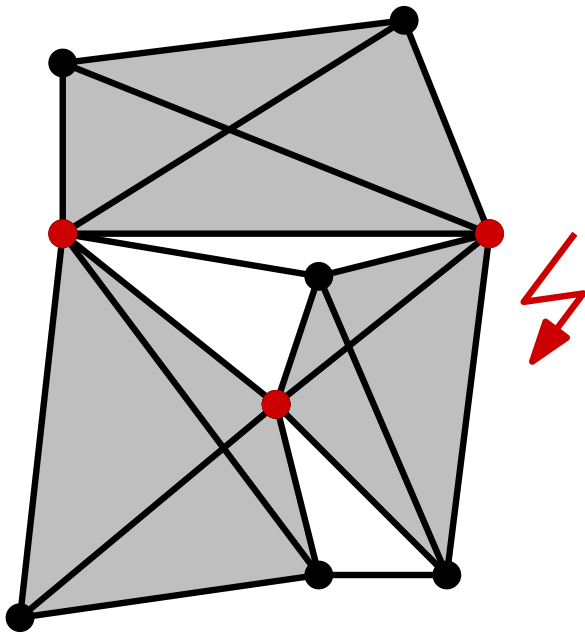
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1-Planar: ≤ 1 crossings per edge

NIC-Planar: Two crossings share ≤ 1 vertices

IC-Planar: Two crossings share no vertices

Planar: No crossings



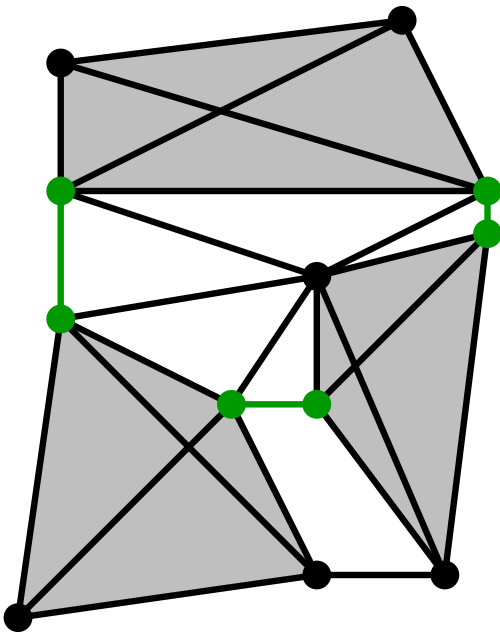
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IC-Planar: Two crossings share no vertices

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Types of Drawings:

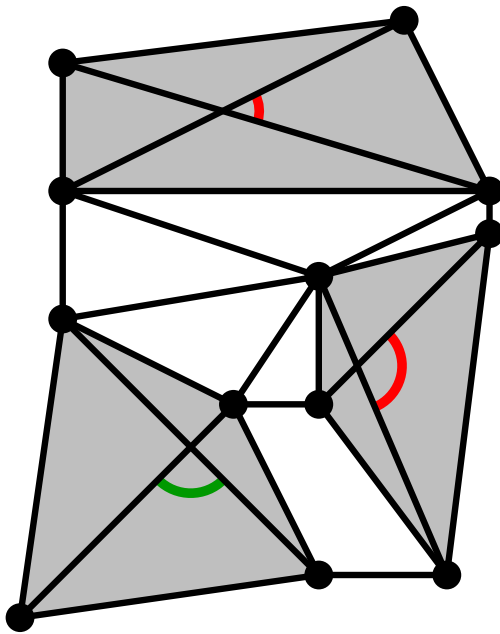
1-Planar: ≤ 1 crossings per edge

NIC-Planar: Two crossings share ≤ 1 vertices

IC-Planar: Two crossings share no vertices

Planar: No crossings

RAC: Right angle crossings



Types of Drawings:

1-Planar: ≤ 1 crossings per edge

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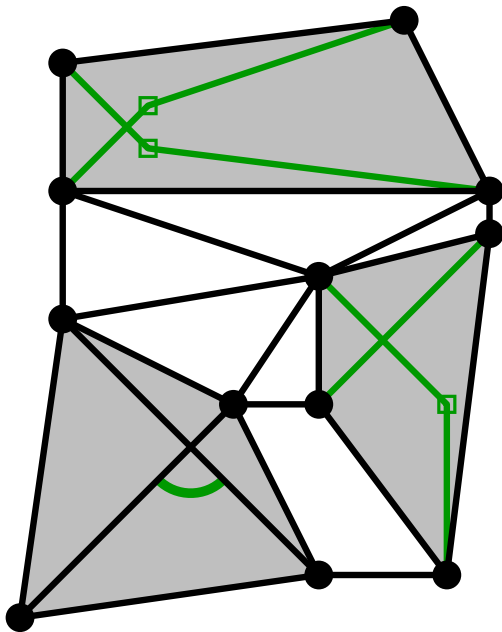
IC-Planar: Two crossings share no vertices

Planar: No crossings

RAC: Right angle crossings

RAC_1 : with ≤ 1 bends per edge

RAC_0 : with straight-line edges



Types of Drawings:

1-Planar: ≤ 1 crossings per edge

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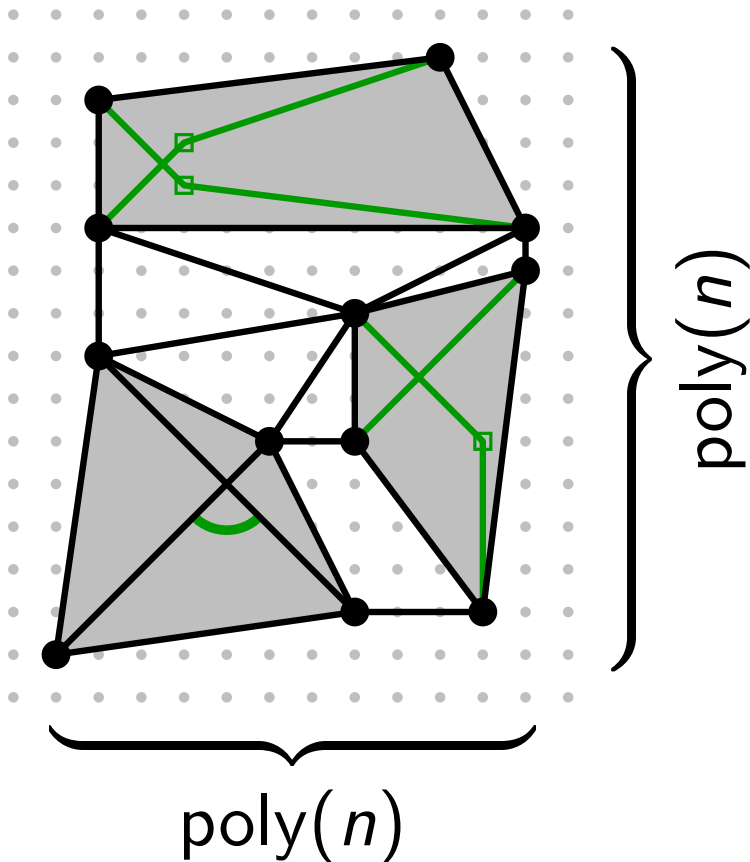
Planar: No crossings

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RAC_1 : with ≤ 1 bends per edge

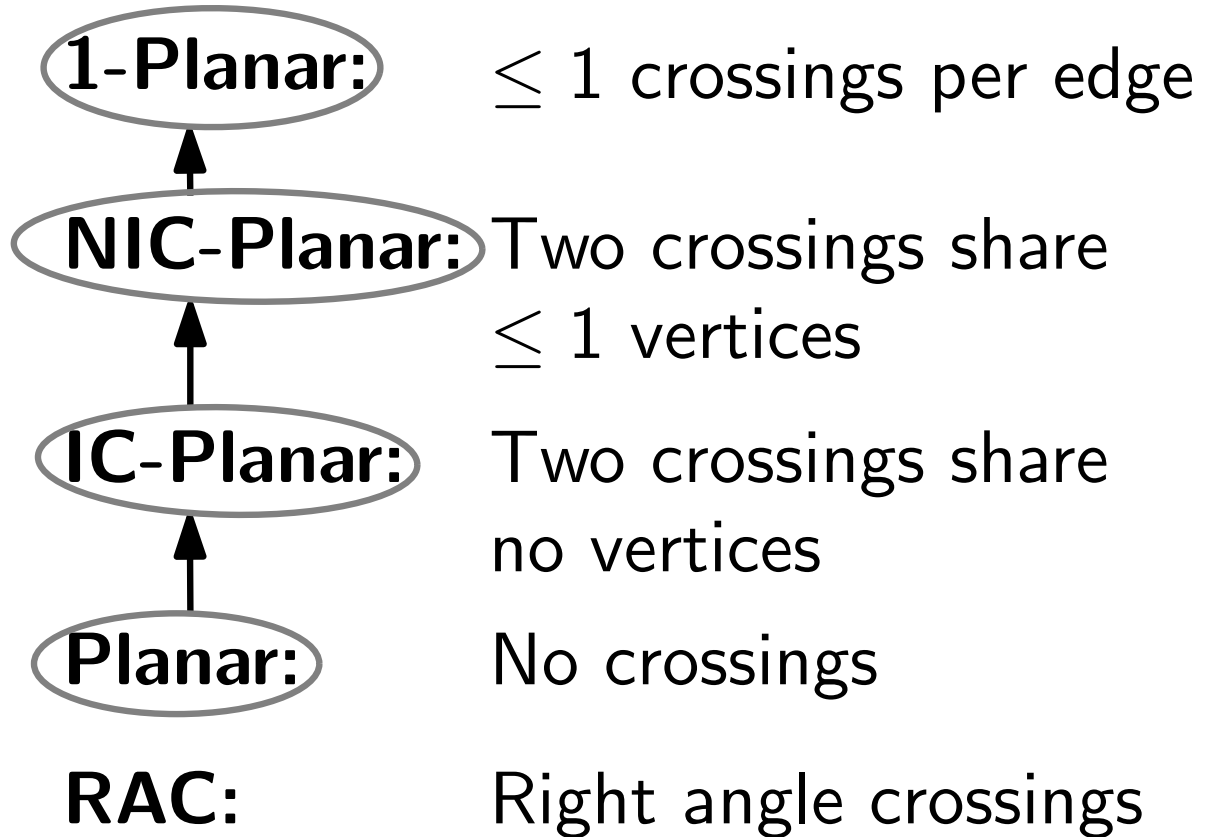
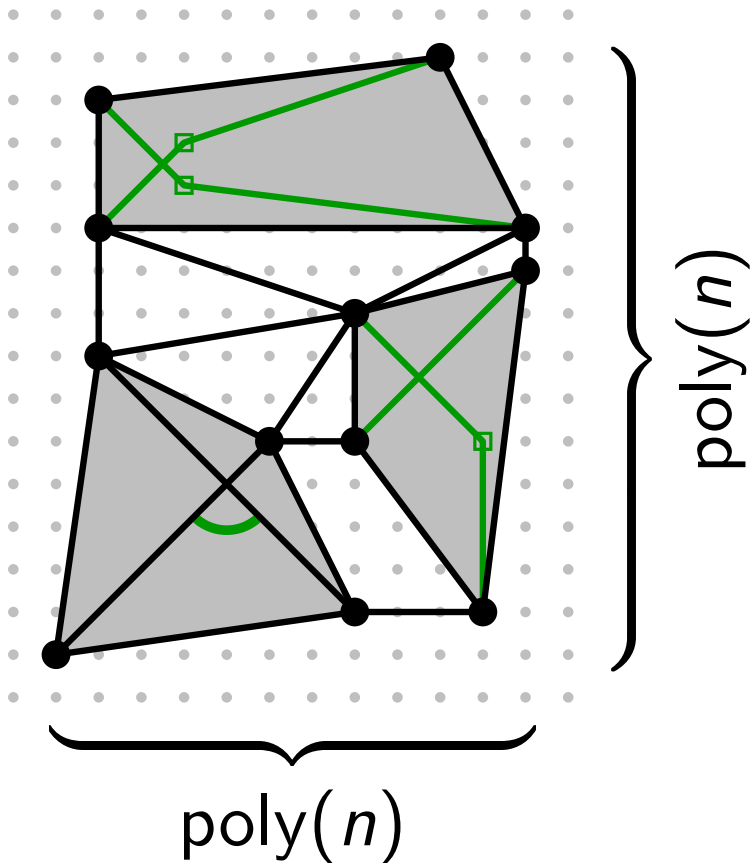
RAC_0 : with straight-line edges

RAC^{poly} : in polynomial area



Beyond-Planar Graphs

Types of Drawings:

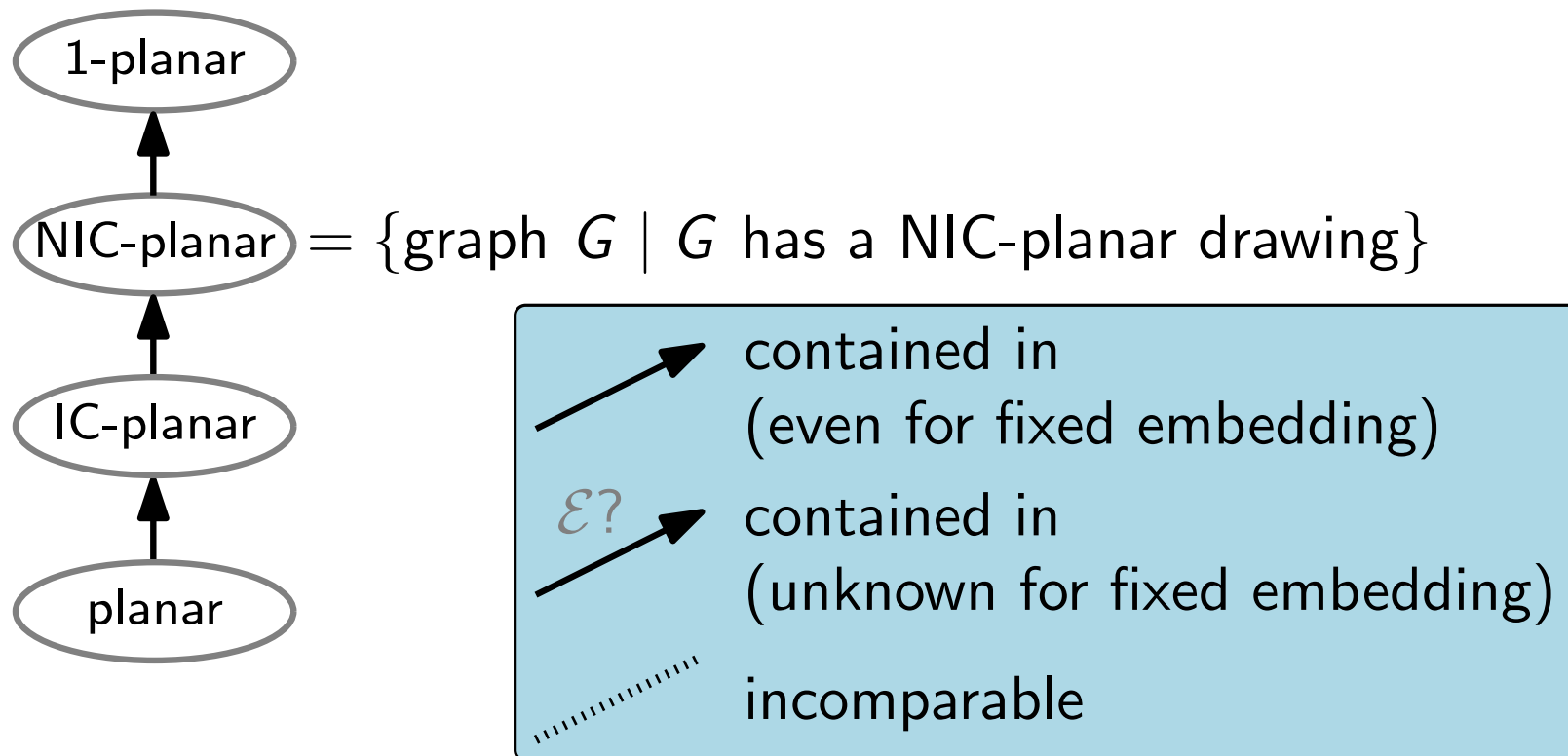


RAC₁: with ≤ 1 bends per edge

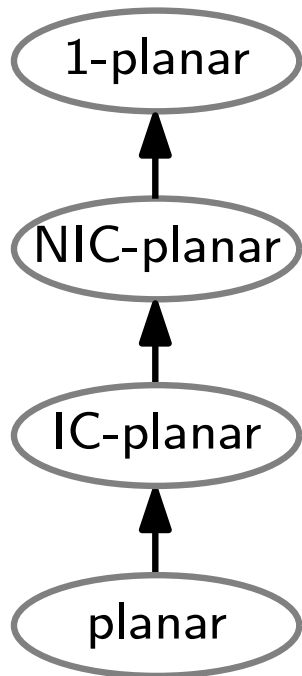
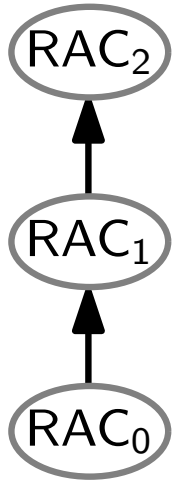
RAC₀: with straight-line edges

RAC^{poly}: in polynomial area

Related Work



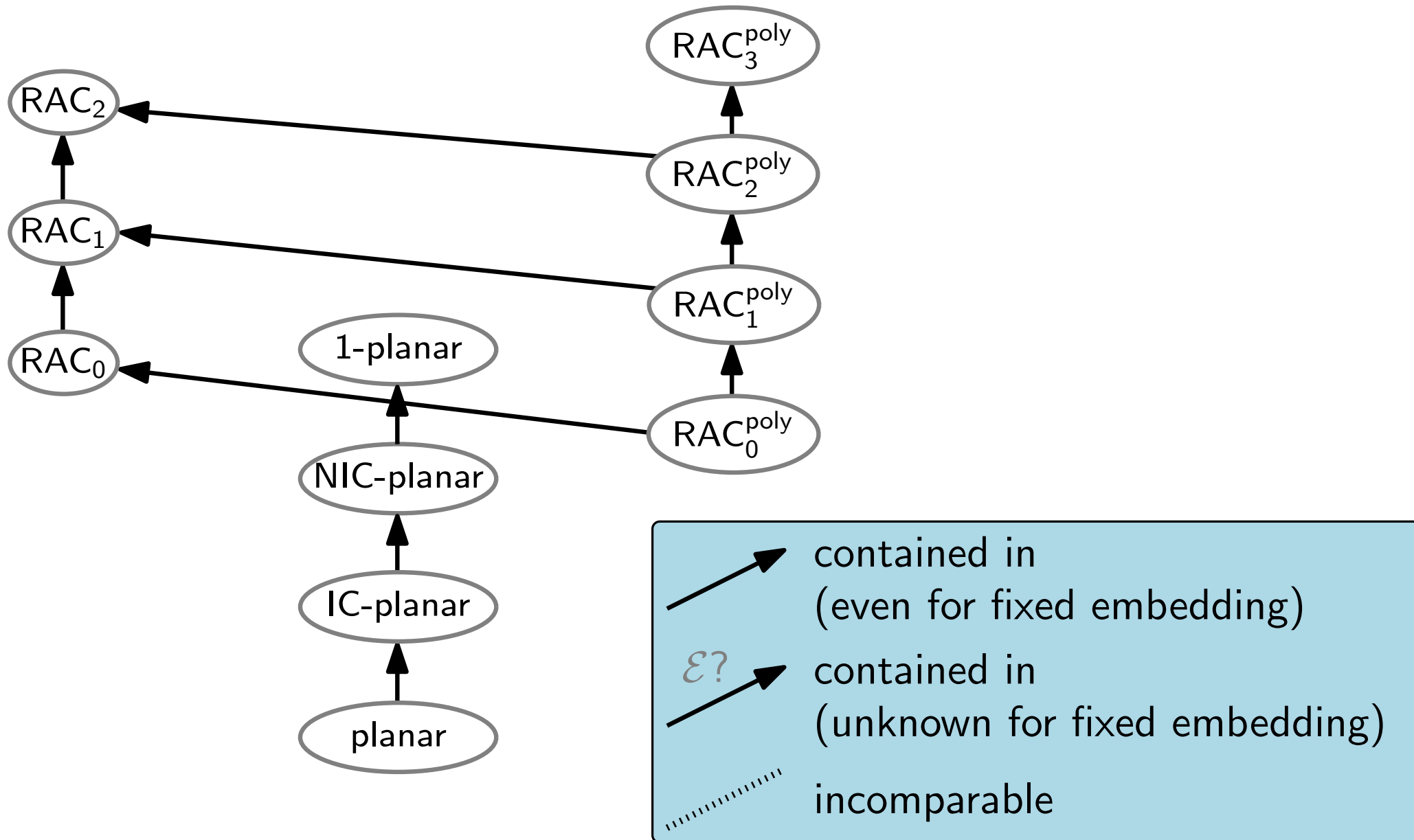
Related Work



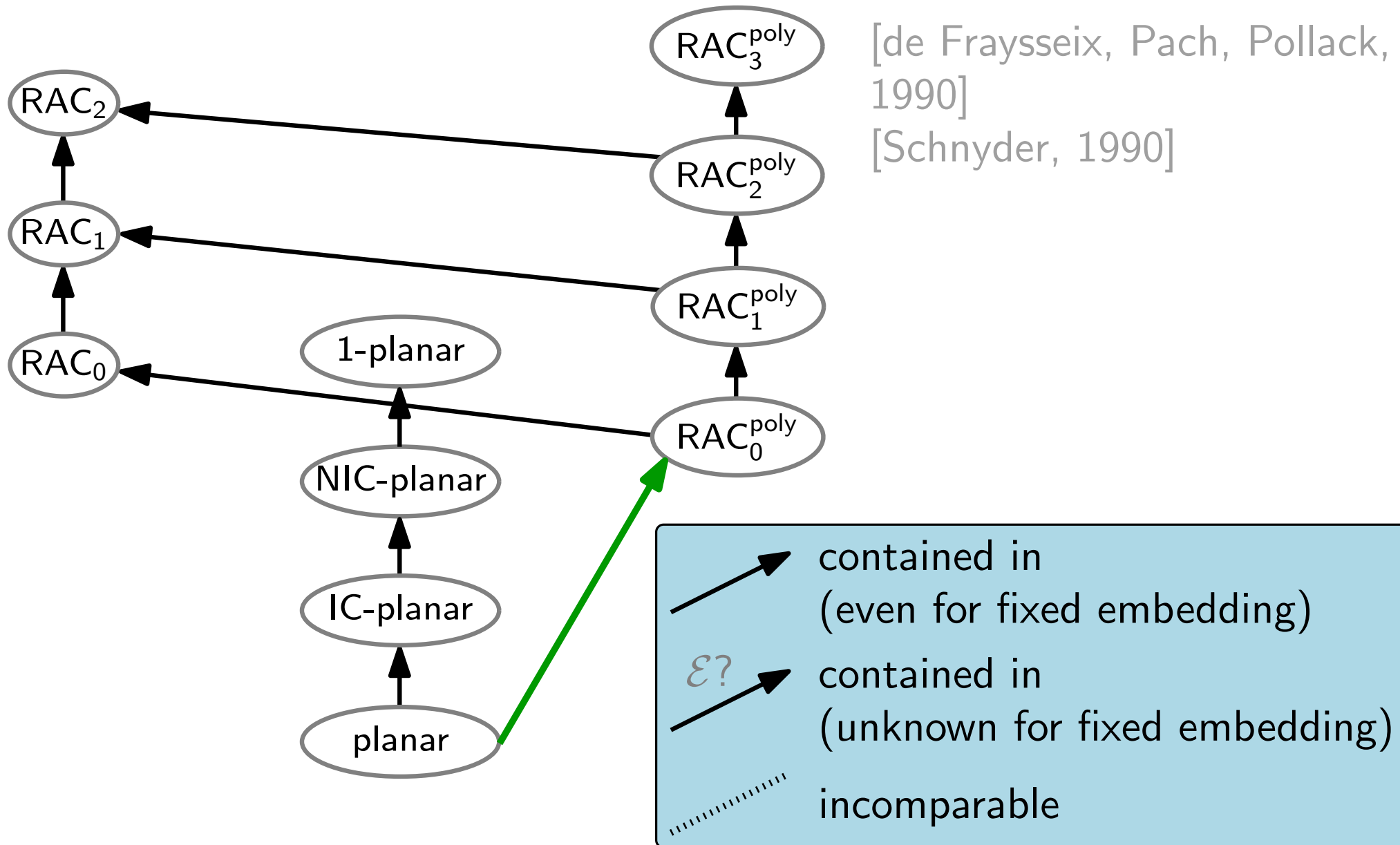
Legend for relationships:

- contained in (even for fixed embedding)
- contained in (unknown for fixed embedding)
- incomparable

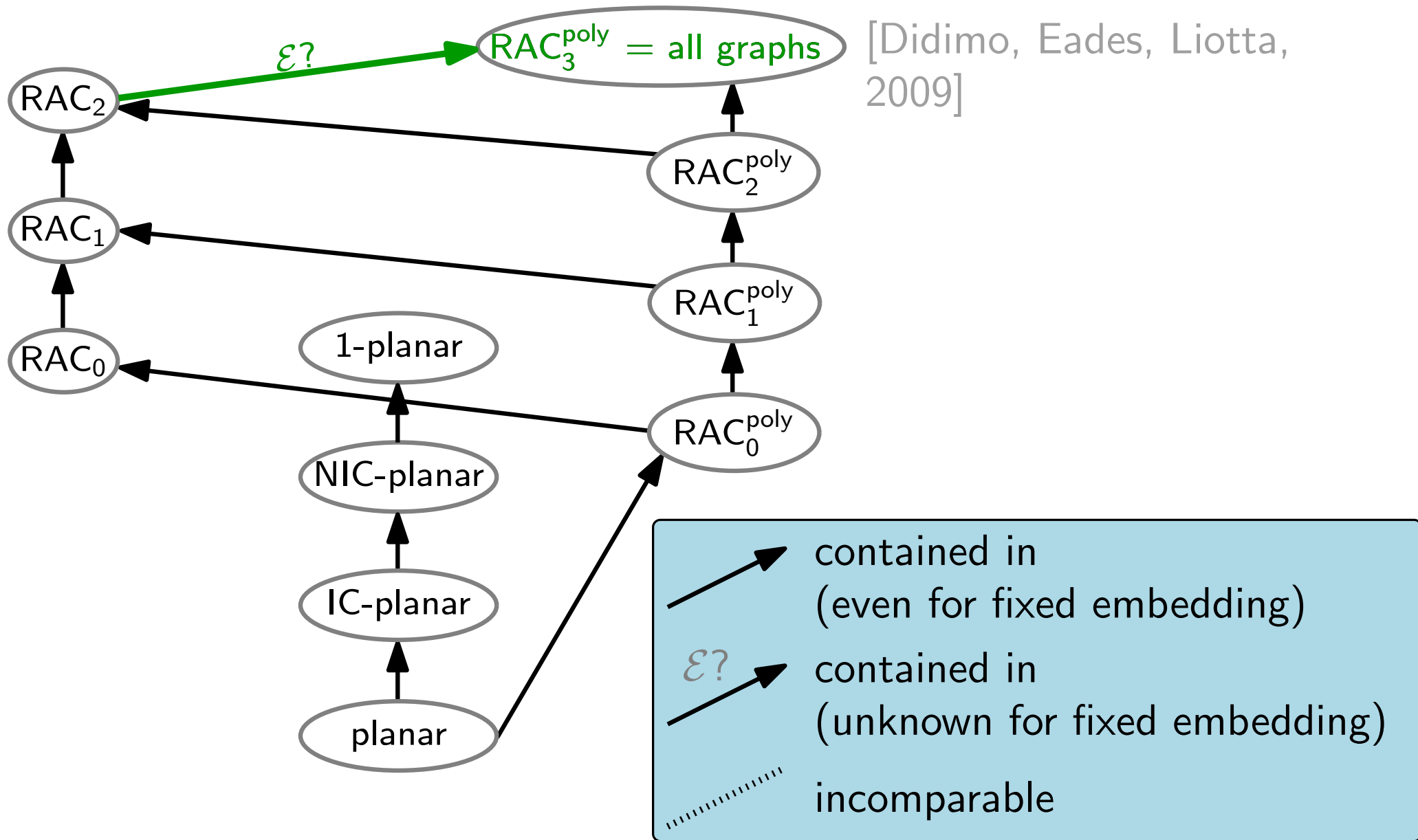
Related Work



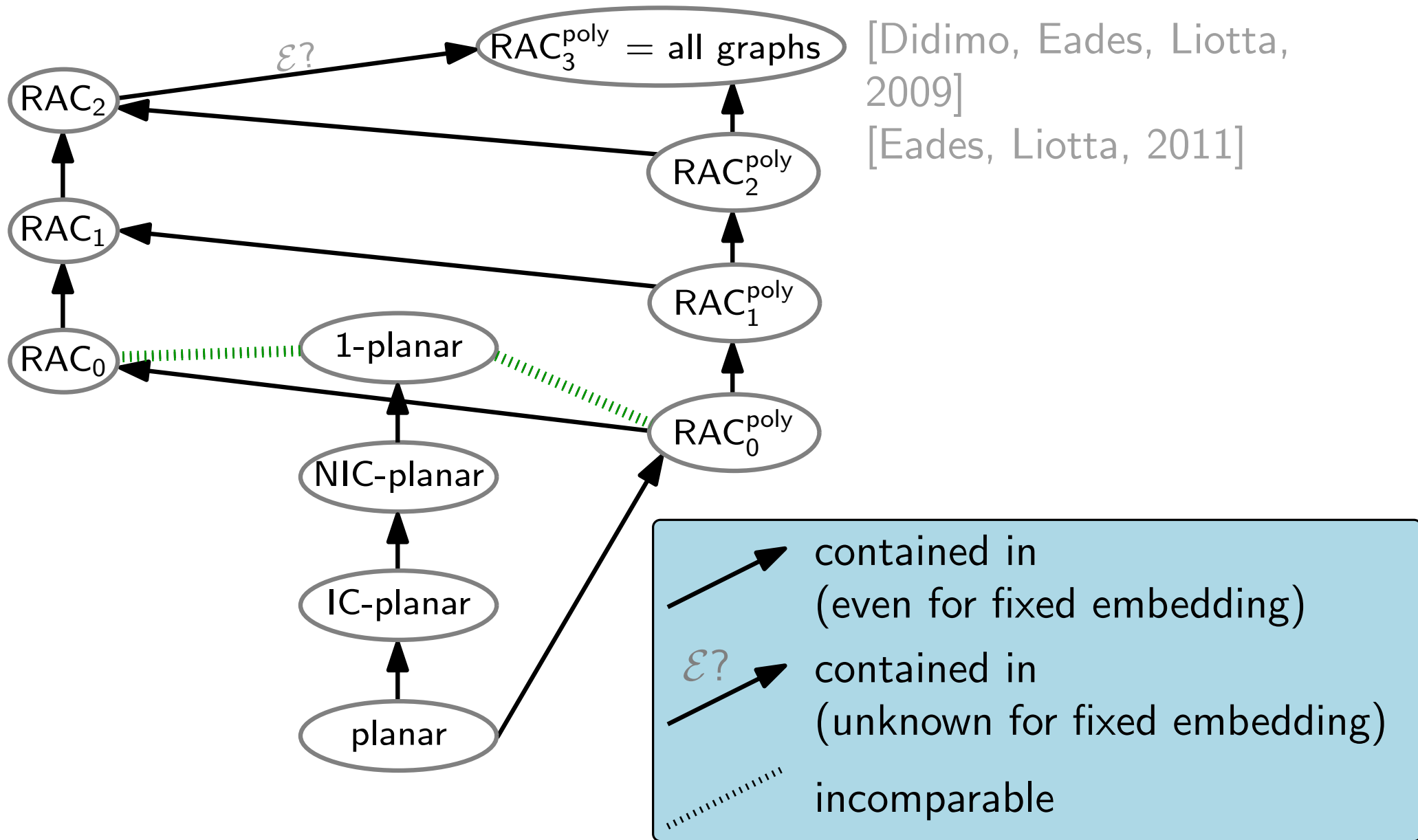
Related Work



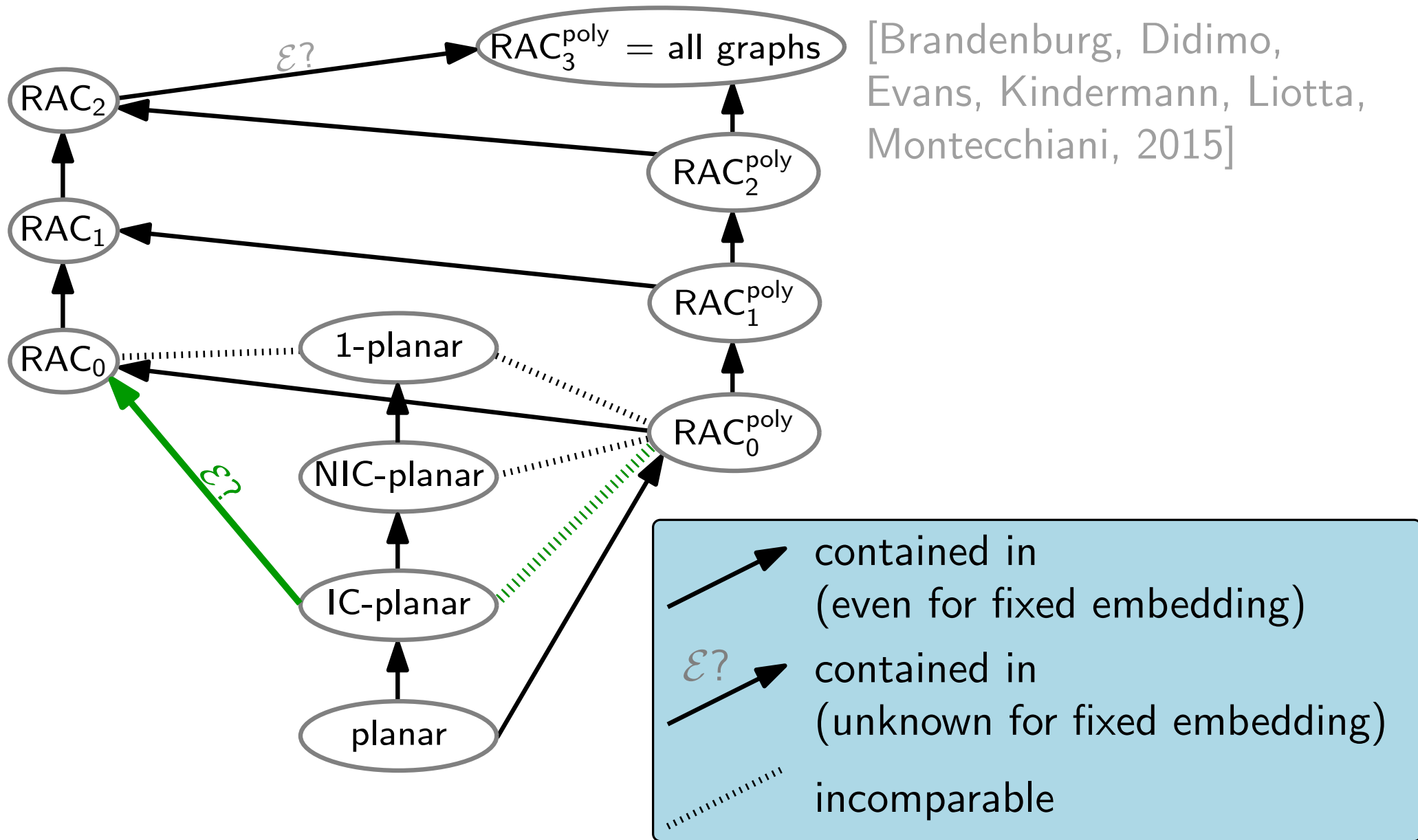
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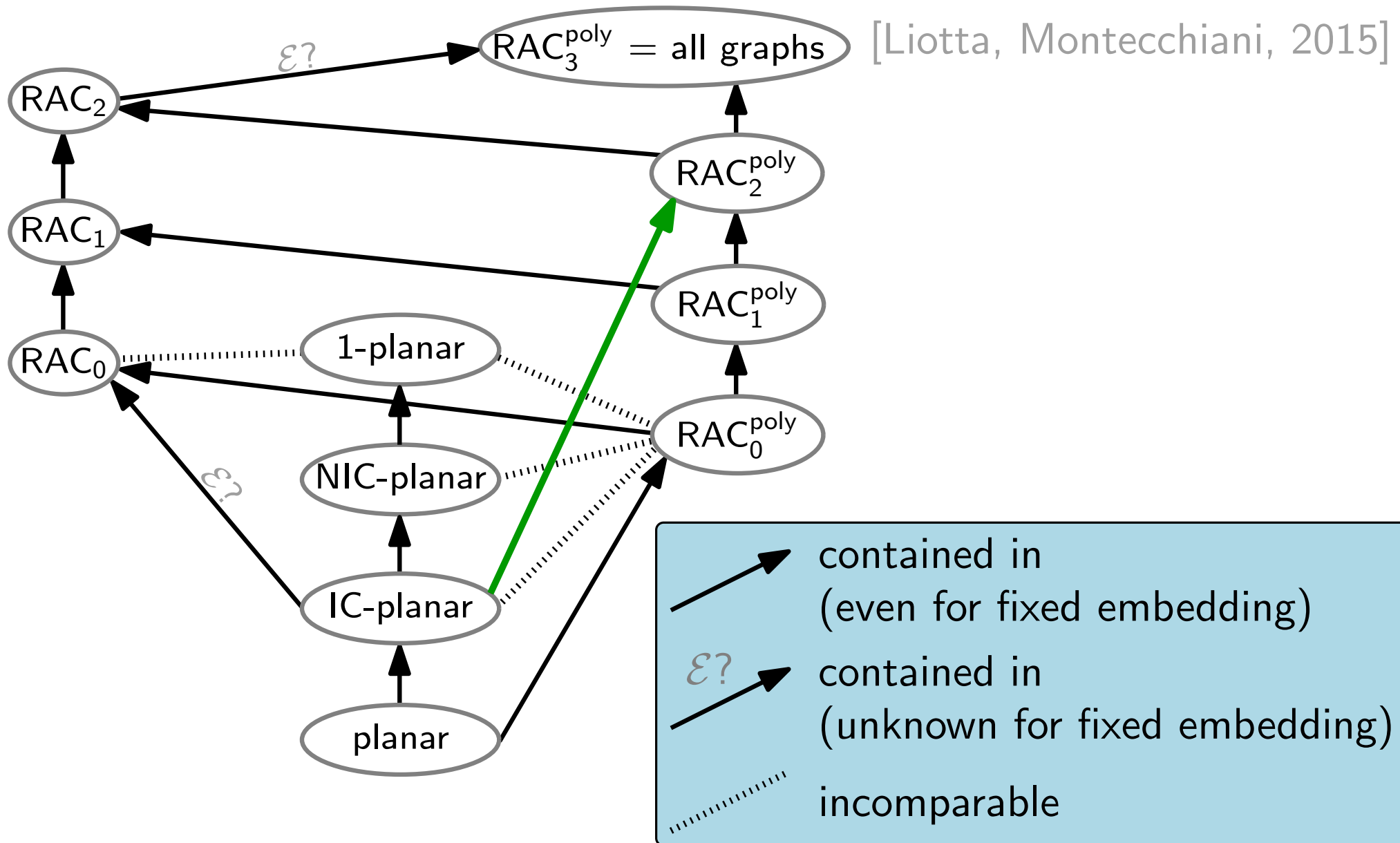
Related Work



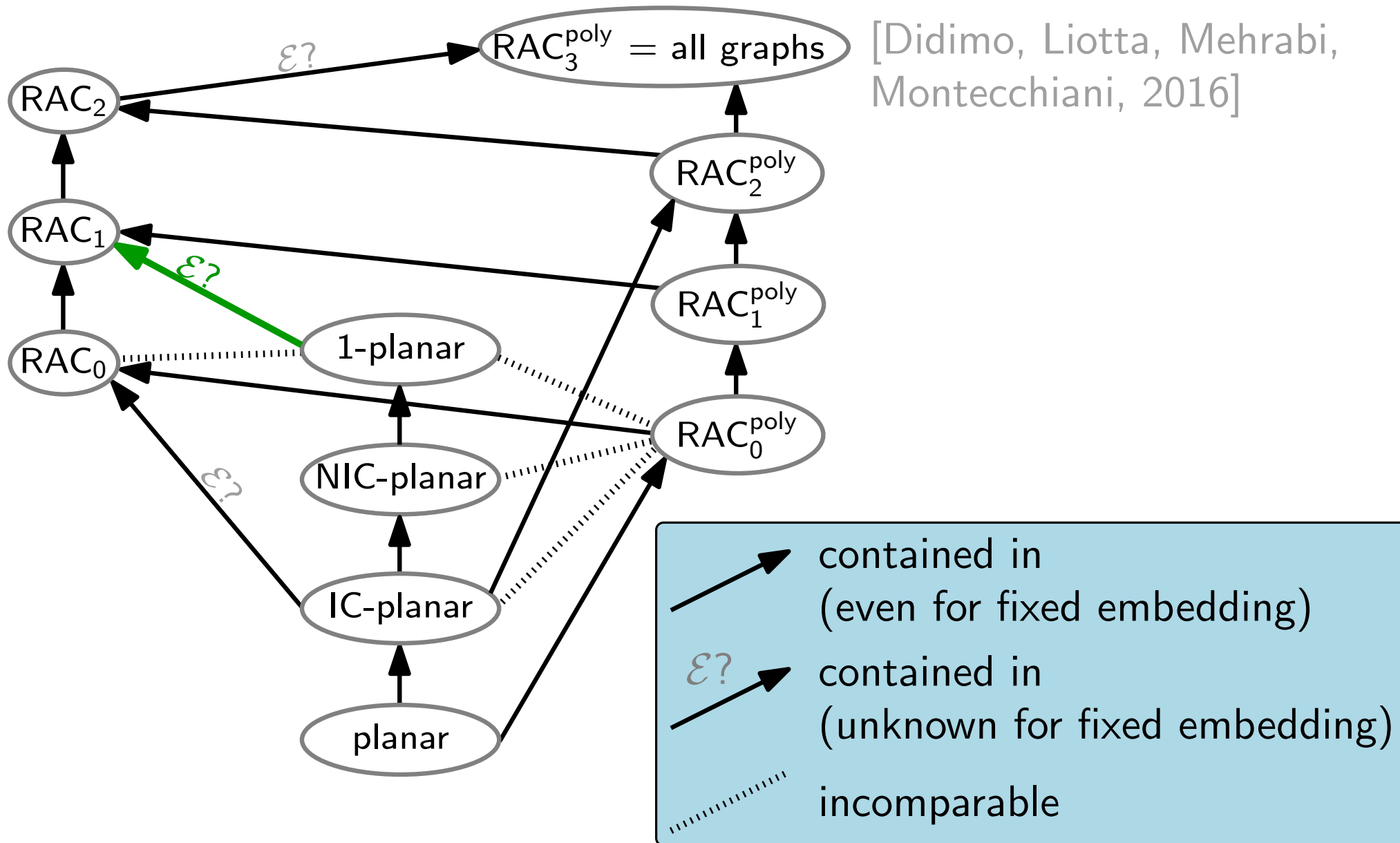
Related Work



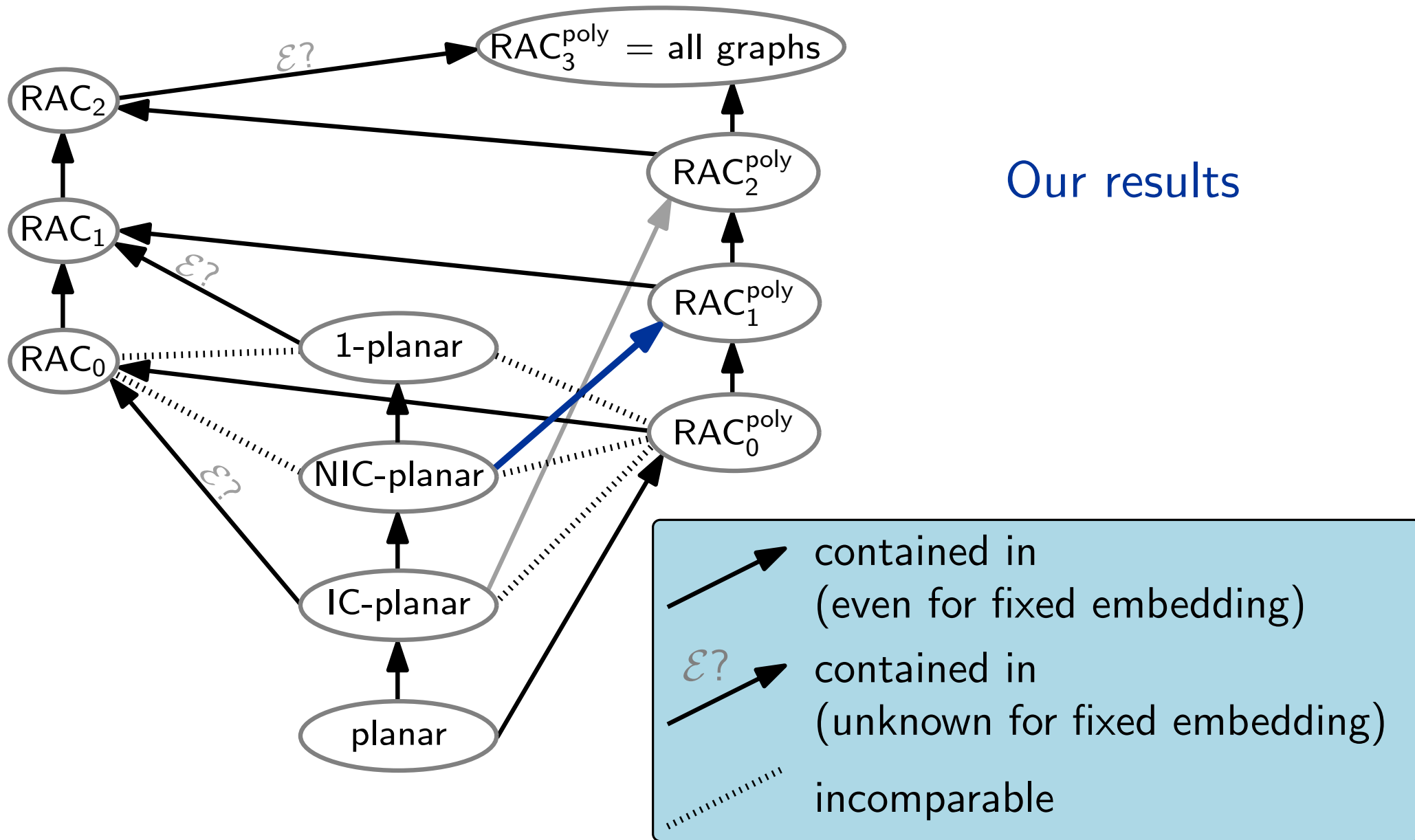
Related Work



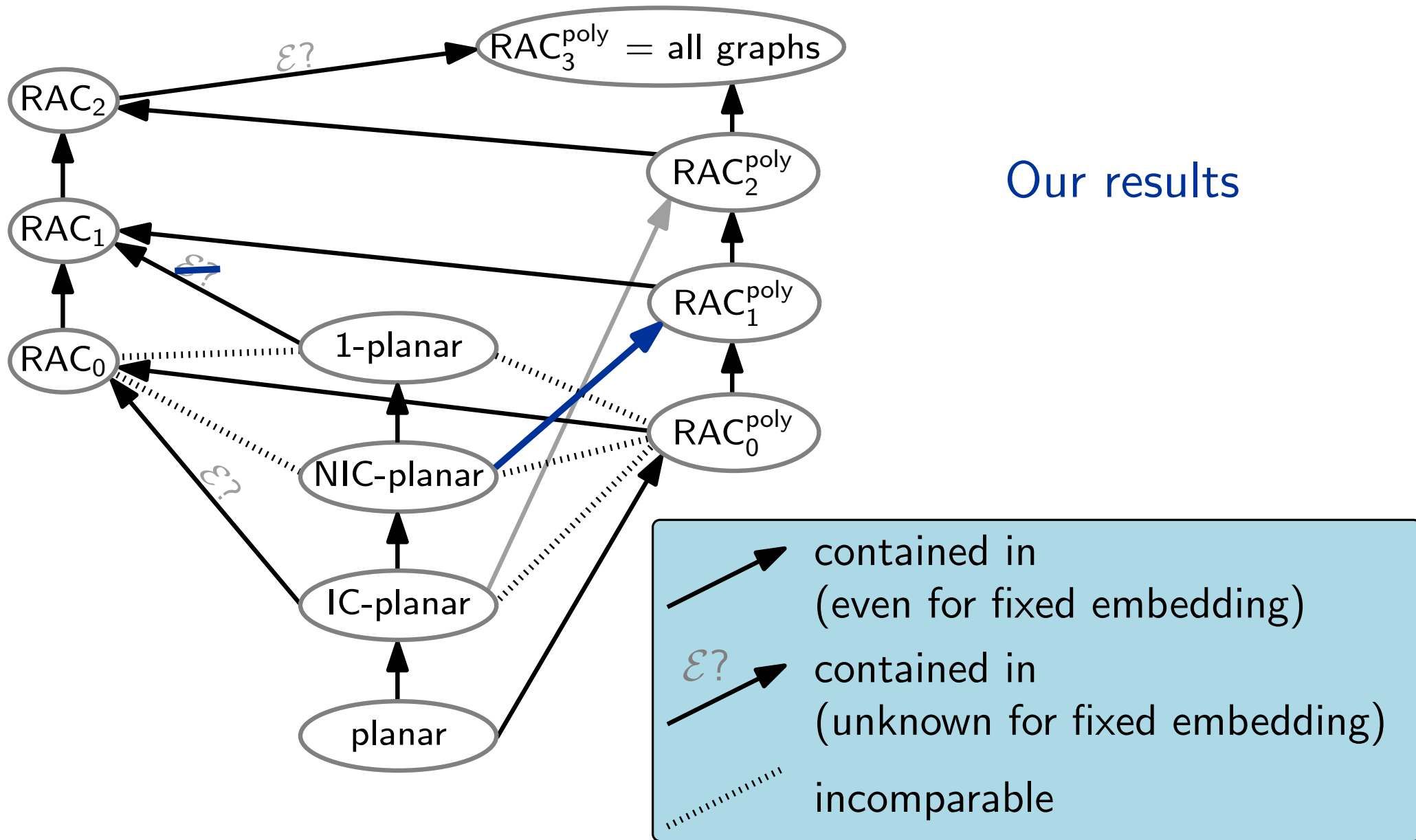
Related Work



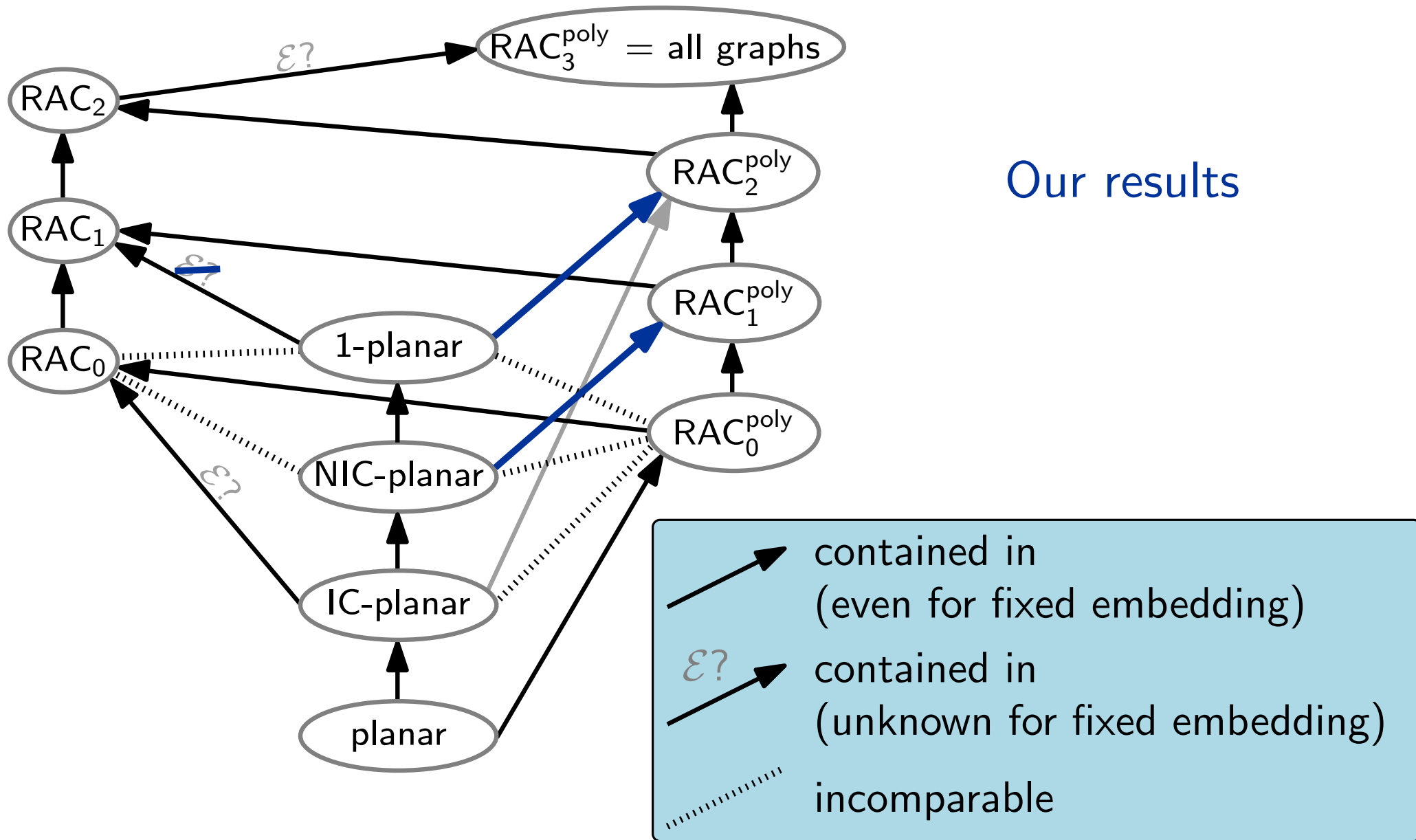
Related Work



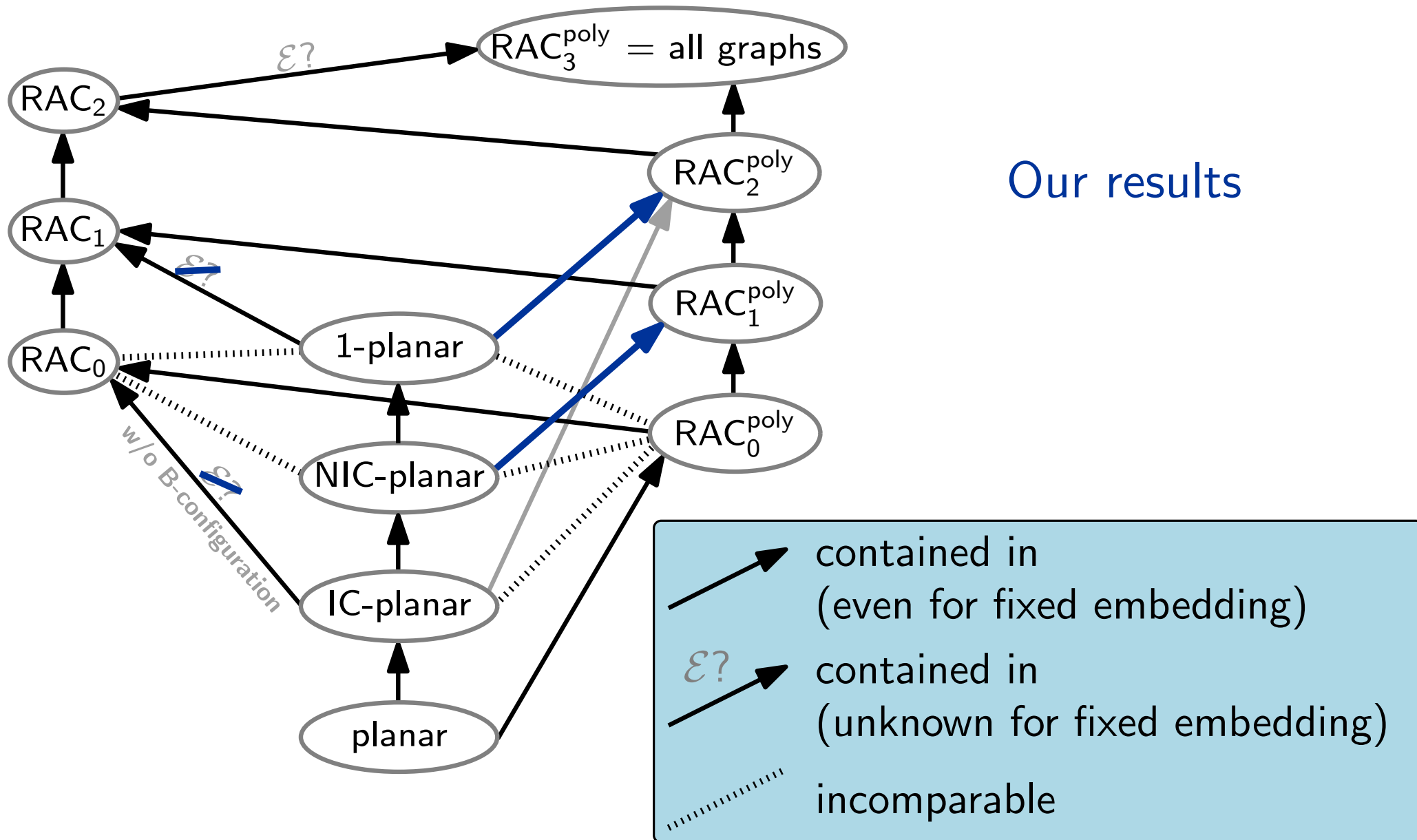
Related Work



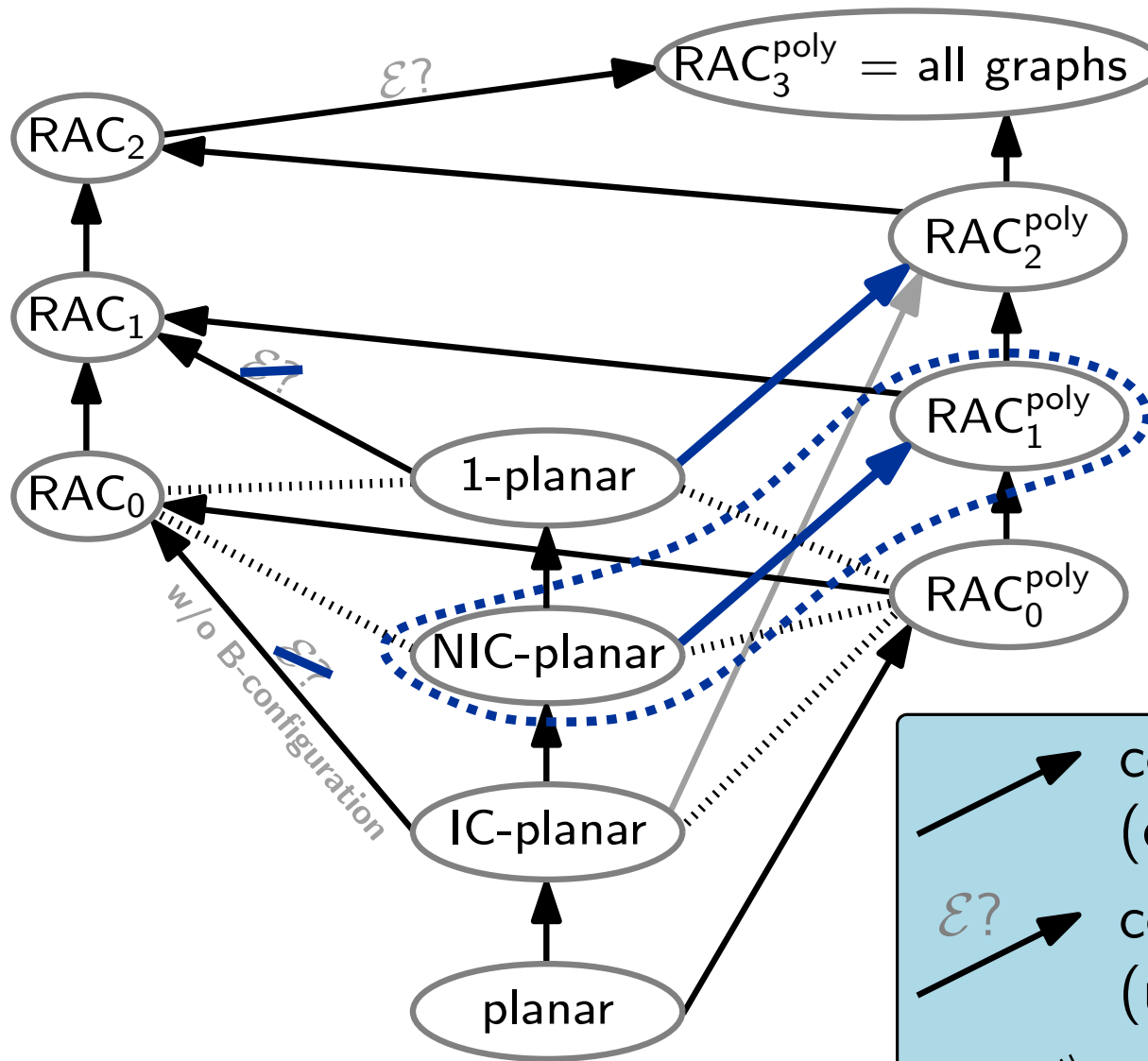
Related Work



Related Work



Related Work



Our main result:
NIC-plane graphs
 \subseteq RAC₁^{poly}

Legend for relationships:

- contained in (even for fixed embedding)
- contained in (unknown for fixed embedding)
- incomparable

NIC-plane graphs $\subseteq \text{RAC}_1^{\text{poly}}$

NIC-plane graphs $\subseteq \text{RAC}_1^{\text{poly}}$

4

Algorithm
in $O(n)$ time:

NIC-plane graphs $\subseteq \text{RAC}_1^{\text{poly}}$

4

Algorithm

in $O(n)$ time:

Input:

NIC-plane graph (G, \mathcal{E}) with n vertices

NIC-plane graphs $\subseteq \text{RAC}_1^{\text{poly}}$

Algorithm

in $O(n)$ time:

Graph G with
a NIC-planar
embedding \mathcal{E}

Input:

NIC-plane graph (G, \mathcal{E}) with n vertices

NIC-plane graphs $\subseteq \text{RAC}_1^{\text{poly}}$

Algorithm

in $O(n)$ time:

Graph G with
a NIC-planar
embedding \mathcal{E}

Input:

NIC-plane graph (G, \mathcal{E}) with n vertices

Output:

1-bend RAC drawing Γ of G according to \mathcal{E}

Every vertex, bend point, and crossing point of Γ lies on a grid of size $O(n) \times O(n)$

The Shift Algorithm

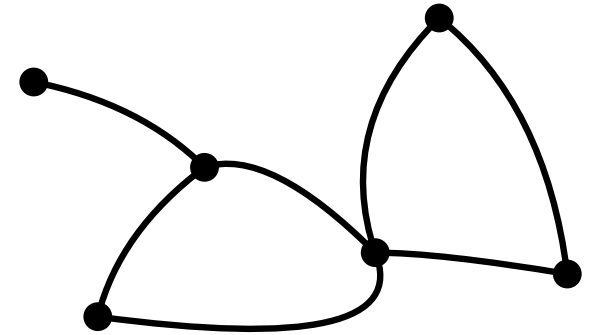
[de Fraysseix, Pach, and Pollack, 1990]
[Chrobak and Payne, 1995]

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Idea:

- Triangulate given plane graph.



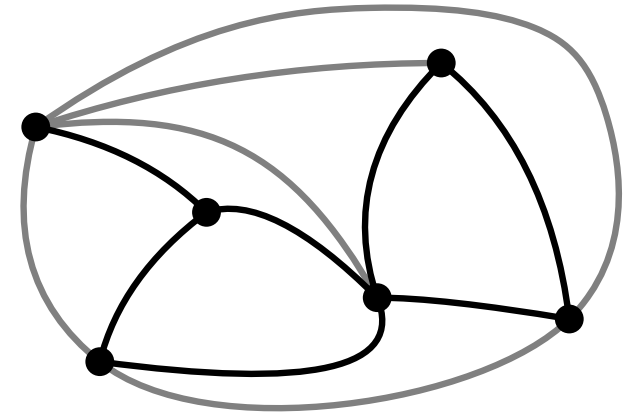
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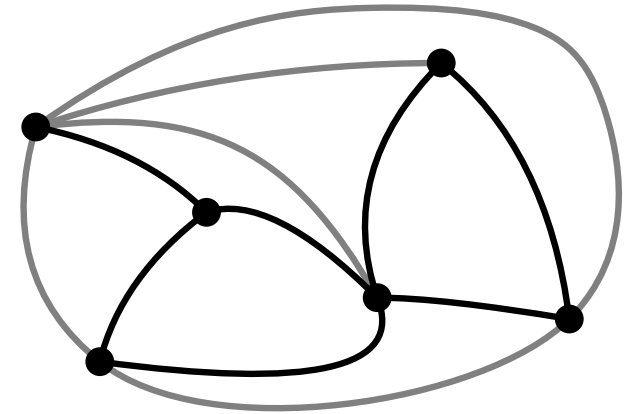
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- Triangulate given plane graph.
- Compute a canonical ordering of the vertices v_1, v_2, \dots, v_n .



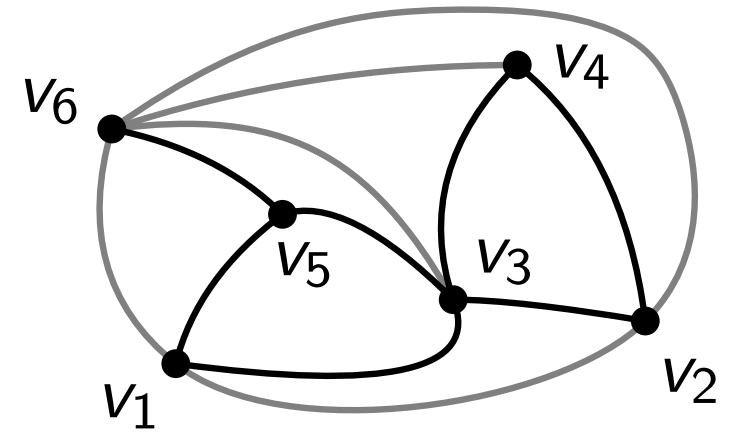
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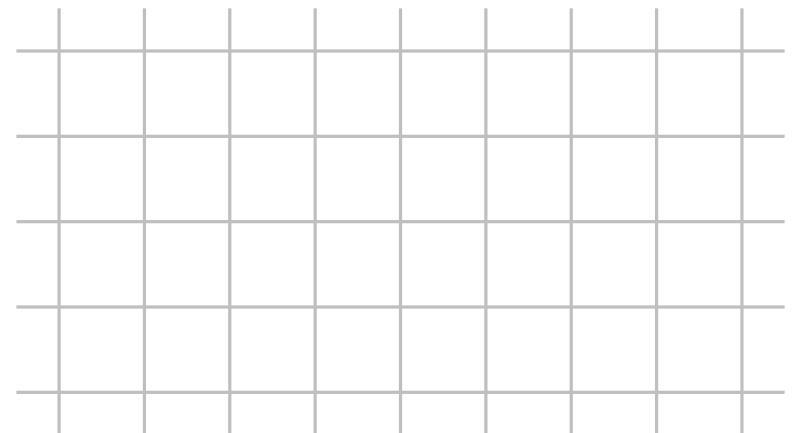
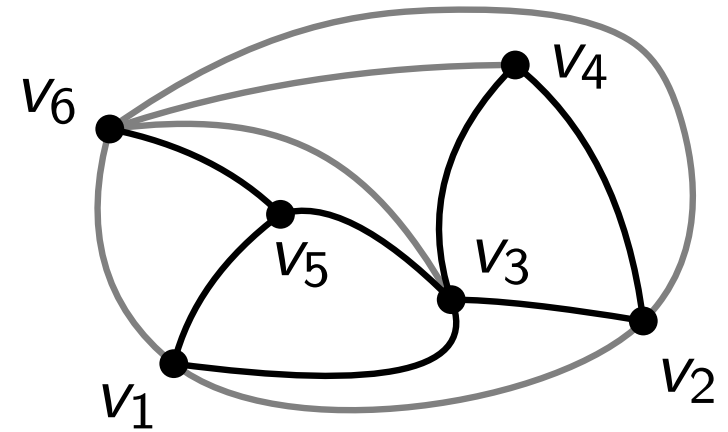


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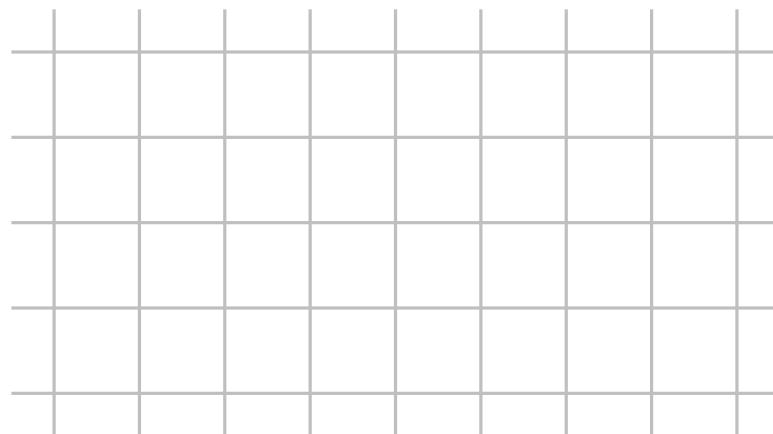
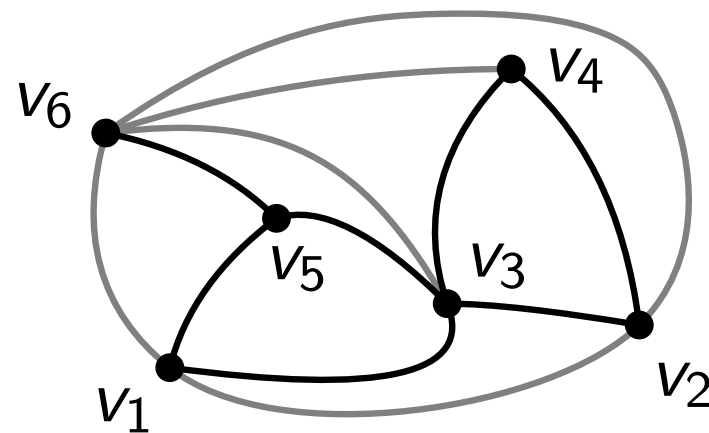
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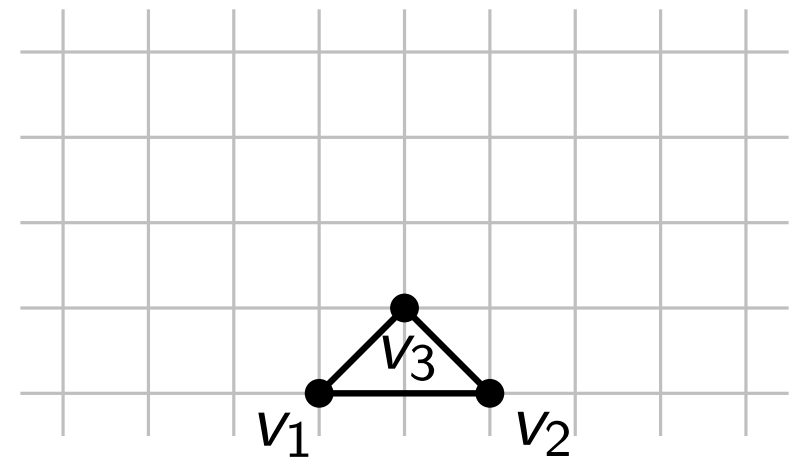
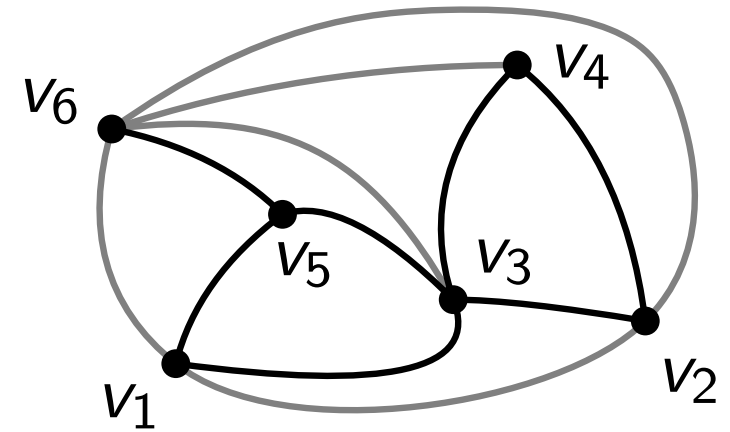


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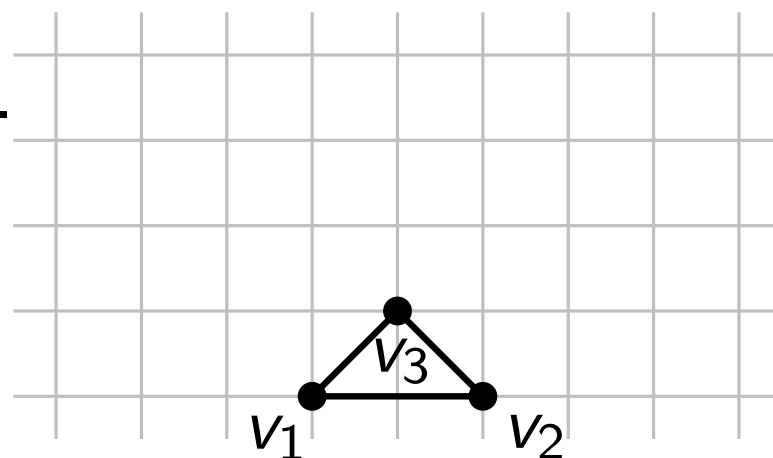
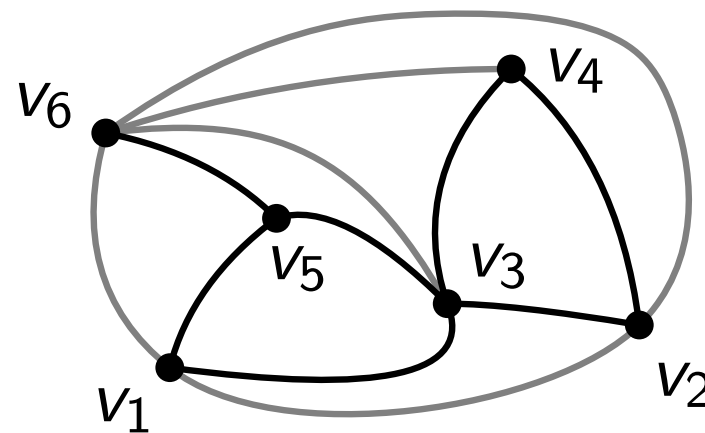
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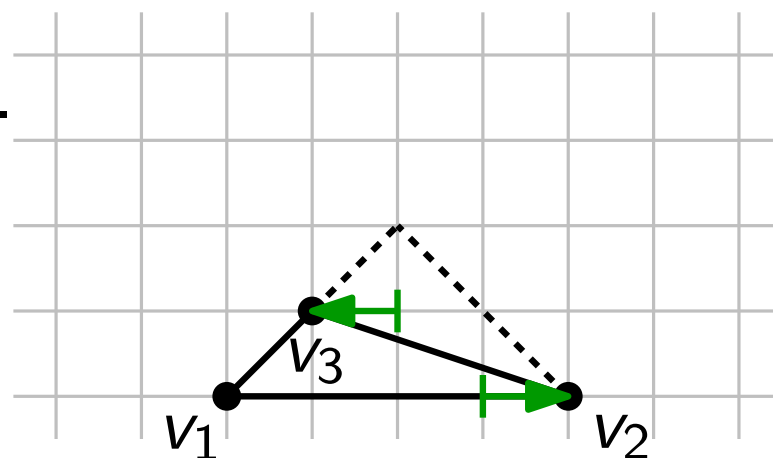
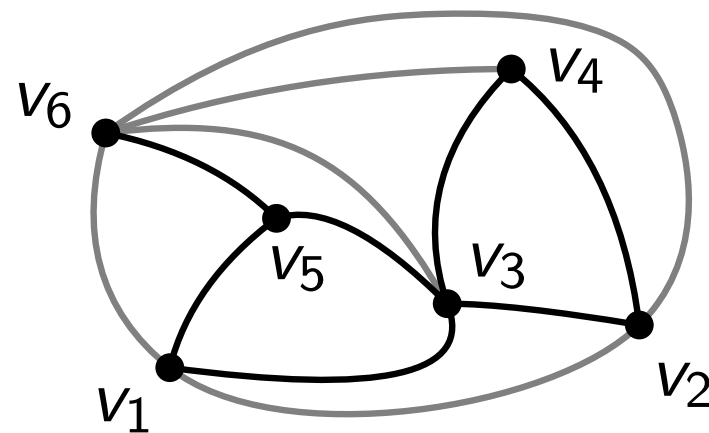
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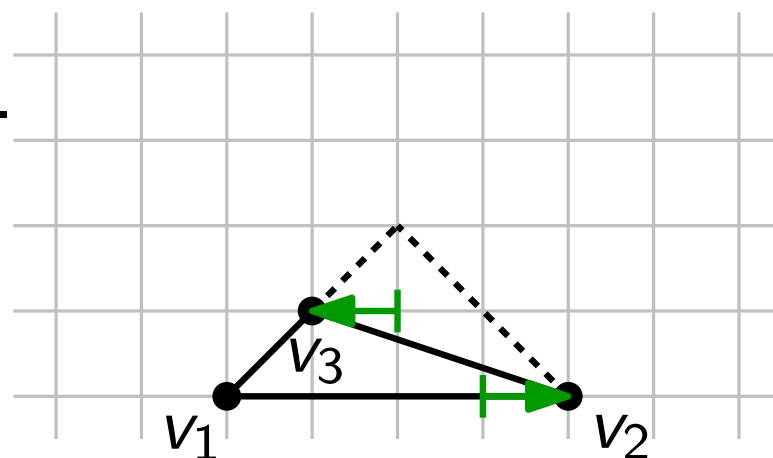
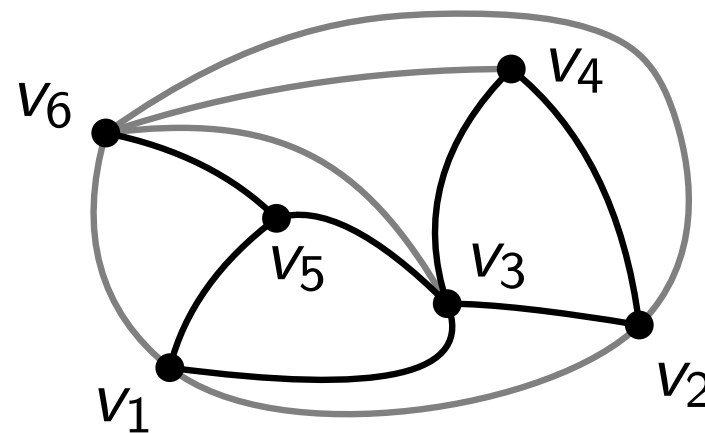
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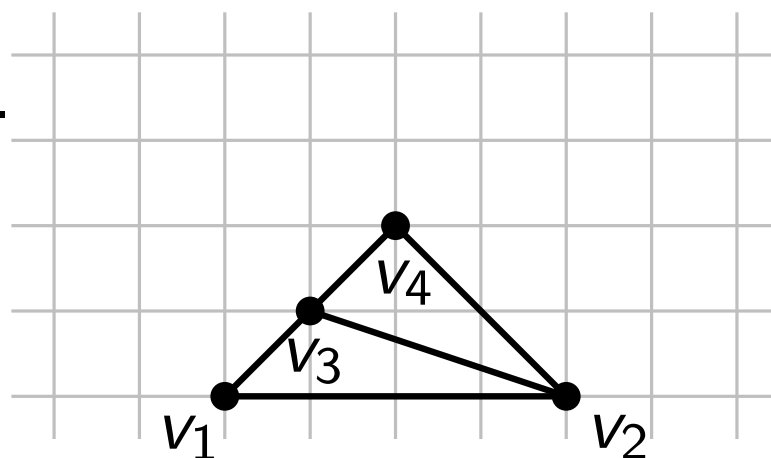
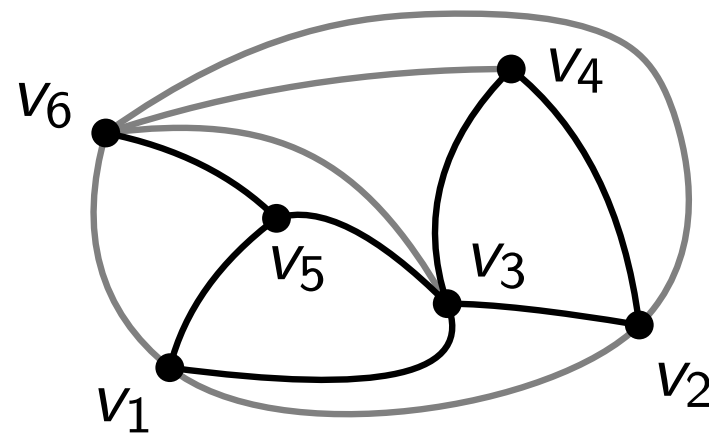
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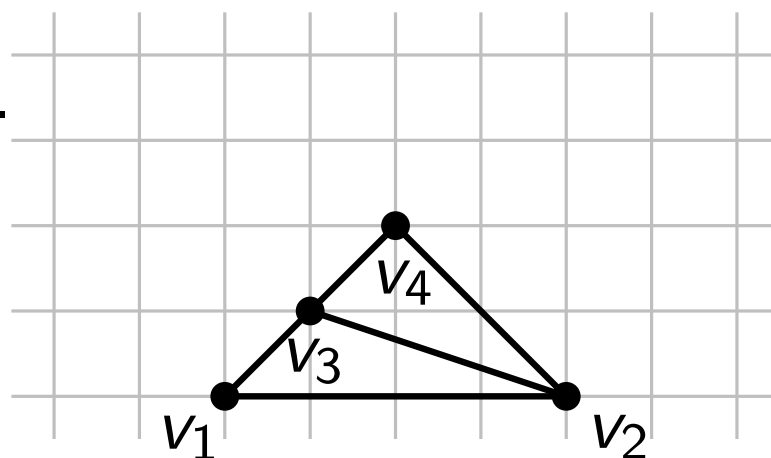
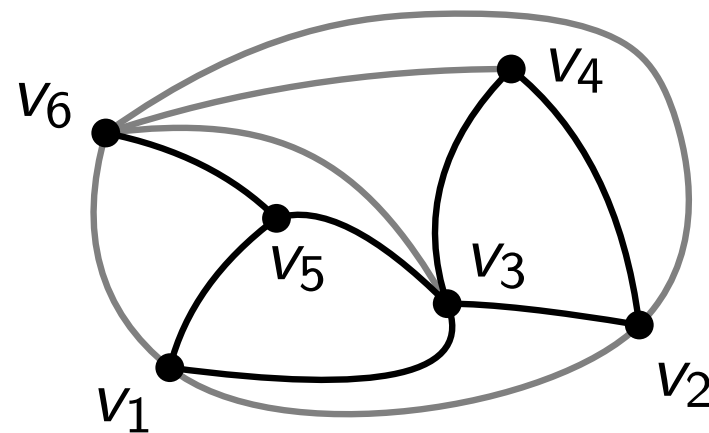
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- \Rightarrow all slopes on outer face ± 1
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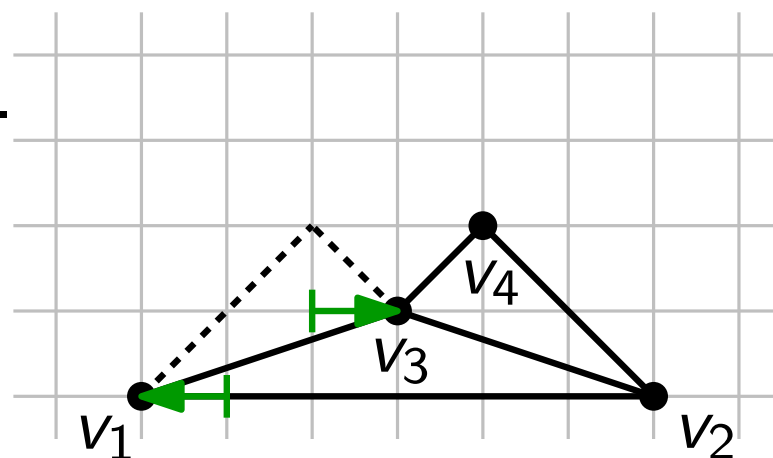
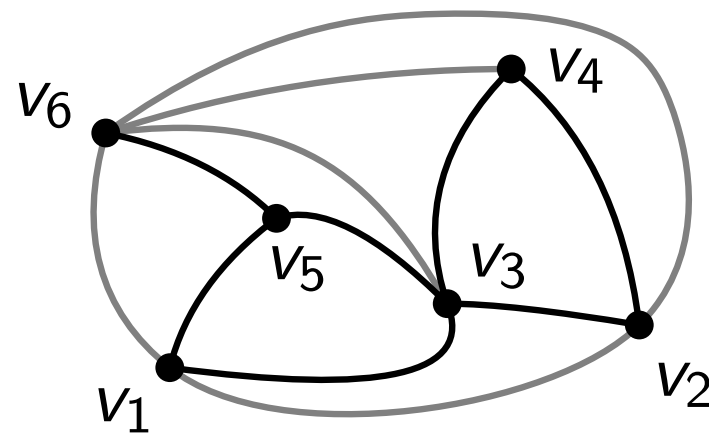
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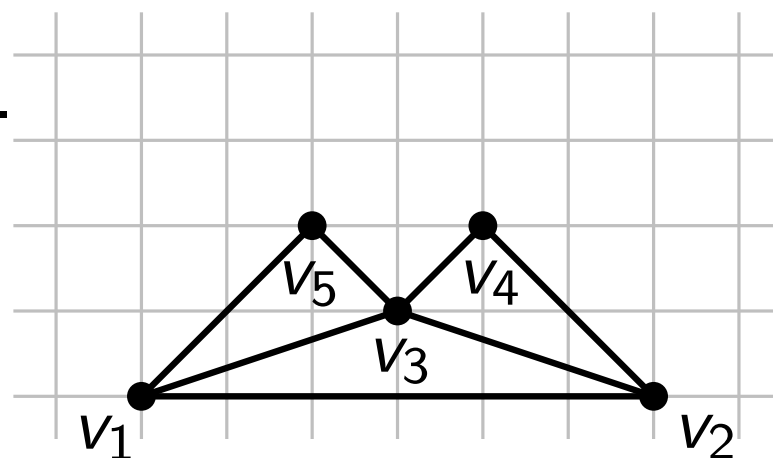
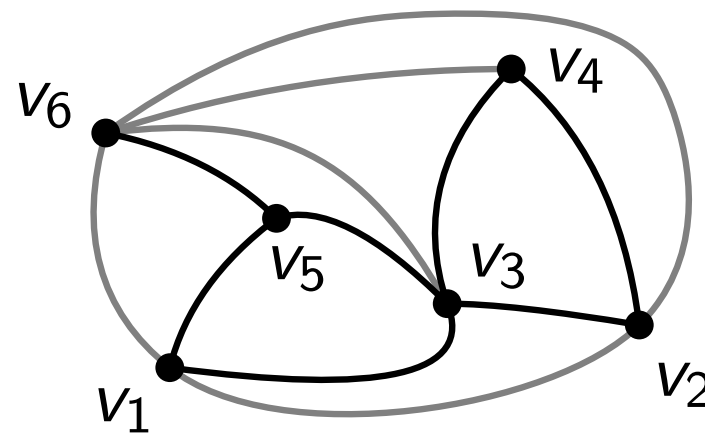
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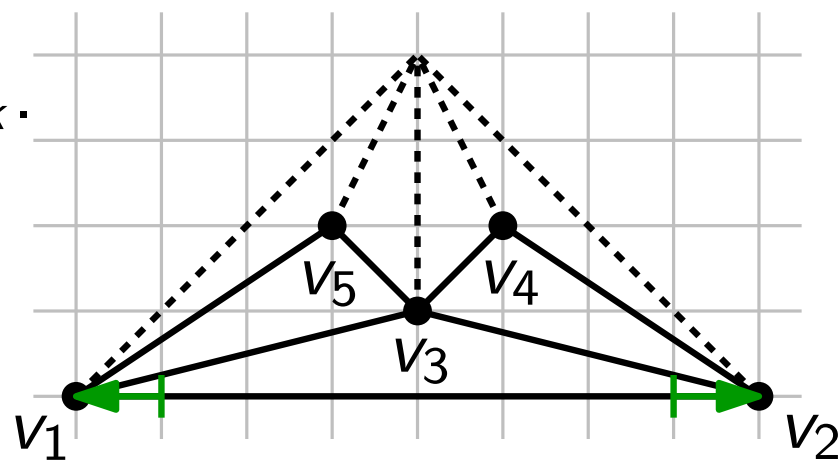
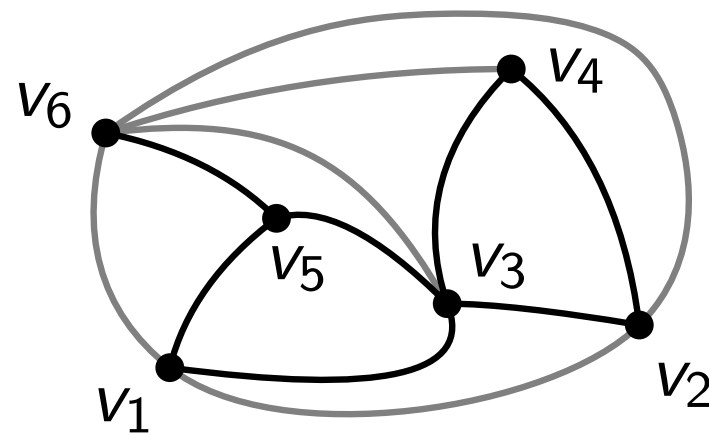
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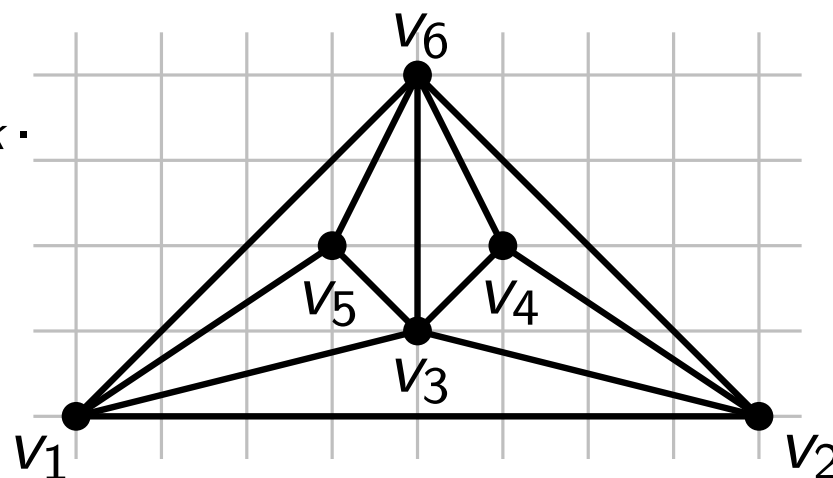
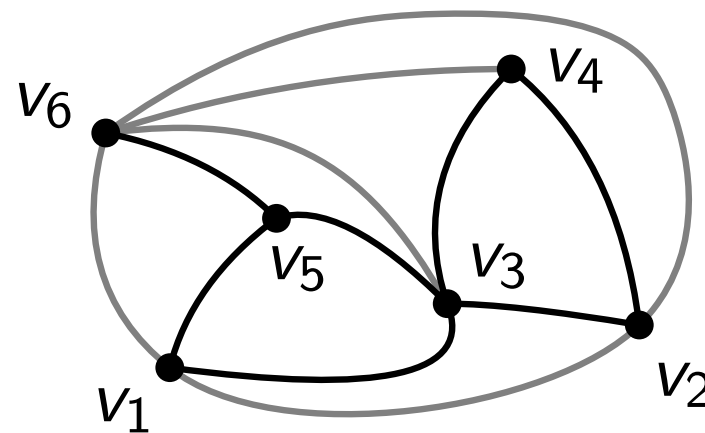
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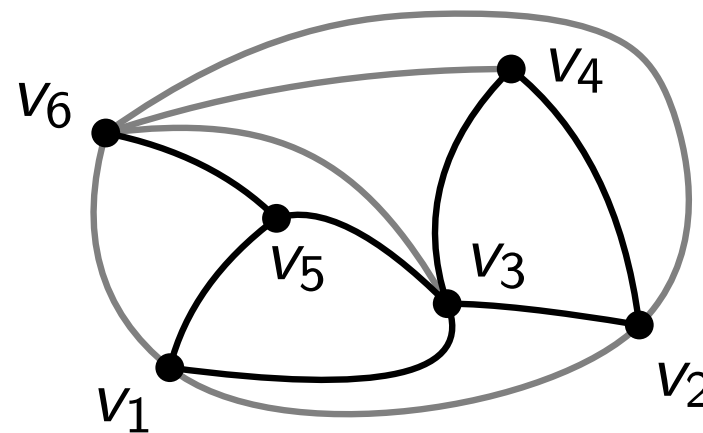
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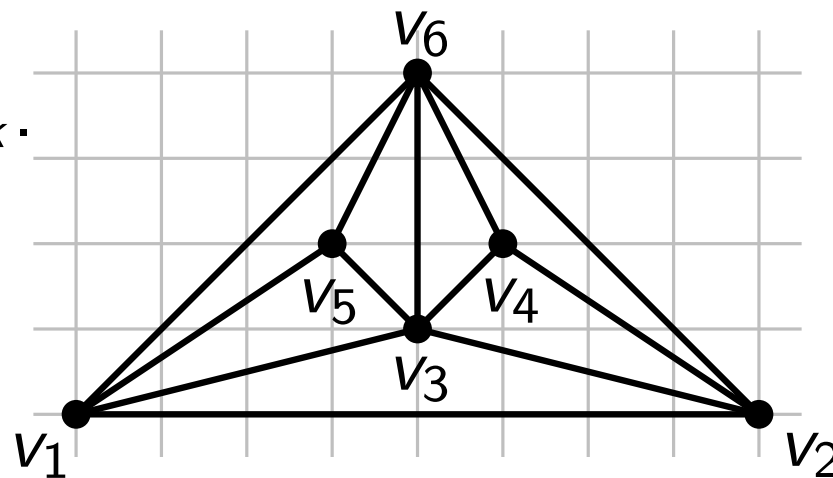
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Resulting grid size:
 $(2n - 4) \times (n - 2)$



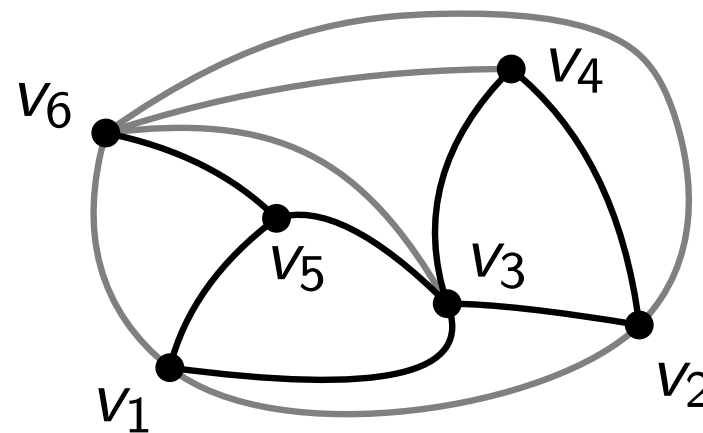
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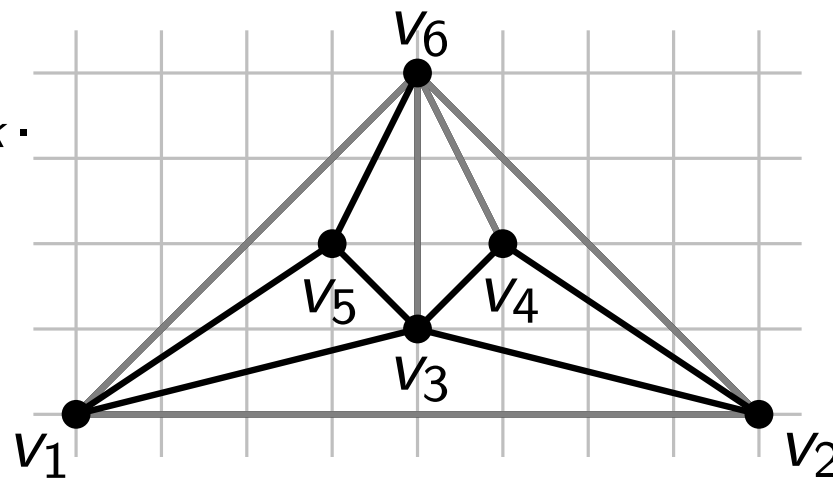
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Resulting grid size:
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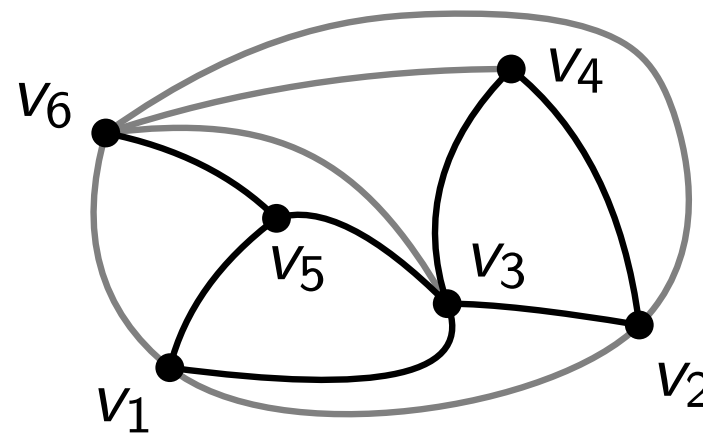
The Shift Algorithm

[de Fraysseix, Pach, and Pollack, 1990]

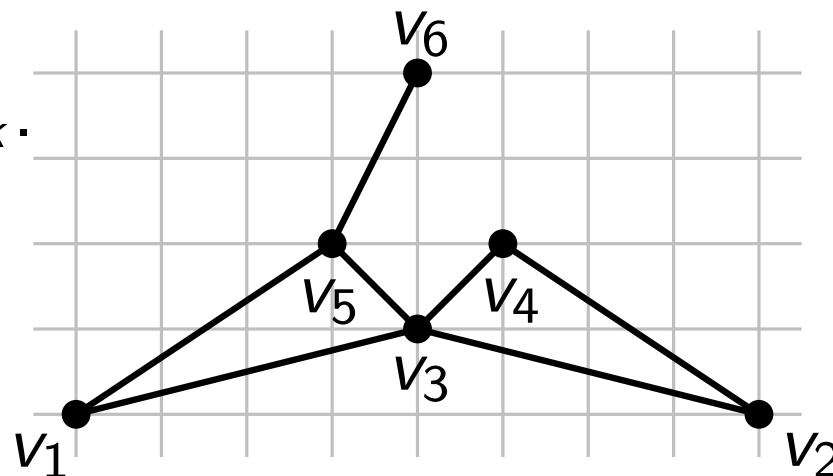
[Chrobak and Payne, 1995]

Idea:

- Triangulate given plane graph.
 - Compute a canonical ordering of the vertices v_1, v_2, \dots, v_n .
 - Draw the graph:
 - Start with triangle v_1, v_2, v_3 .
 - For v_k :
 - Shift first & last neighbor of v_k .
 - Add v_k to the outer face.
- \Rightarrow all slopes on outer face ± 1
(except for $v_1 v_2$)



Resulting grid size:
 $(2n - 4) \times (n - 2)$



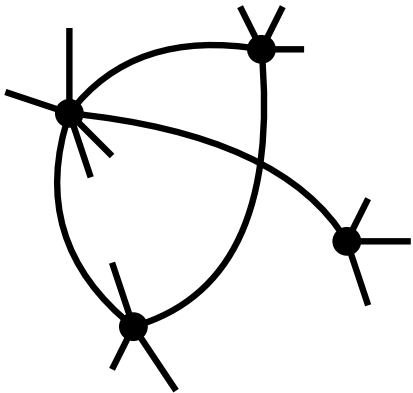
Approach that Nearly Works

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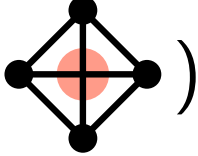
- Input: a NIC-plane graph

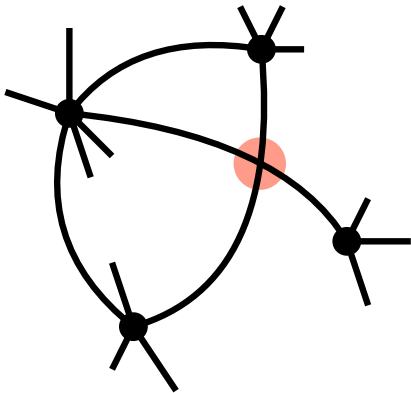
Approach that Nearly Works

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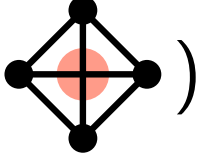


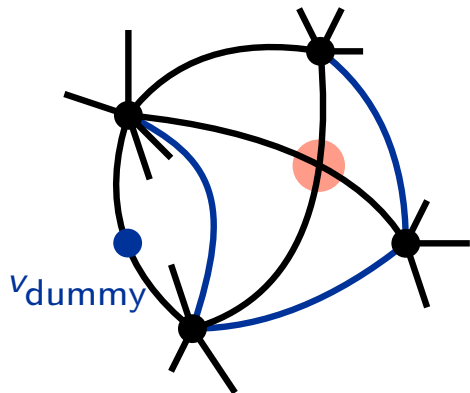
Approach that Nearly Works

- Input: a NIC-plane graph
- Enclose each **crossing** by a so called *empty kite* ()

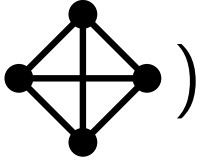


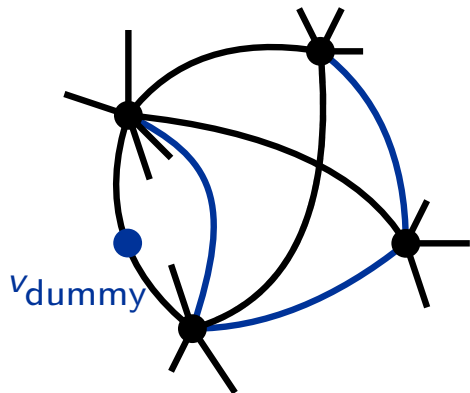
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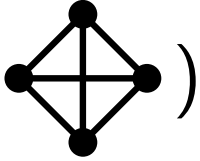


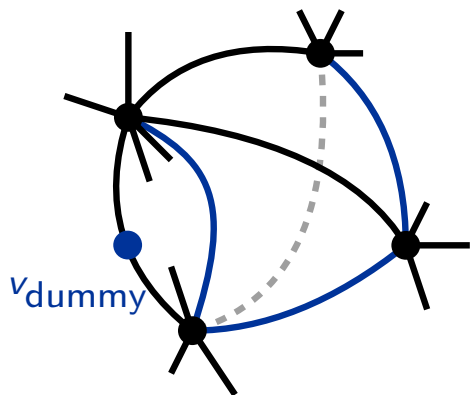
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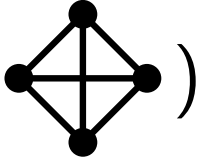


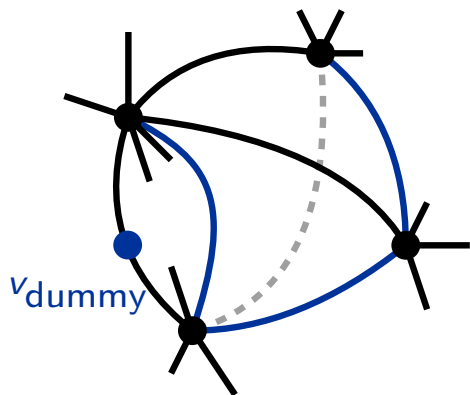
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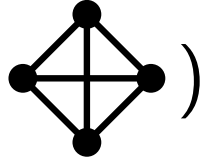


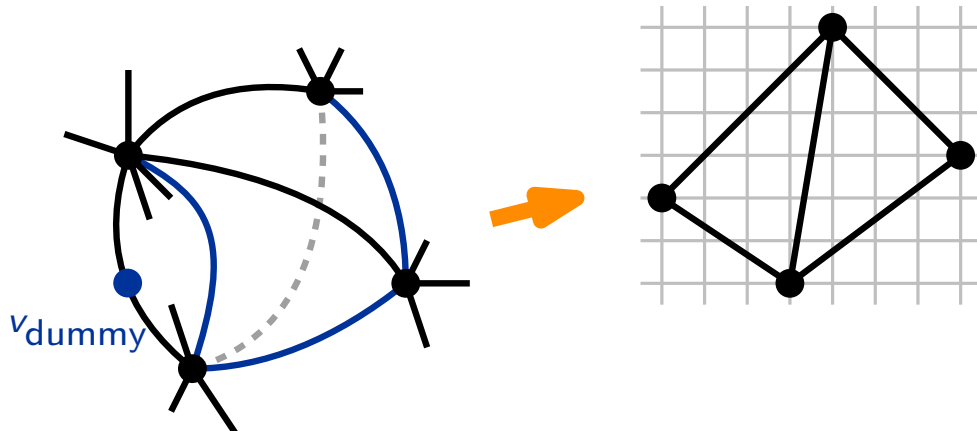
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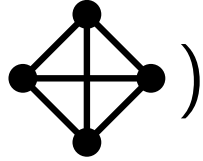


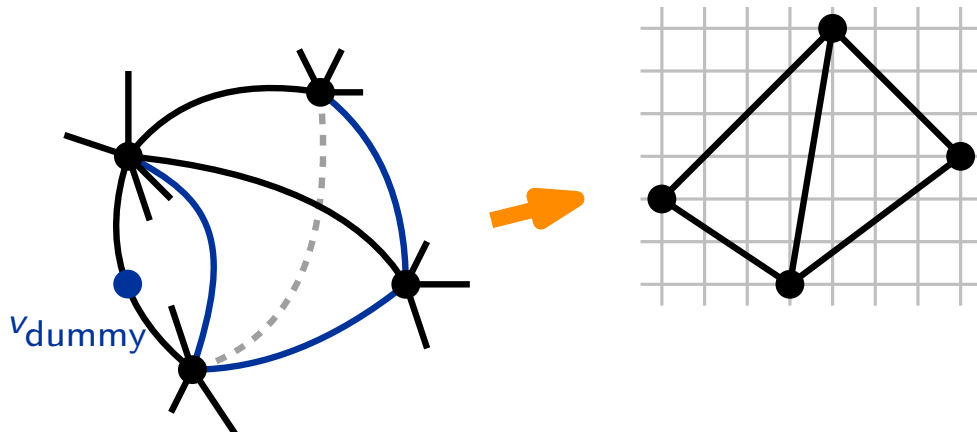
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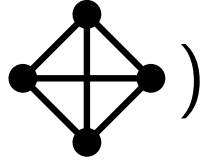


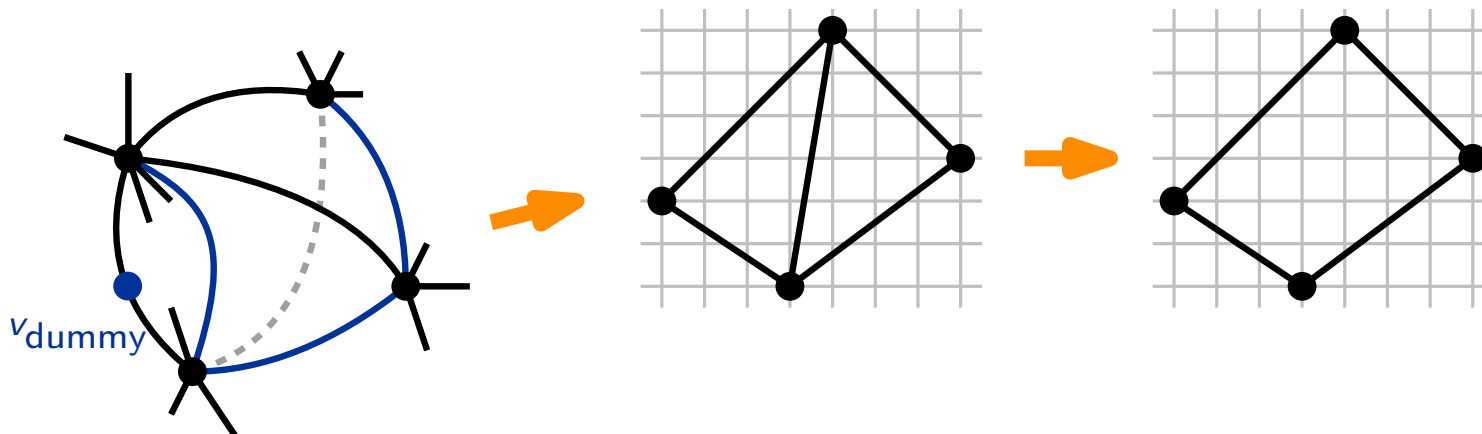
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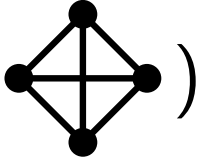


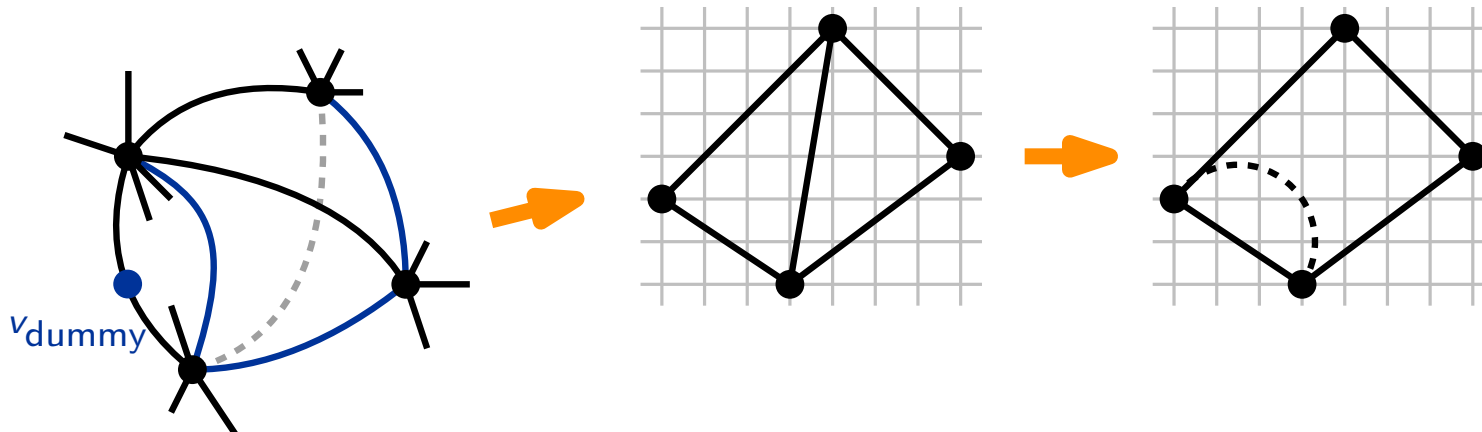
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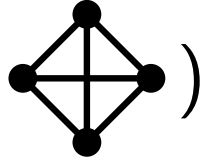


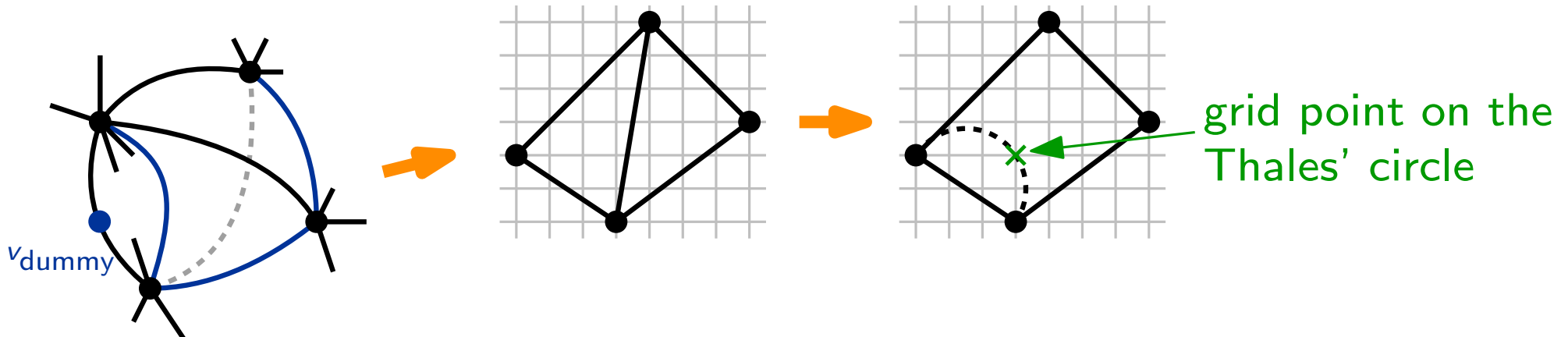
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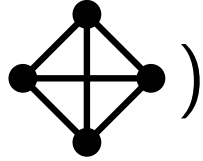


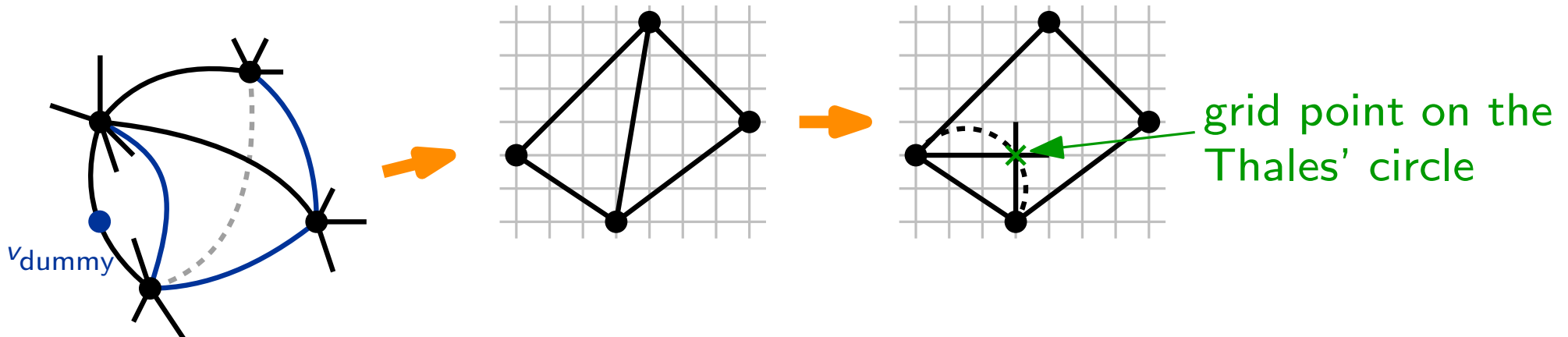
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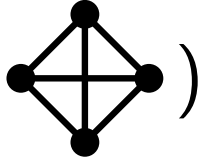


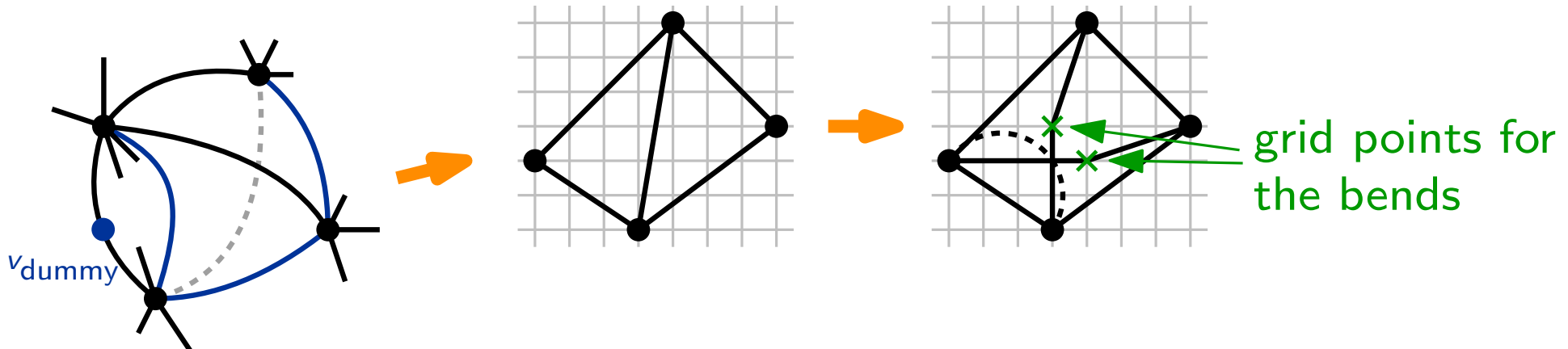
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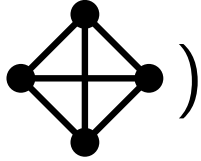


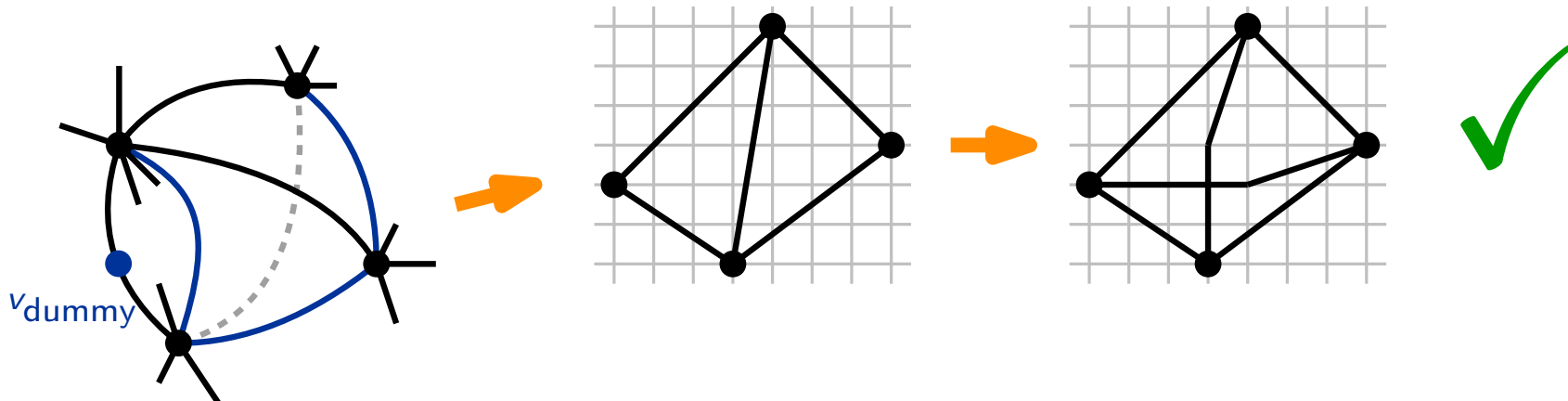
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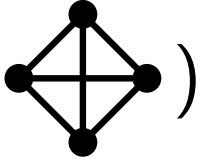


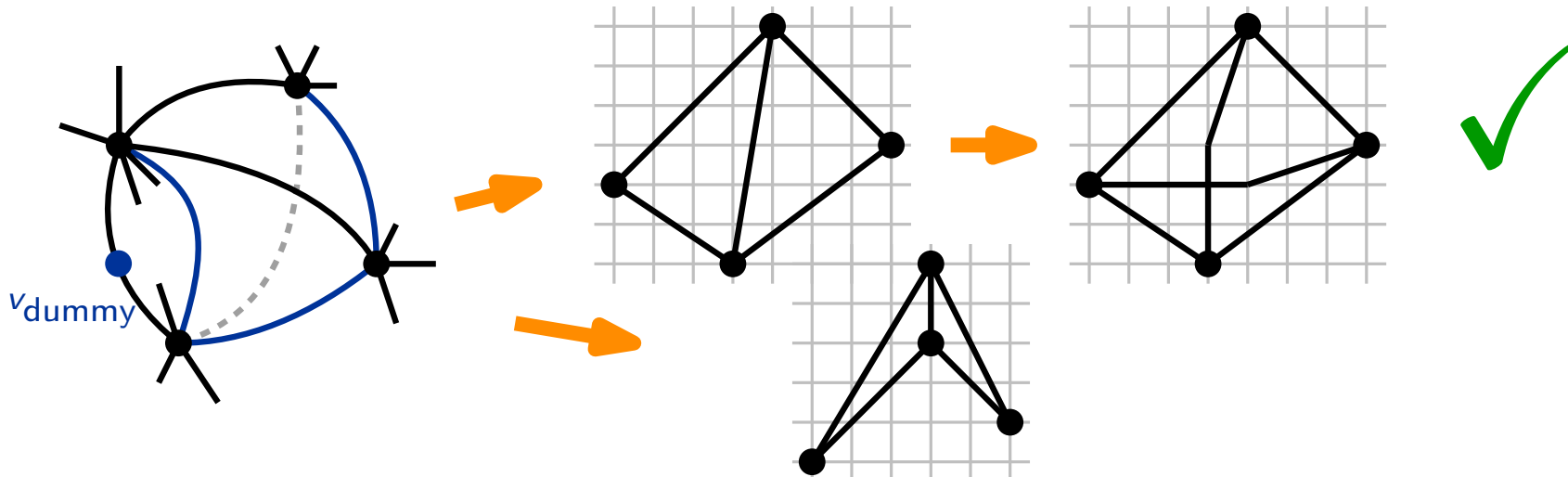
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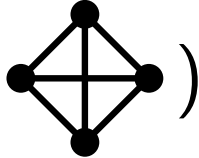


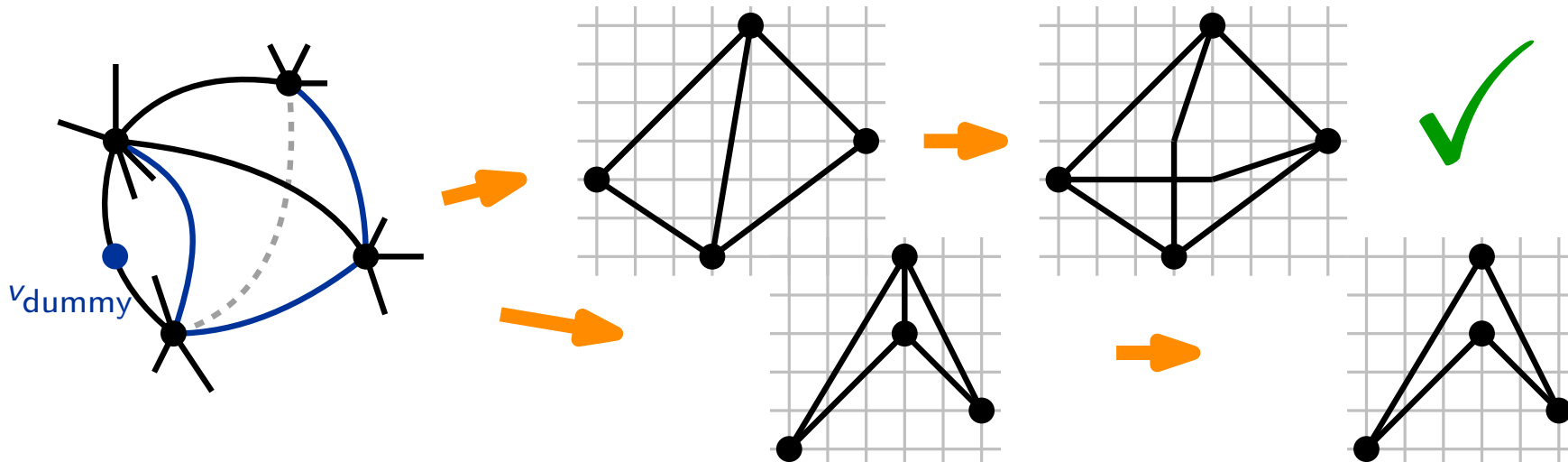
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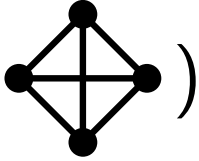


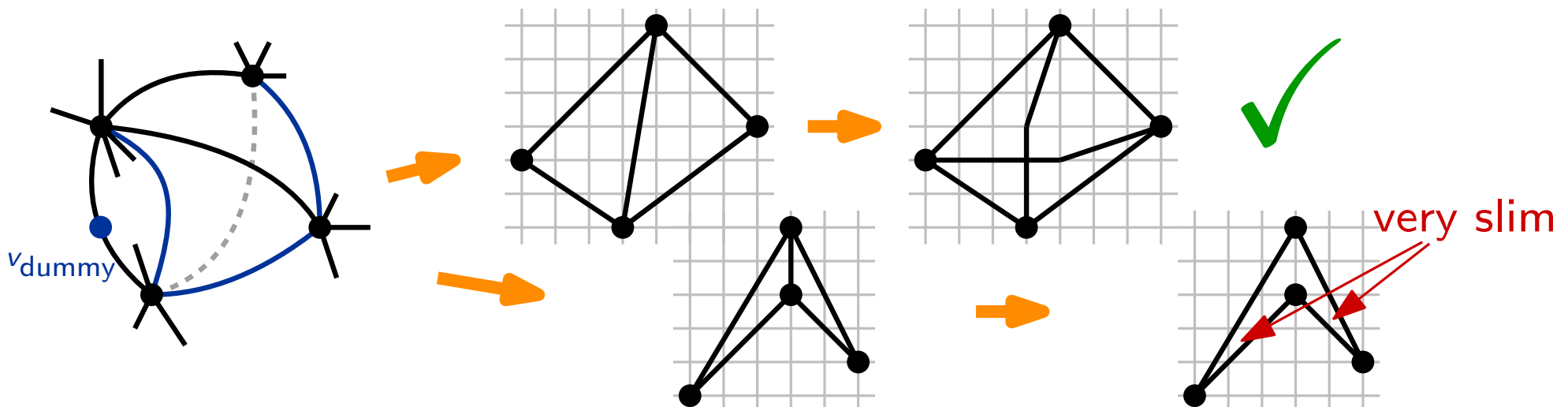
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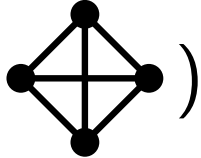


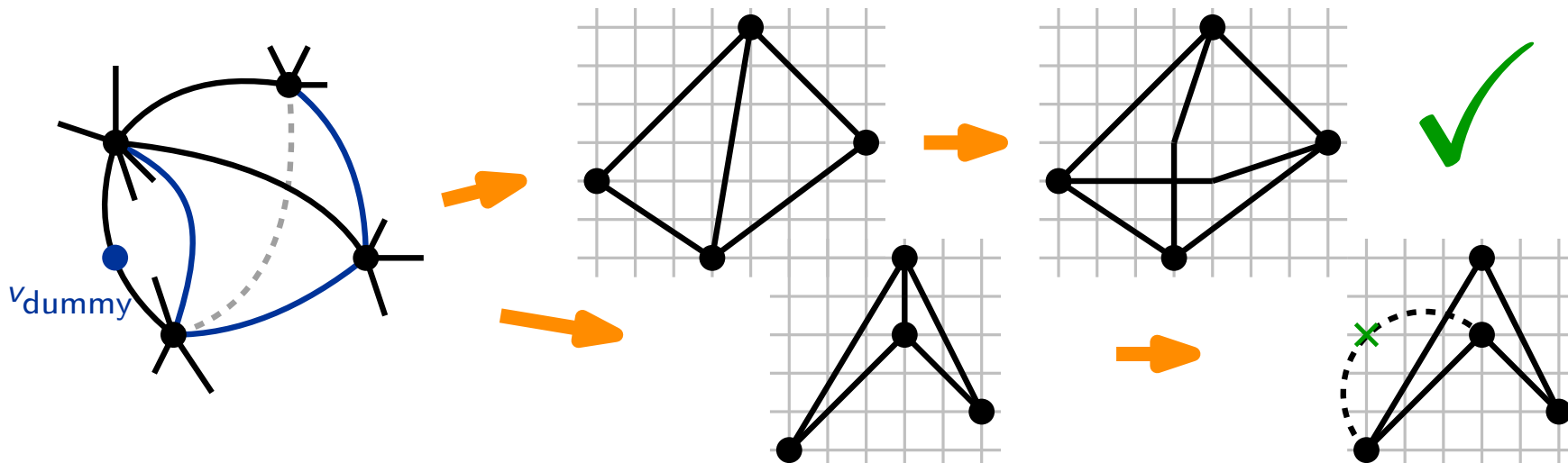
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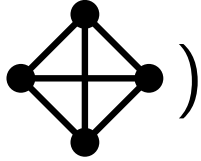


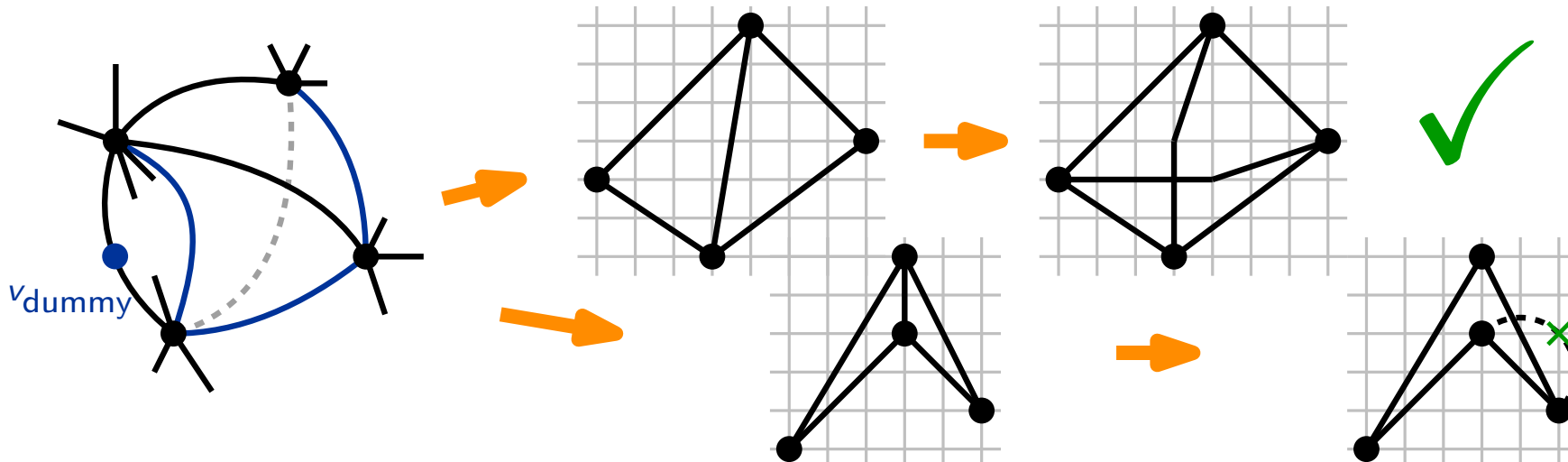
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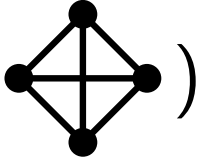


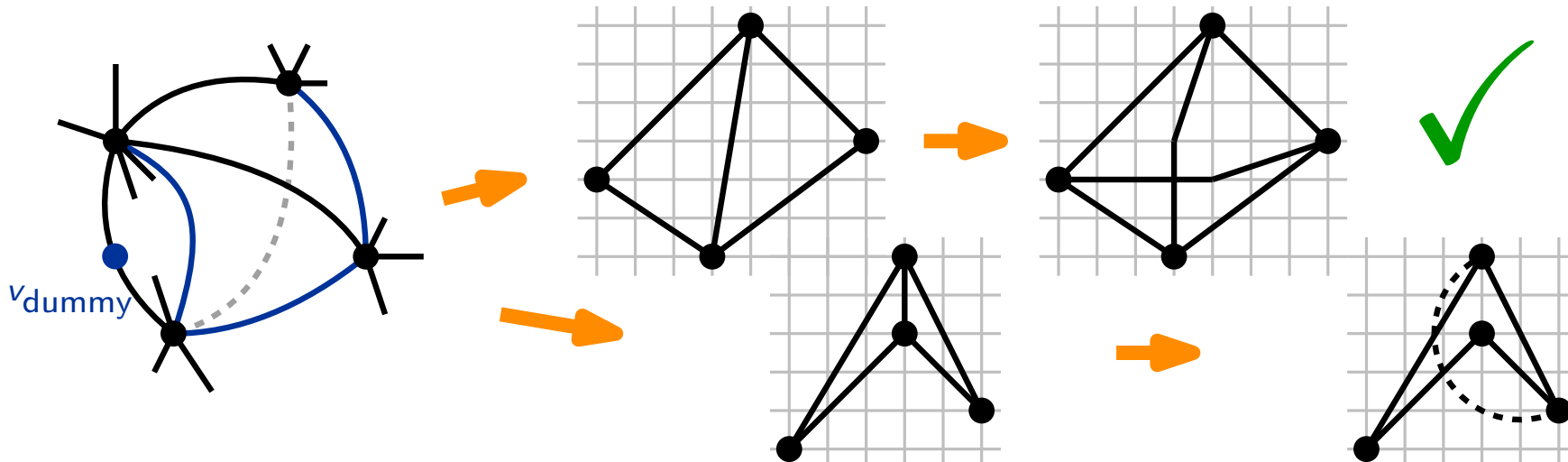
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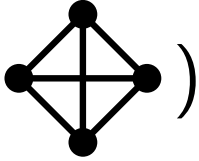


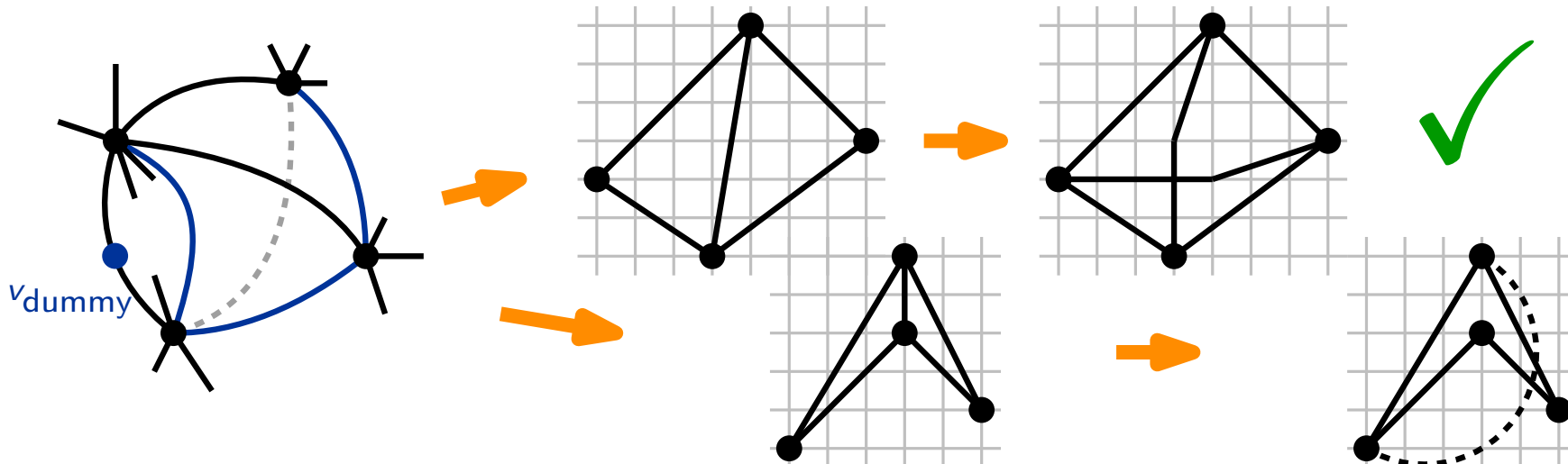
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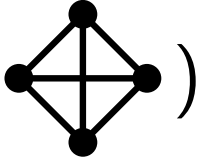


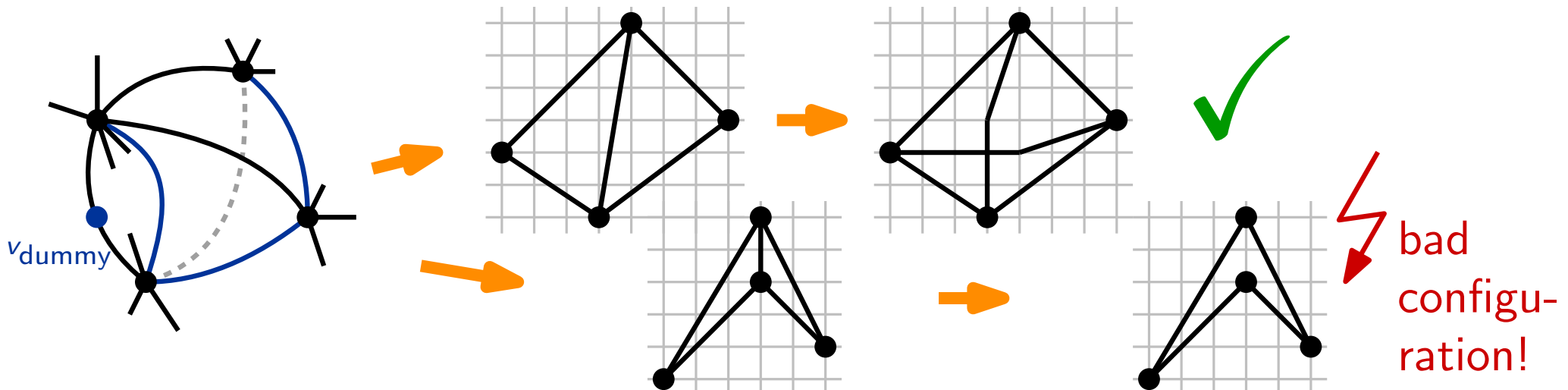
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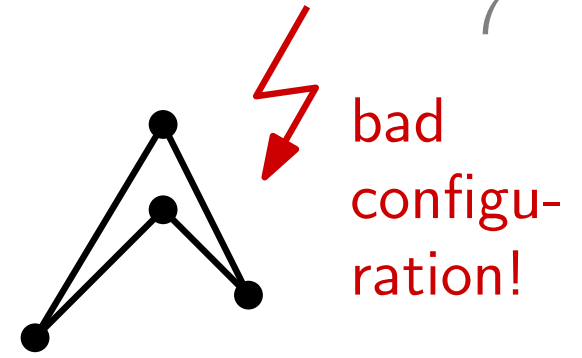


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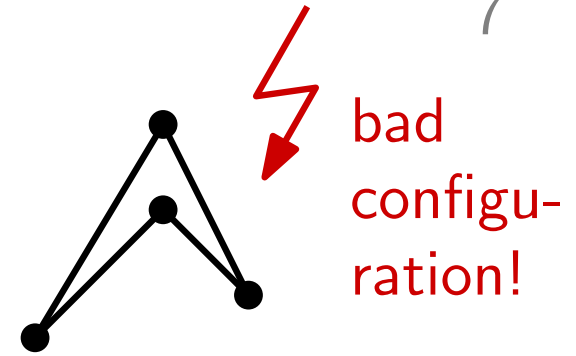
Our Algorithm



Our Algorithm

Solution:

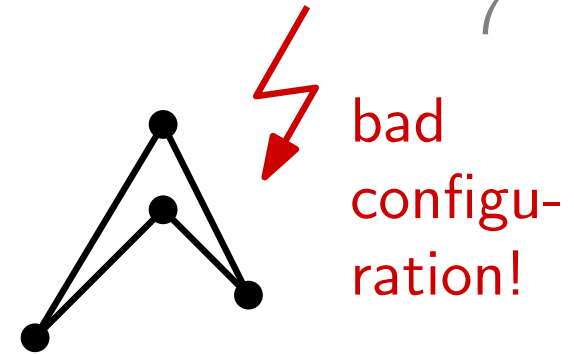
- Make the first vertex in the quadrangle (regarding the canonical ordering) adjacent to the other three vertices.



Our Algorithm

Solution:

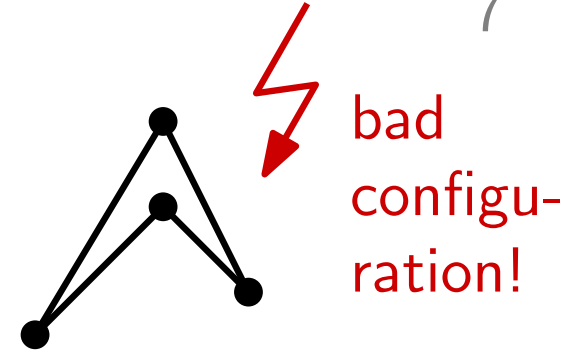
- Make the first vertex in the quadrangle (regarding the canonical ordering) adjacent to the other three vertices.
- Use the algorithm by Harel and Sardas (Shift Algorithm for biconnected graphs).



Our Algorithm

Solution:

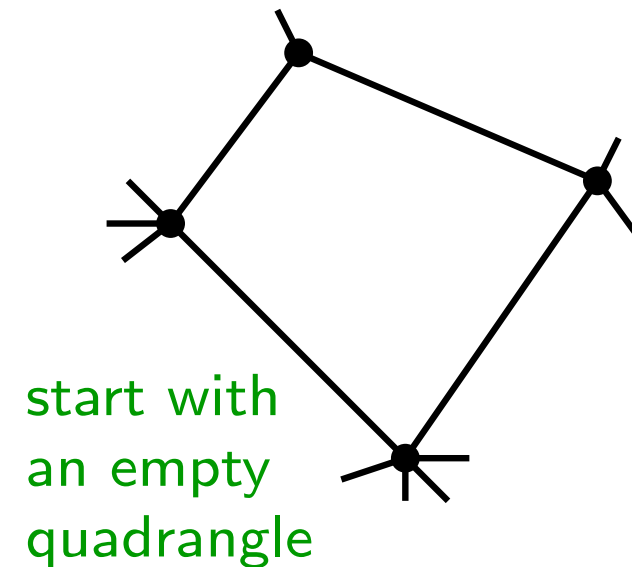
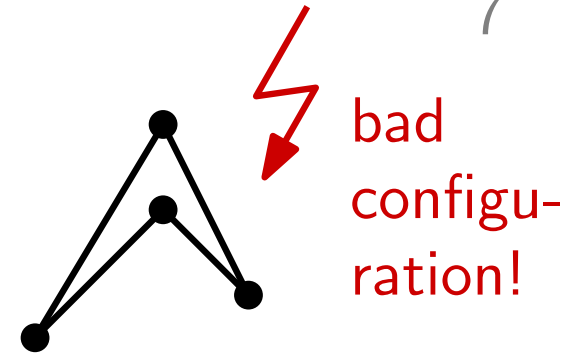
- Make the first vertex in the quadrangle (regarding the canonical ordering) adjacent to the other three vertices.
- Use the algorithm by Harel and Sardas (Shift Algorithm for biconnected graphs). It builds a canonical ordering bottom-up instead of top-down.



Our Algorithm

Solution:

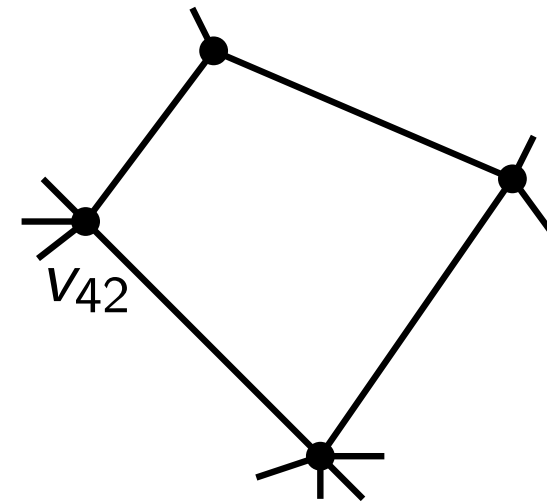
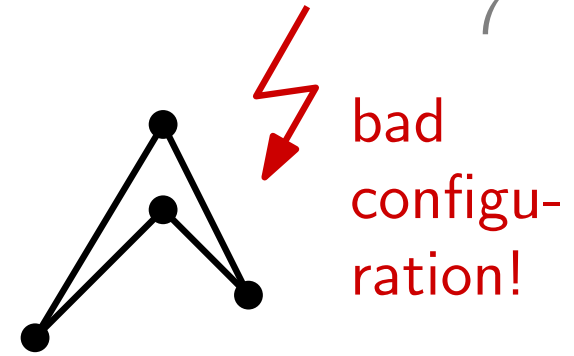
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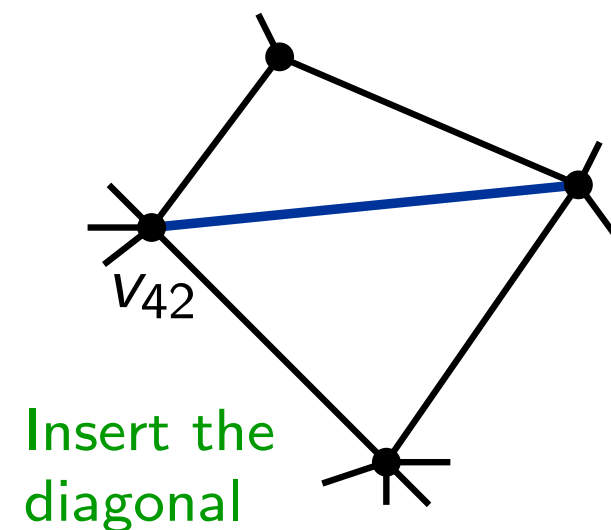
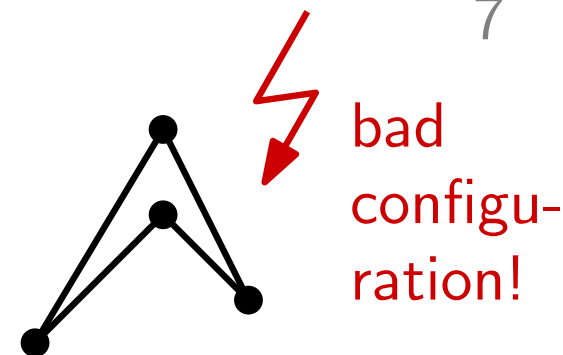
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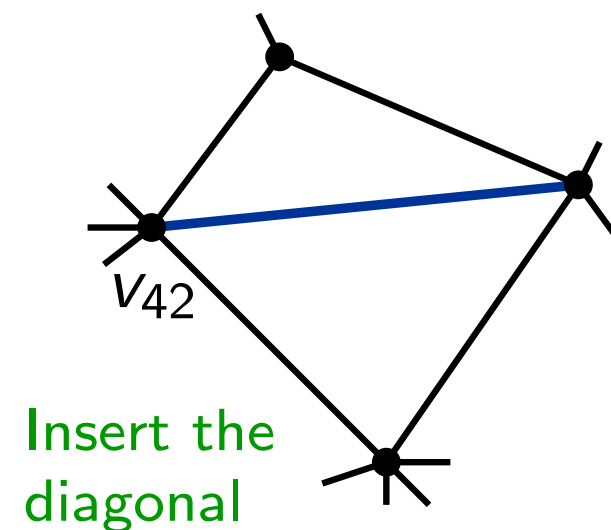
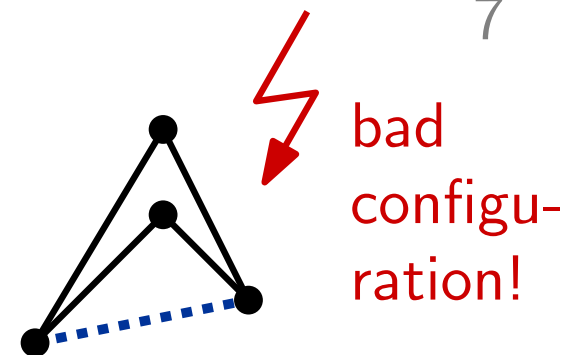
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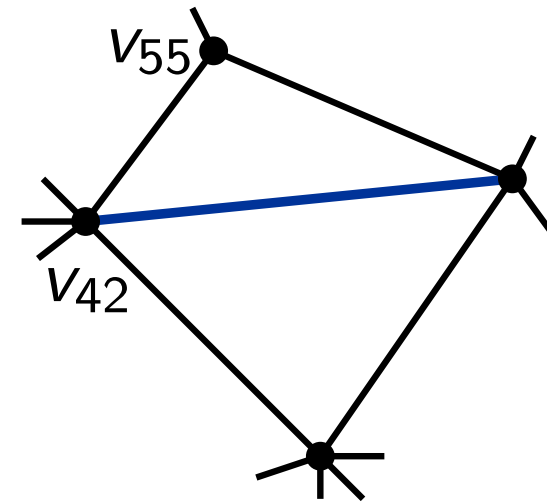
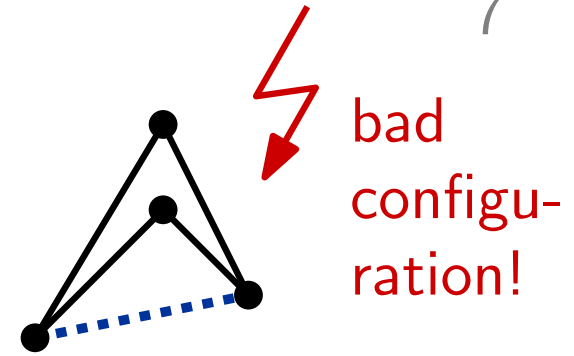
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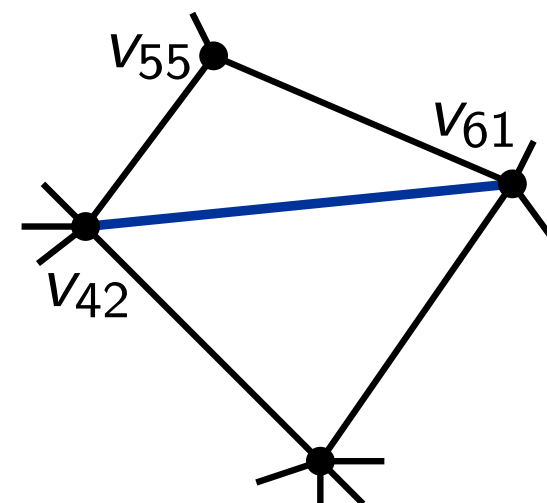
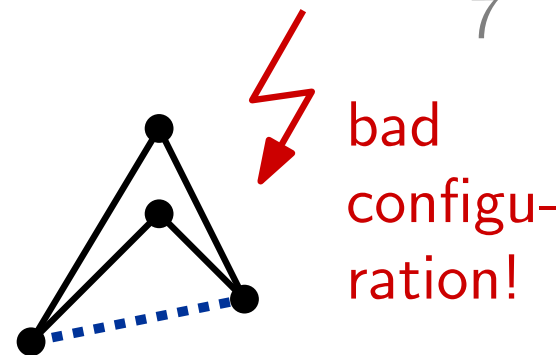
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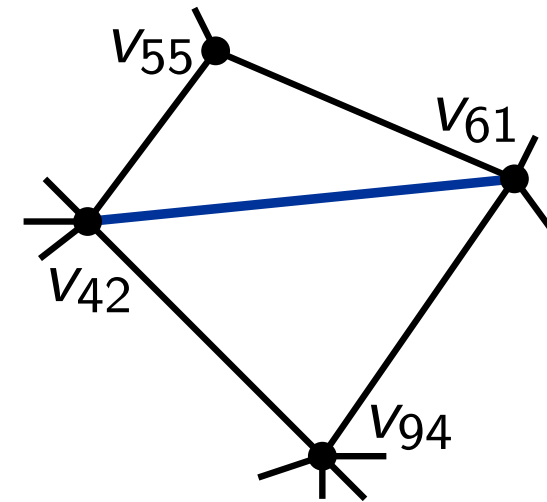
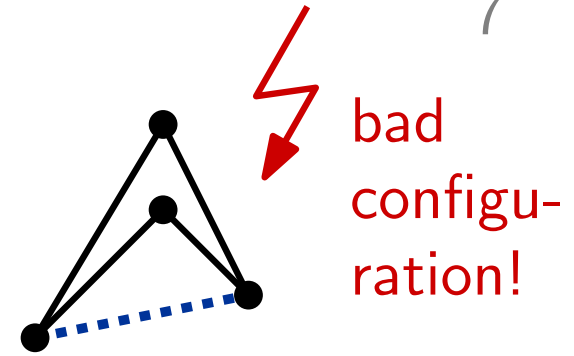
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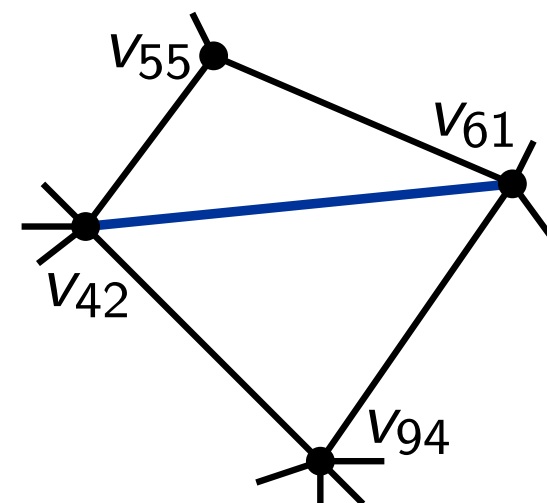
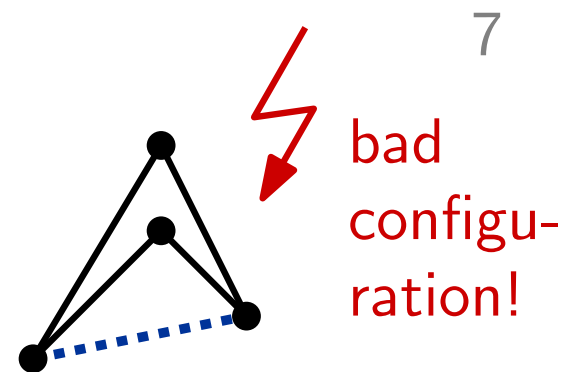
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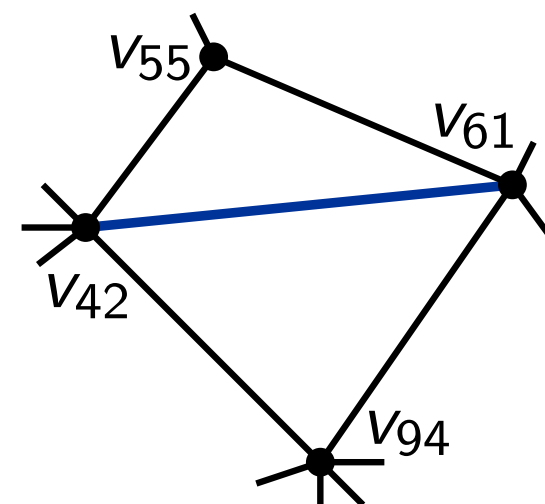
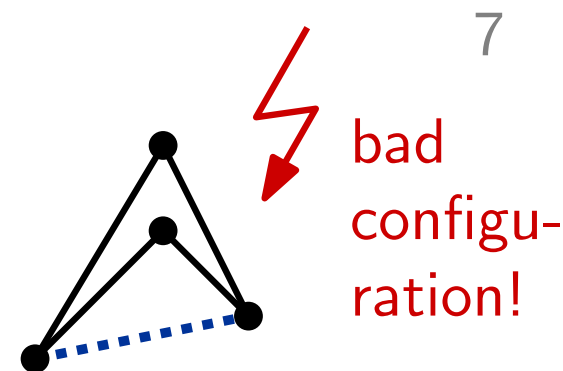
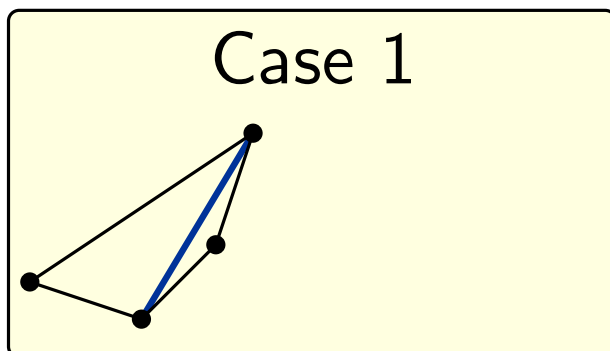
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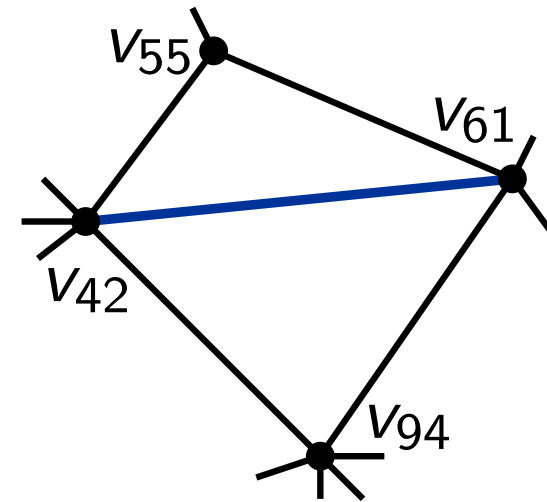
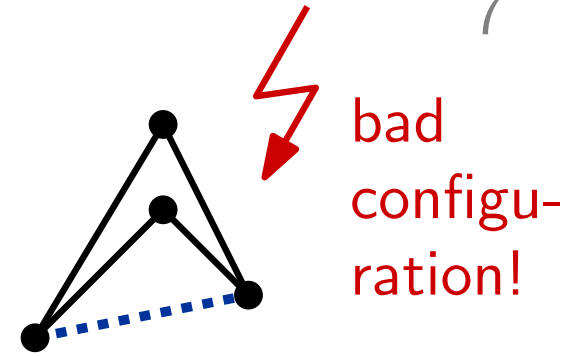
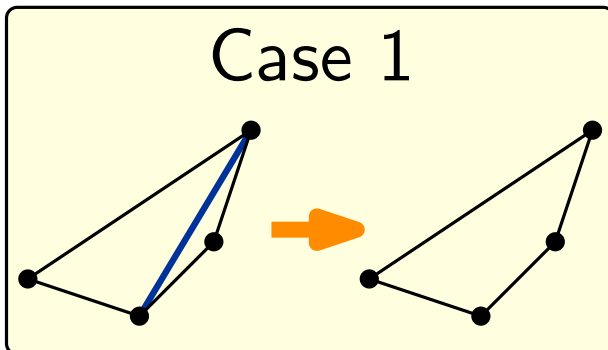
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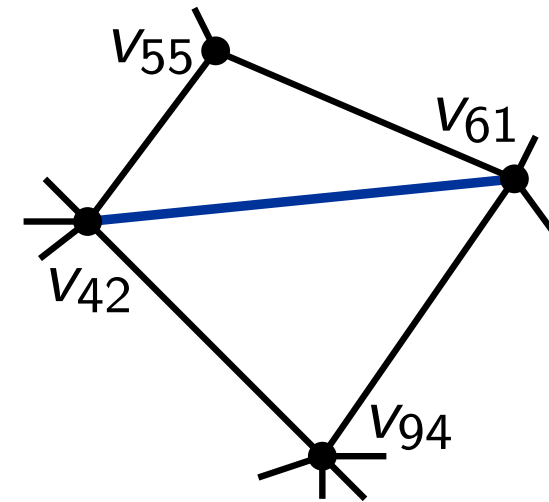
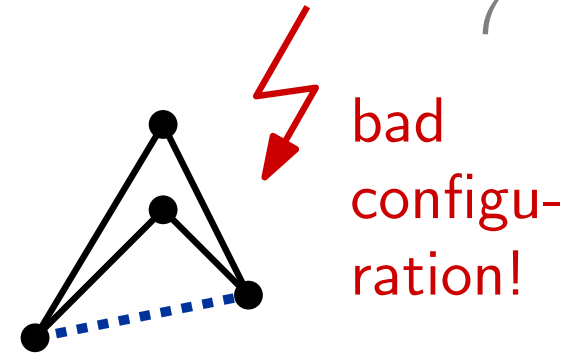
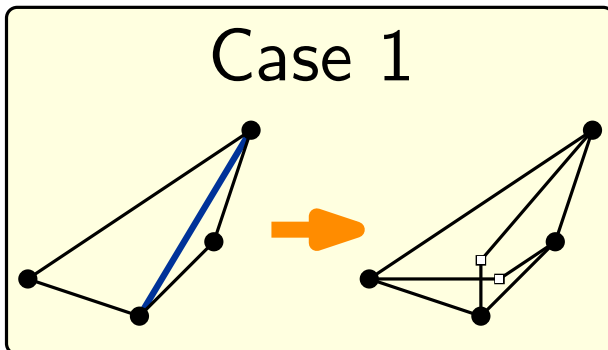
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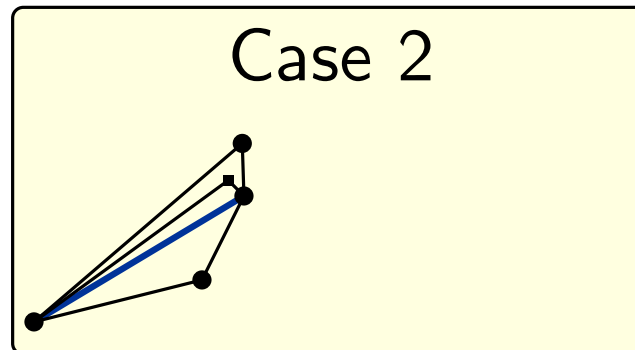
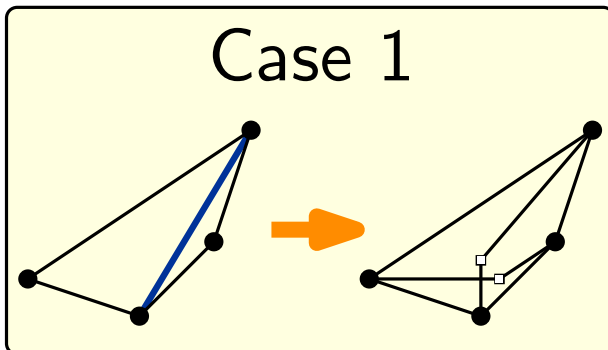
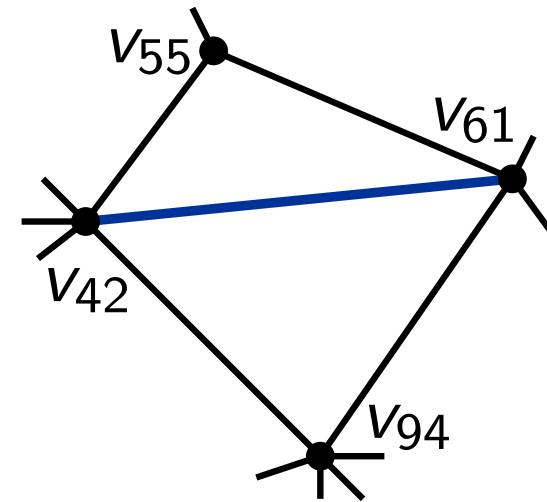
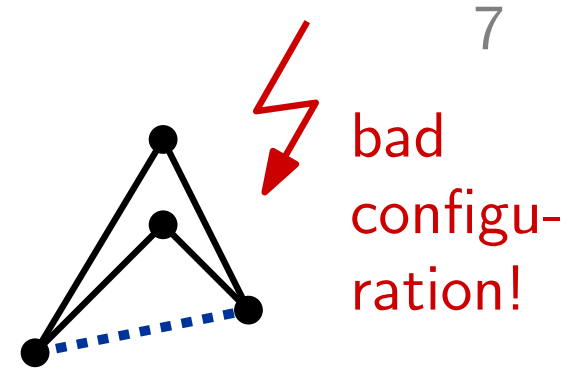
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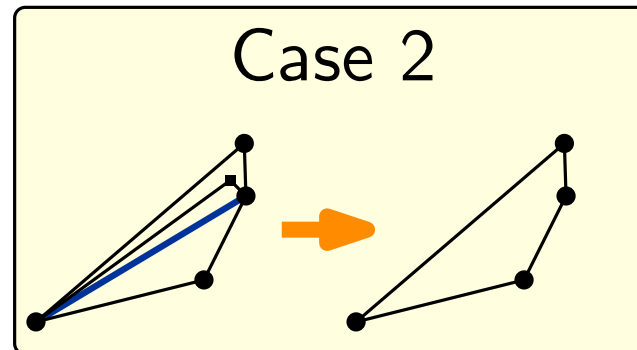
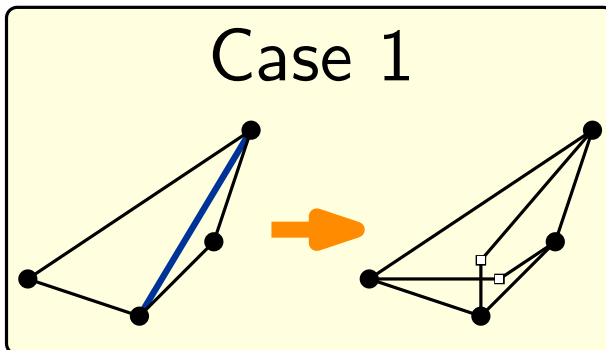
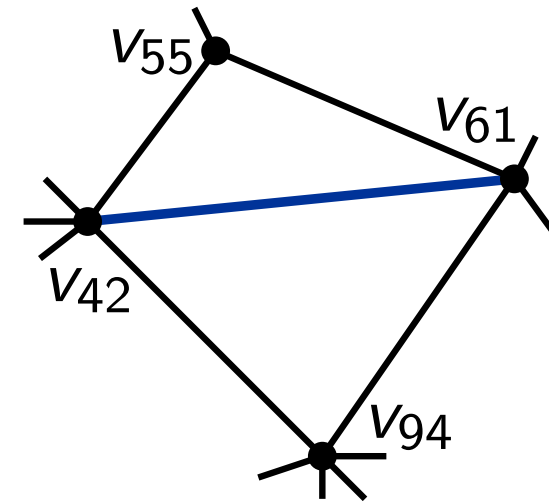
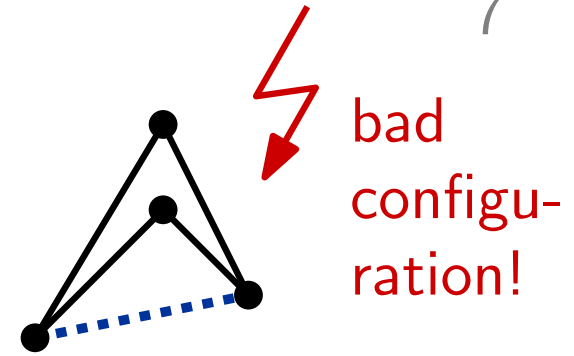
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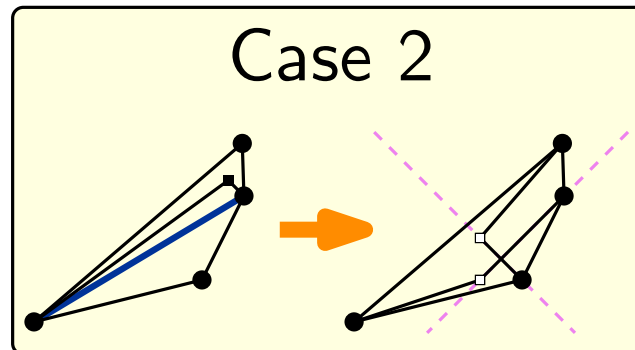
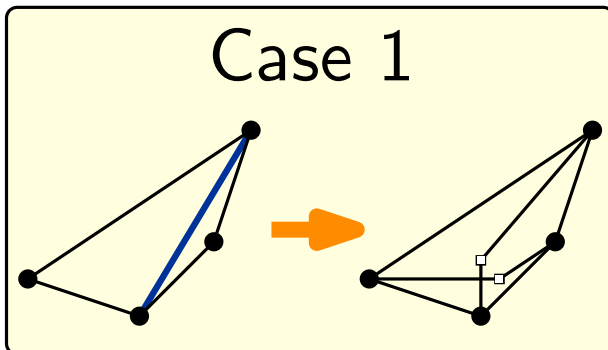
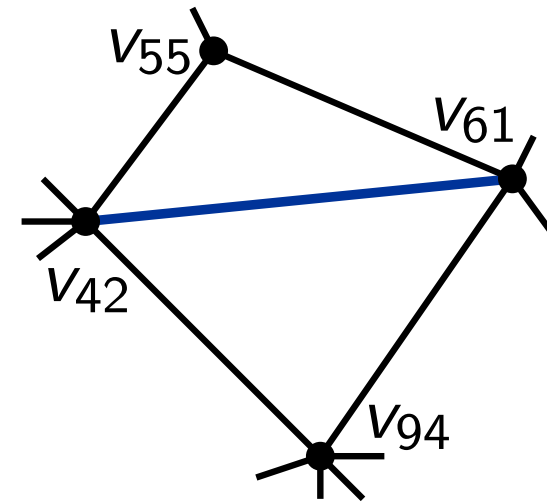
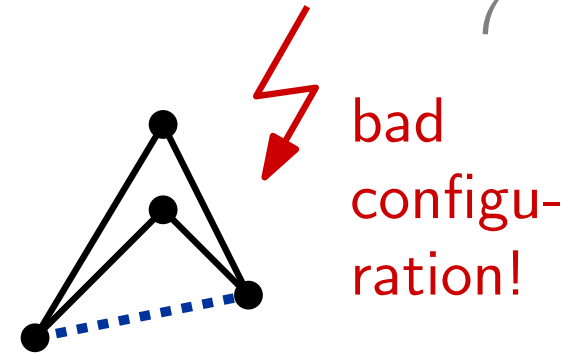
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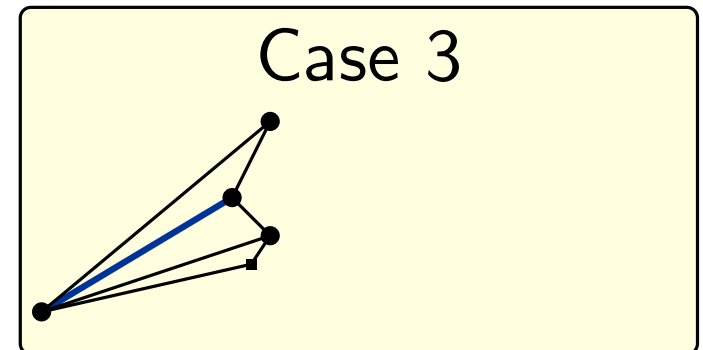
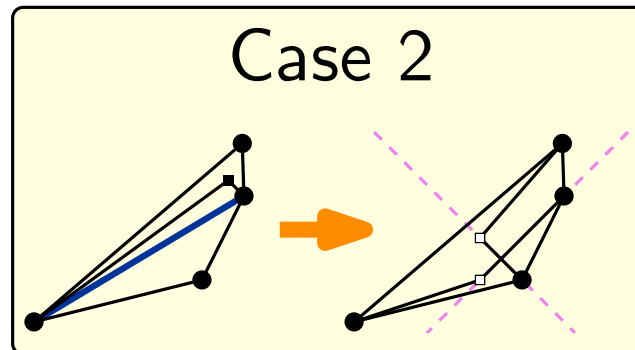
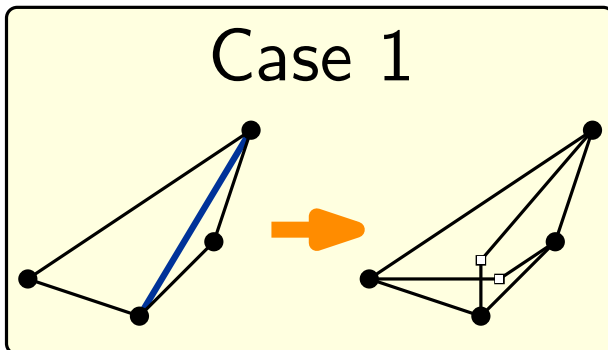
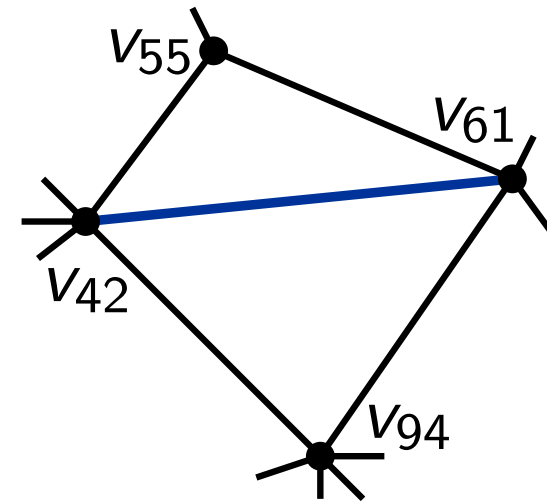
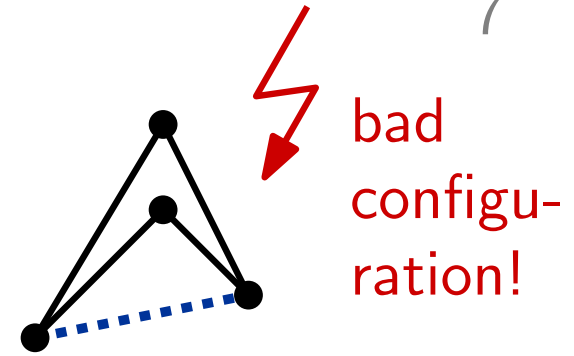
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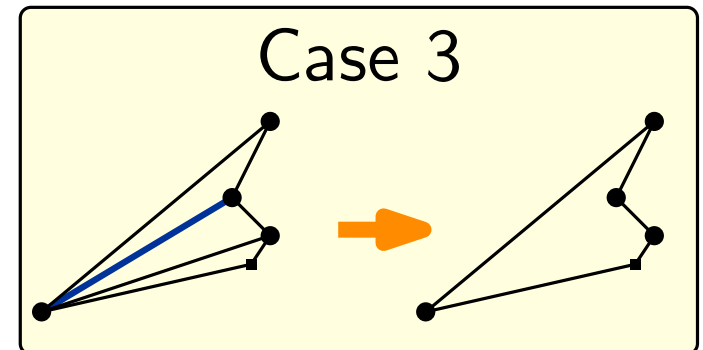
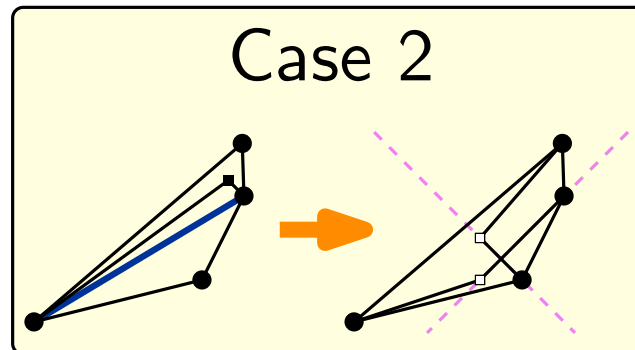
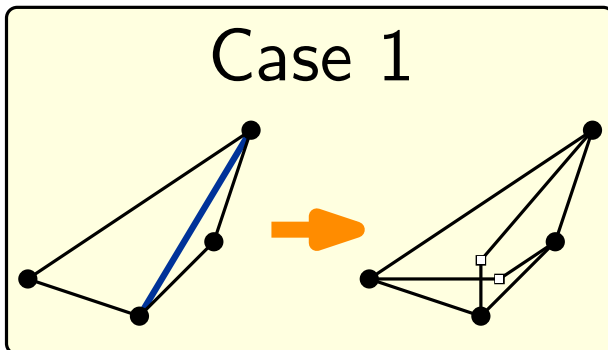
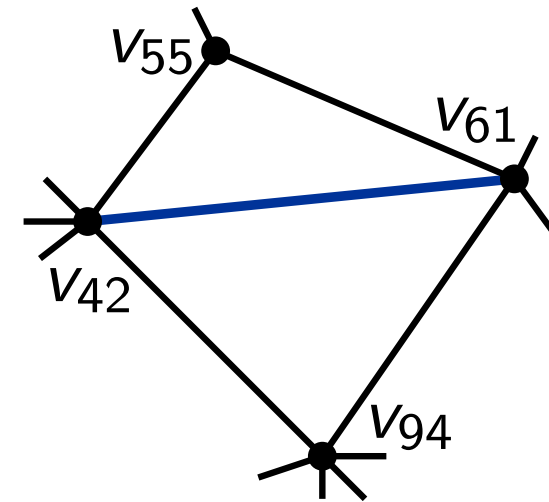
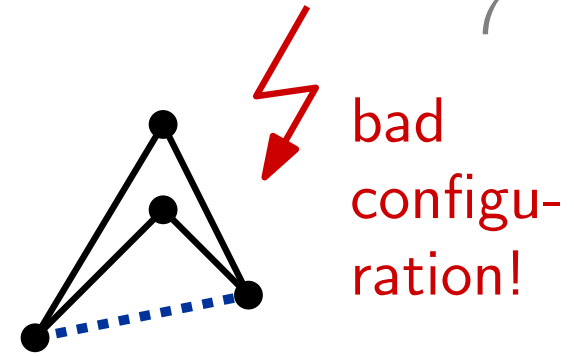
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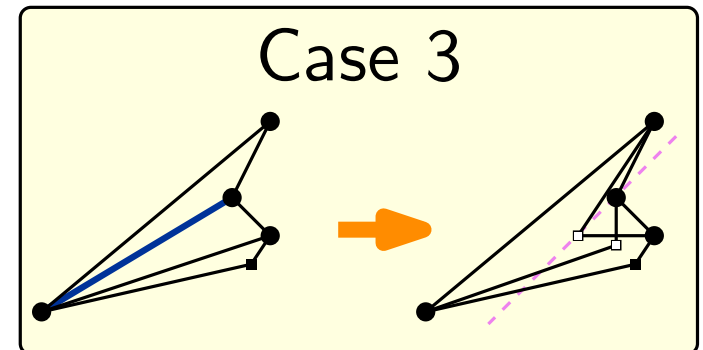
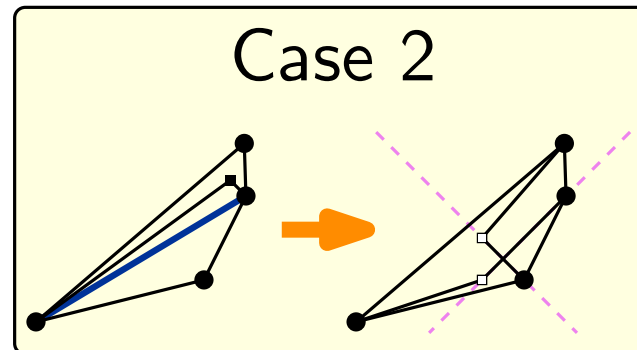
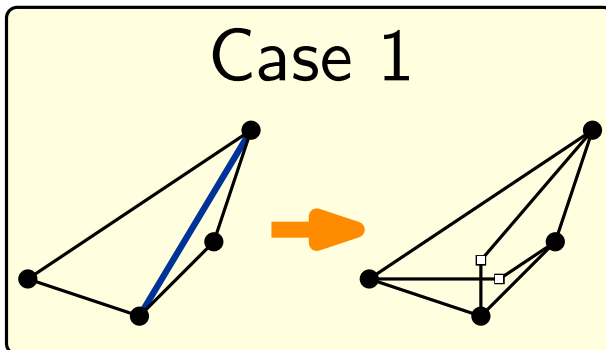
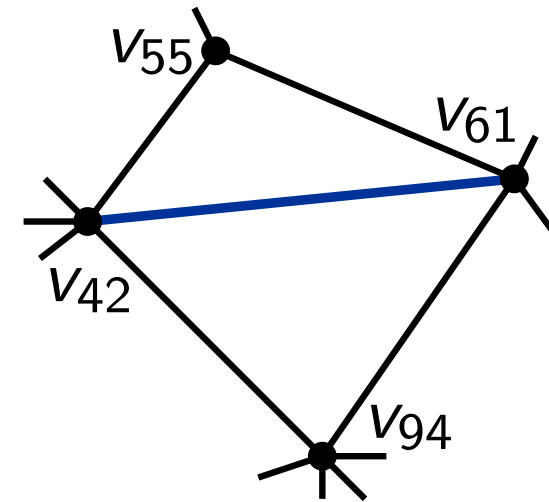
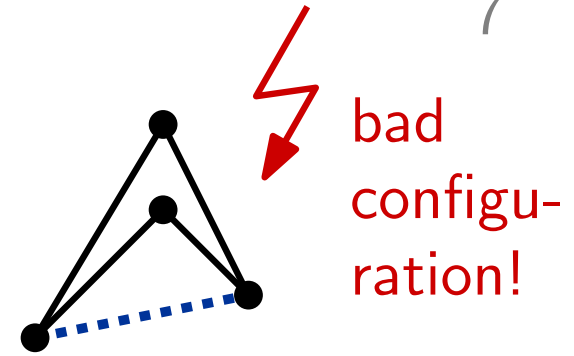
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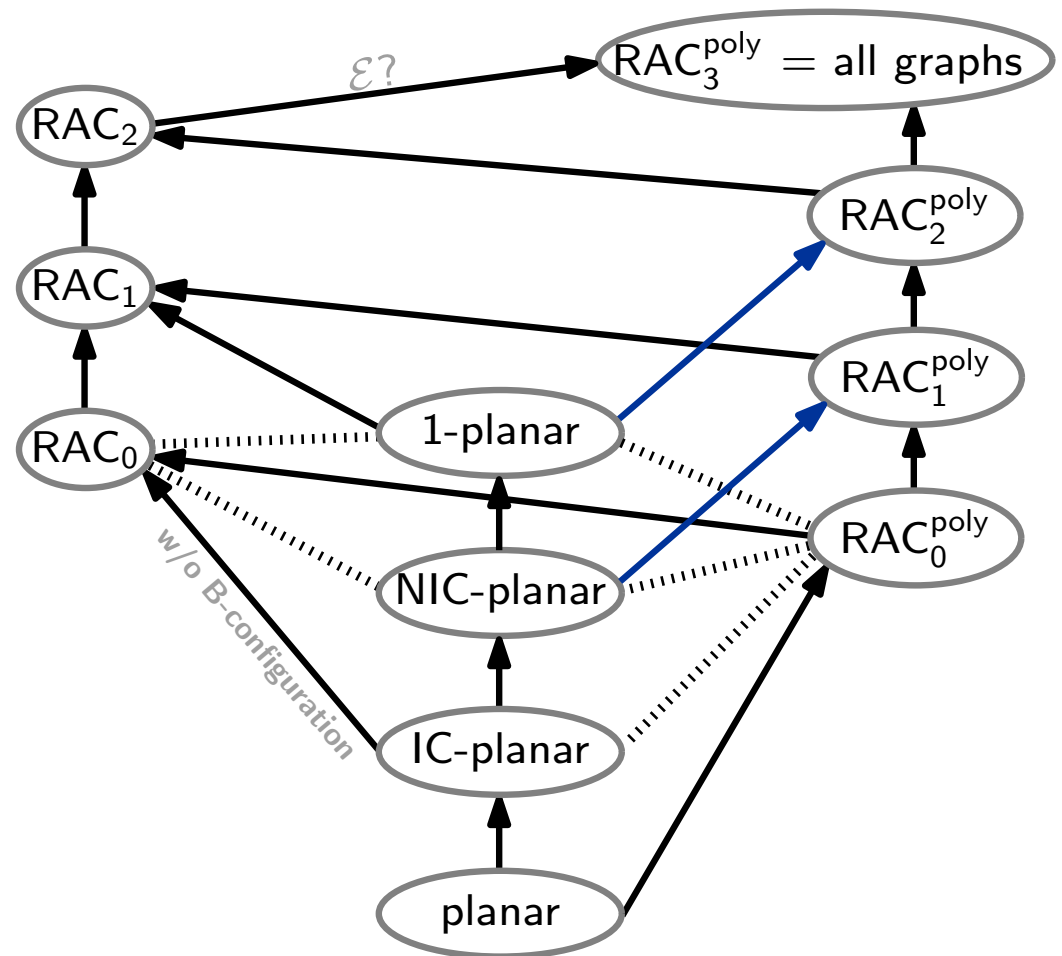
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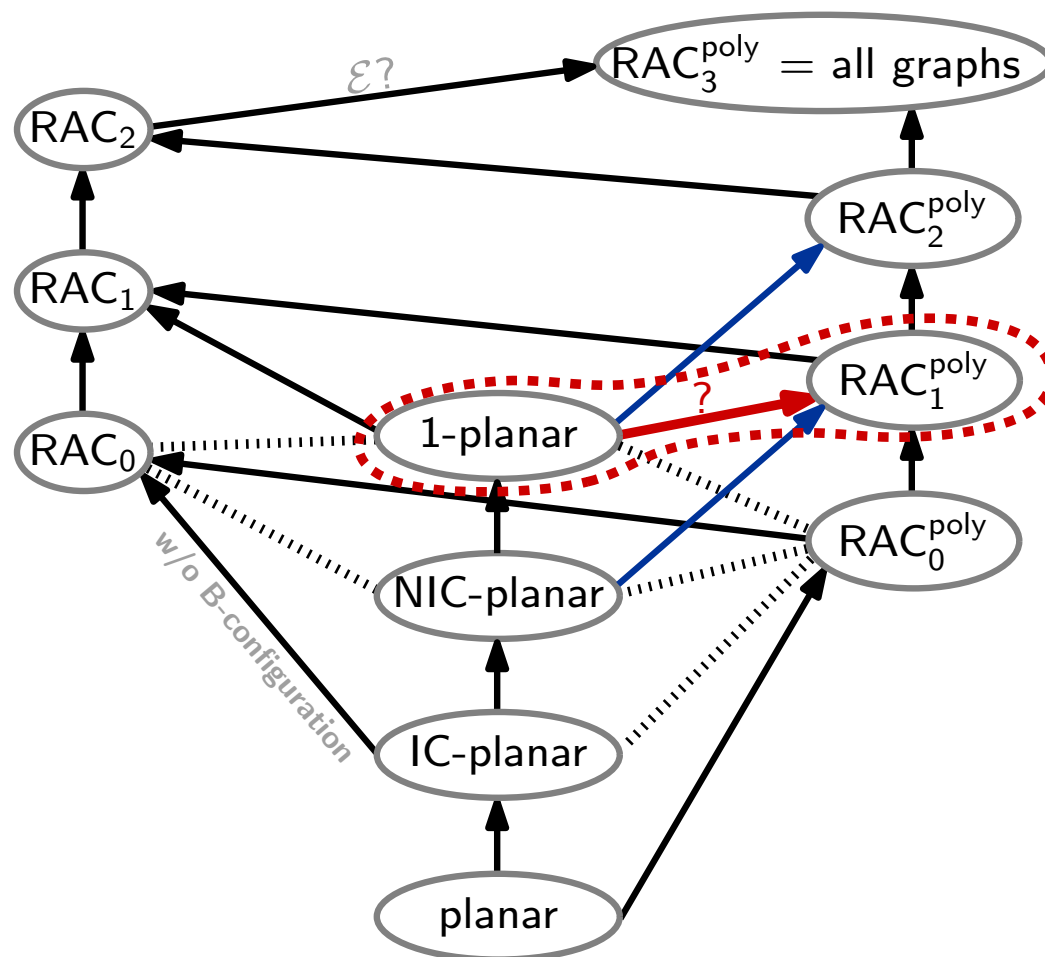
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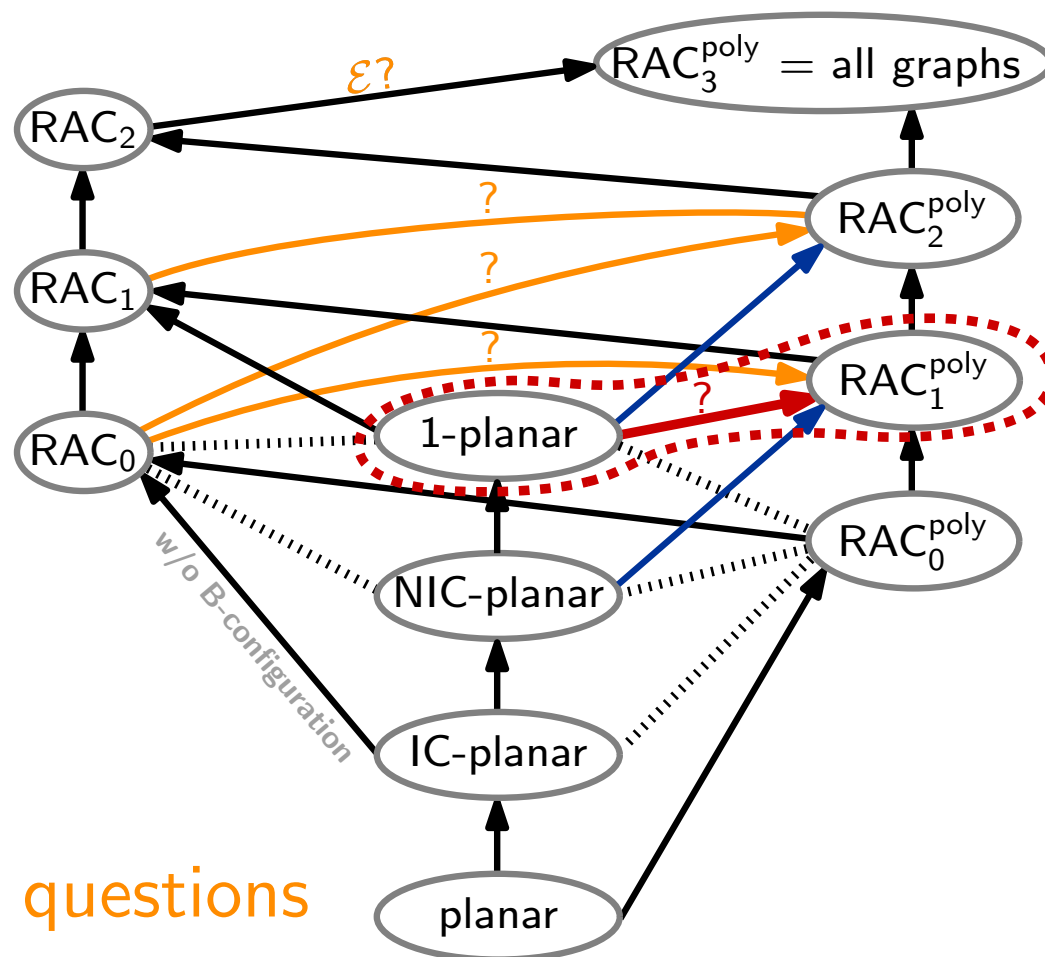
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