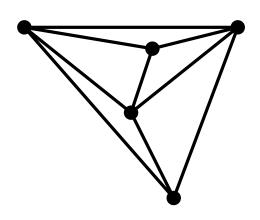




Compact Drawings of 1-Planar Graphs with Right-Angle Crossings and Few Bends

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

Types of drawings:

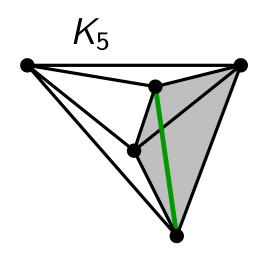


Planar:

No crossings

Types of drawings:

1-Planar: ≤ 1 crossings per edge

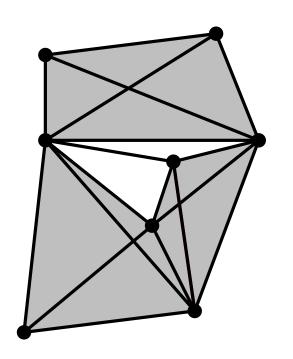


Planar:

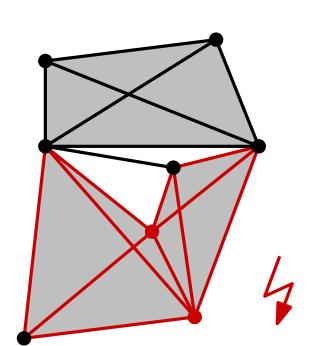
No crossings

Types of drawings:

1-Planar: ≤ 1 crossings per edge



Types of drawings:

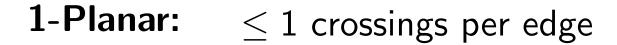


1-Planar: ≤ 1 crossings per edge

NIC-Planar: Two crossings share

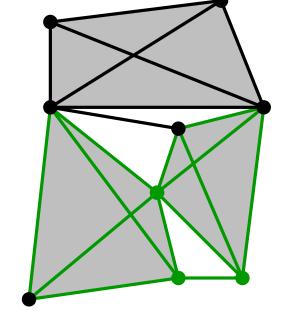
 ≤ 1 vertices

Types of drawings:

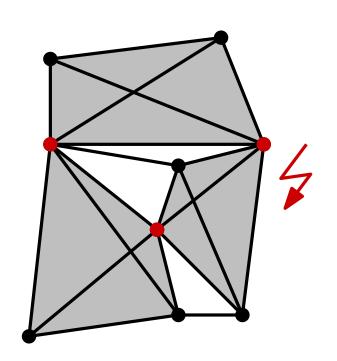


NIC-Planar: Two crossings share

 ≤ 1 vertices



Types of drawings:



1-Planar: ≤ 1 crossings per edge

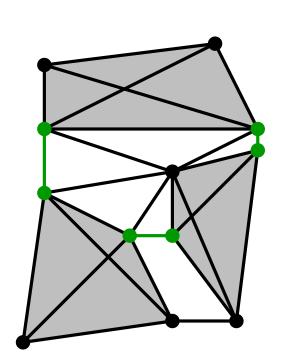
NIC-Planar: Two crossings share

 ≤ 1 vertices

IC-Planar: Two crossings share

no vertices

Types of drawings:



1-Planar: ≤ 1 crossings per edge

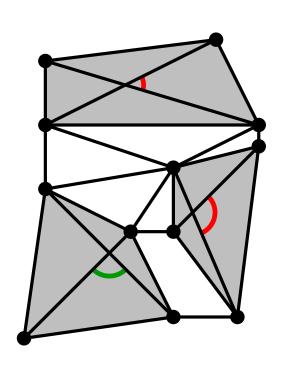
NIC-Planar: Two crossings share

 ≤ 1 vertices

IC-Planar: Two crossings share

no vertices

Types of drawings:



1-Planar: ≤ 1 crossings per edge

NIC-Planar: Two crossings share

 ≤ 1 vertices

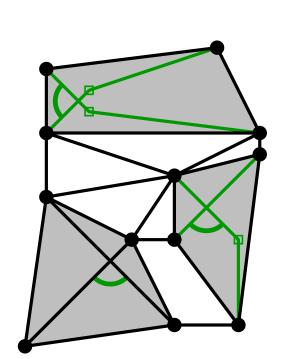
IC-Planar: Two crossings share

no vertices

Planar: No crossings

RAC: Right angle crossings

Types of drawings:



1-Planar: ≤ 1 crossings per edge

NIC-Planar: Two crossings share

 ≤ 1 vertices

IC-Planar: Two crossings share

no vertices

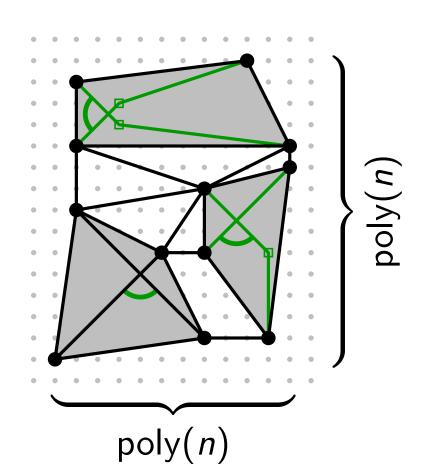
Planar: No crossings

RAC: Right angle crossings

 RAC_k : with $\leq k$ bends per edge

RAC₀: with straight-line edges

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

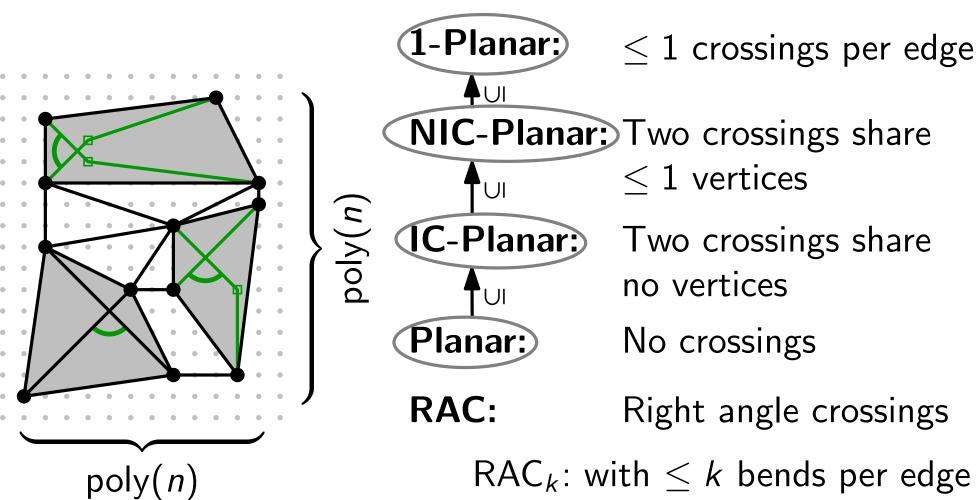
RAC: Right angle crossings

 RAC_k : with $\leq k$ bends per edge

RAC₀: with straight-line edges

RACpoly: in polynomial area

Types of drawings:

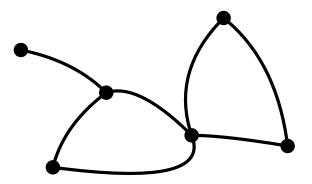


 RAC_k : with $\leq k$ bends per edge RAC_0 : with straight-line edges

RACpoly: in polynomial area

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

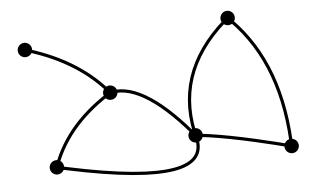
[de Fraysseix, Pach, and Pollack, 1990] [Chrobak and Payne, 1995]



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

Idea:

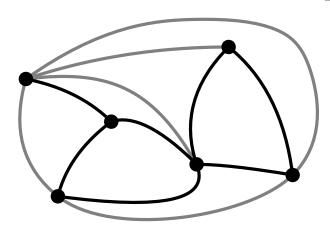
• Triangulate given plane graph.



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

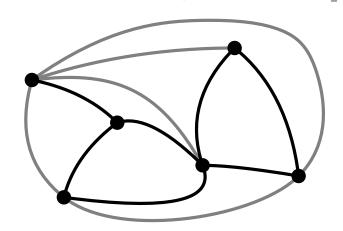
Idea:

• Triangulate given plane graph.



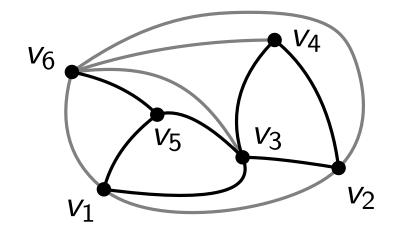
[de Fraysseix, Pach, and Pollack, 1990] [Chrobak and Payne, 1995]

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



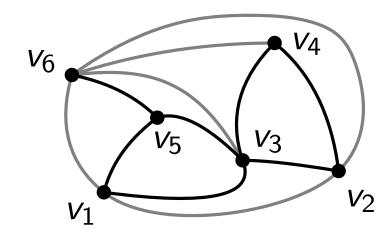
[de Fraysseix, Pach, and Pollack, 1990] [Chrobak and Payne, 1995]

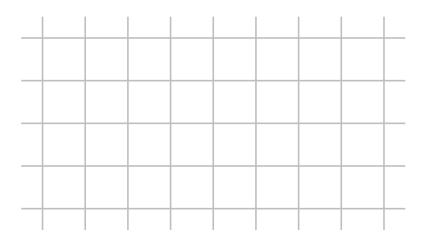
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[de Fraysseix, Pach, and Pollack, 1990] [Chrobak and Payne, 1995]

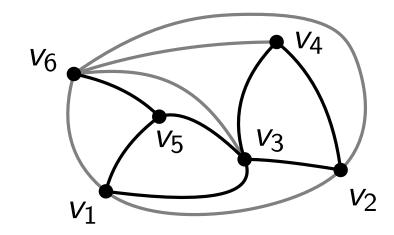
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- Draw the graph:

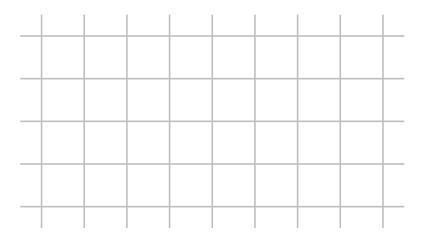




[de Fraysseix, Pach, and Pollack, 1990] [Chrobak and Payne, 1995]

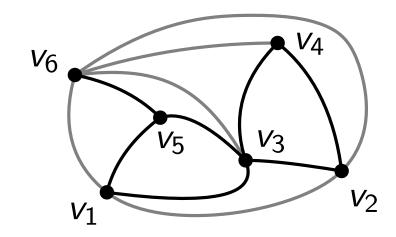
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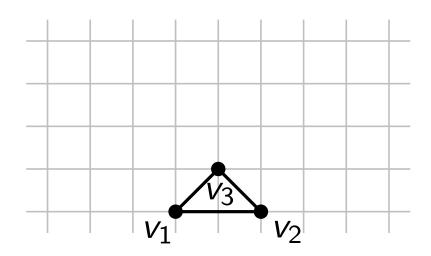




[de Fraysseix, Pach, and Pollack, 1990] [Chrobak and Payne, 1995]

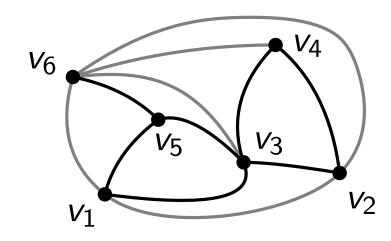
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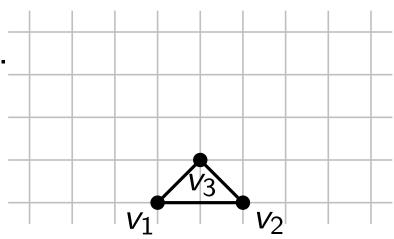




[de Fraysseix, Pach, and Pollack, 1990] [Chrobak and Payne, 1995]

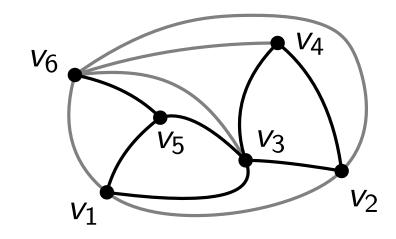
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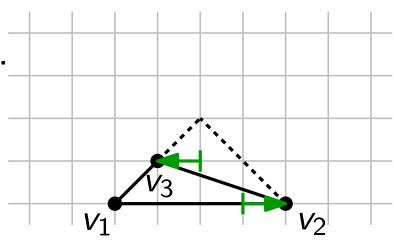




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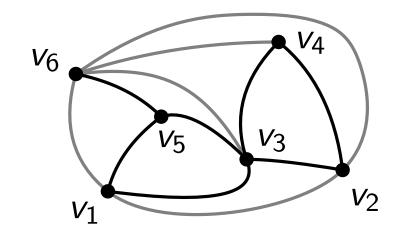
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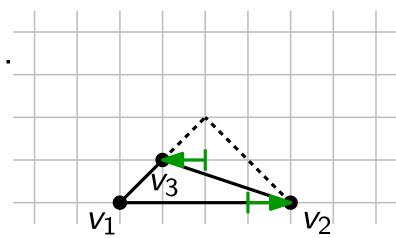




[de Fraysseix, Pach, and Pollack, 1990] [Chrobak and Payne, 1995]

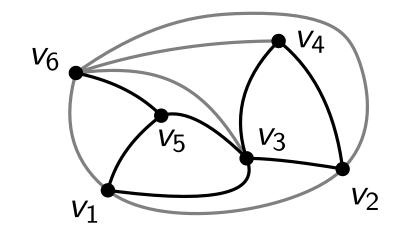
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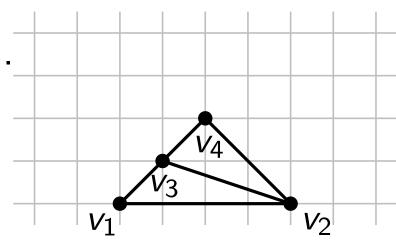




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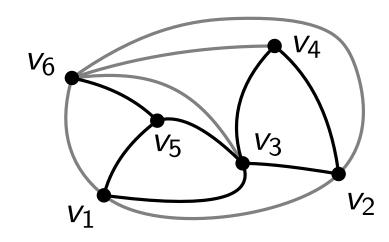
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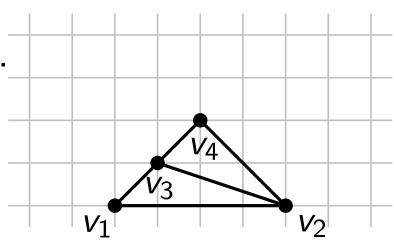




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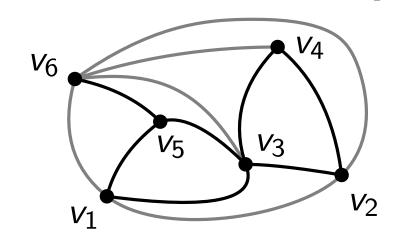
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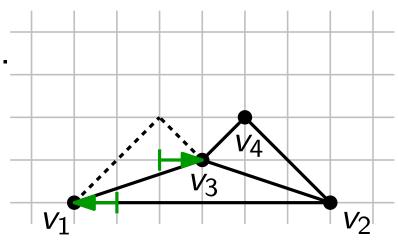




[de Fraysseix, Pach, and Pollack, 1990] [Chrobak and Payne, 1995]

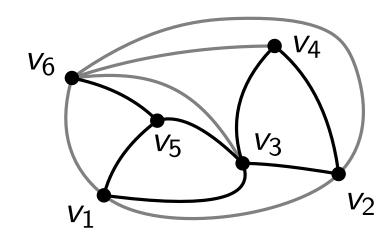
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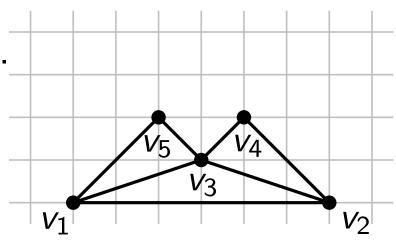




[de Fraysseix, Pach, and Pollack, 1990] [Chrobak and Payne, 1995]

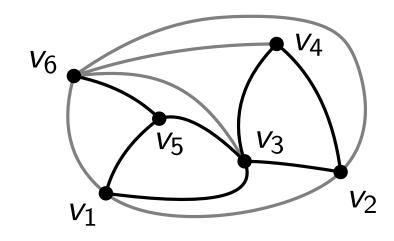
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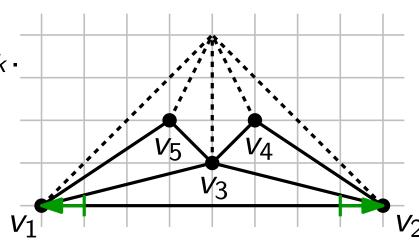




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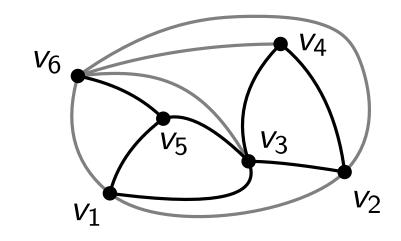
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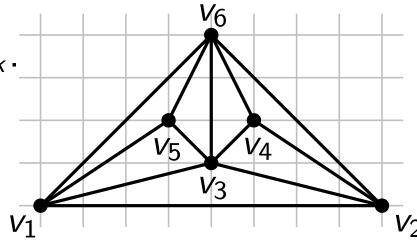




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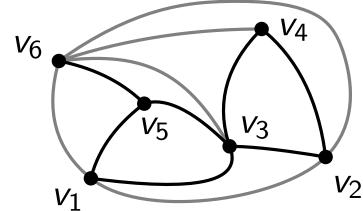




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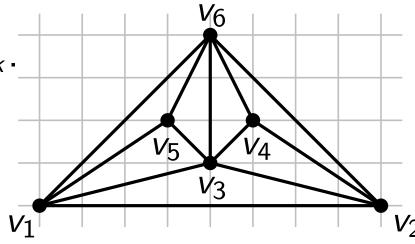
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Resulting grid size:

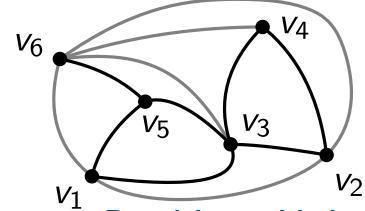
$$(2n-4)\times(n-2)$$



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

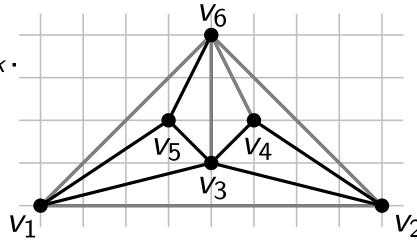
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Resulting grid size:

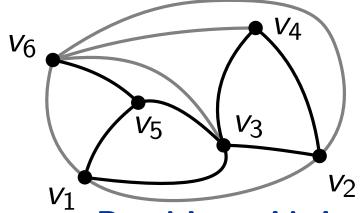
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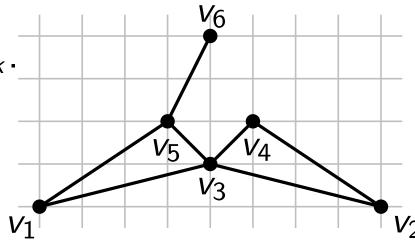
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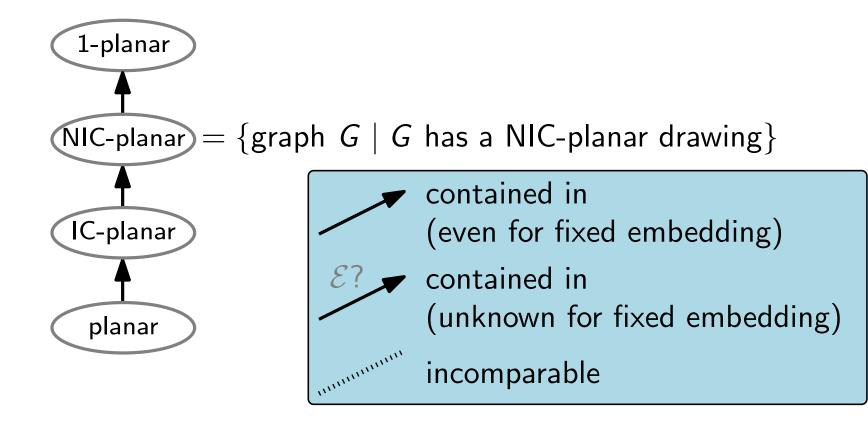


Resulting grid size:

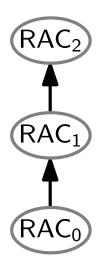
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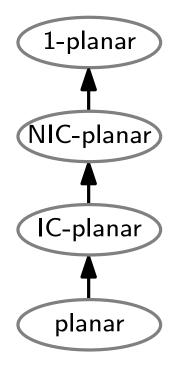


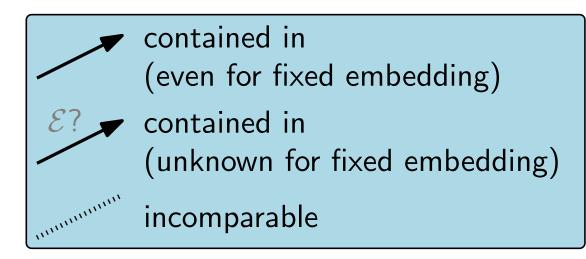
Introduction: Related Work



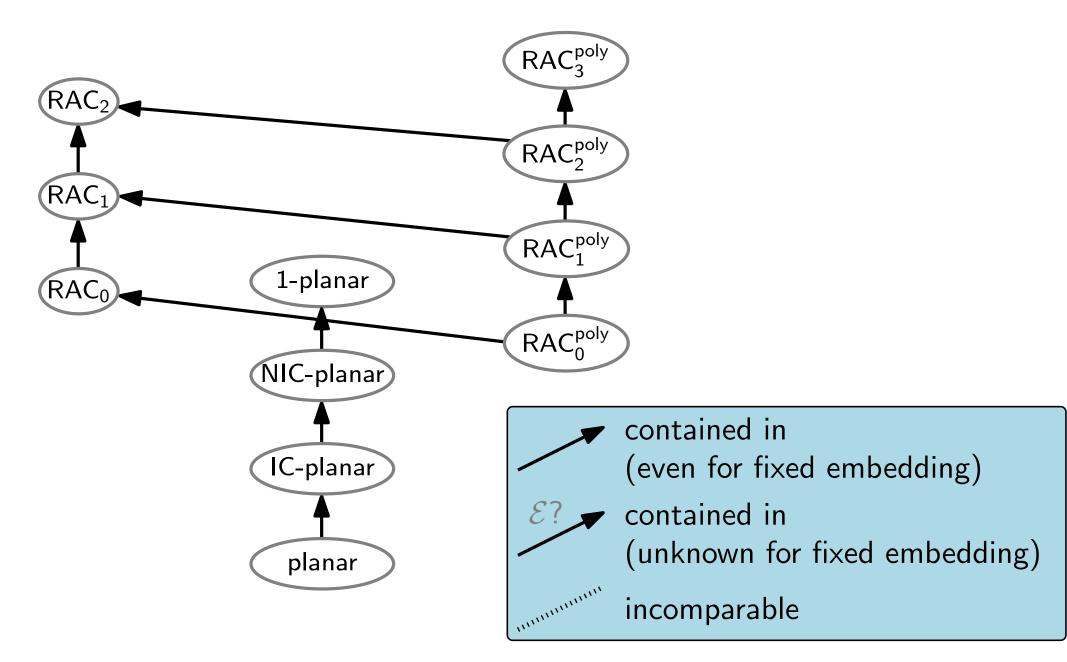
Introduction: Related Work

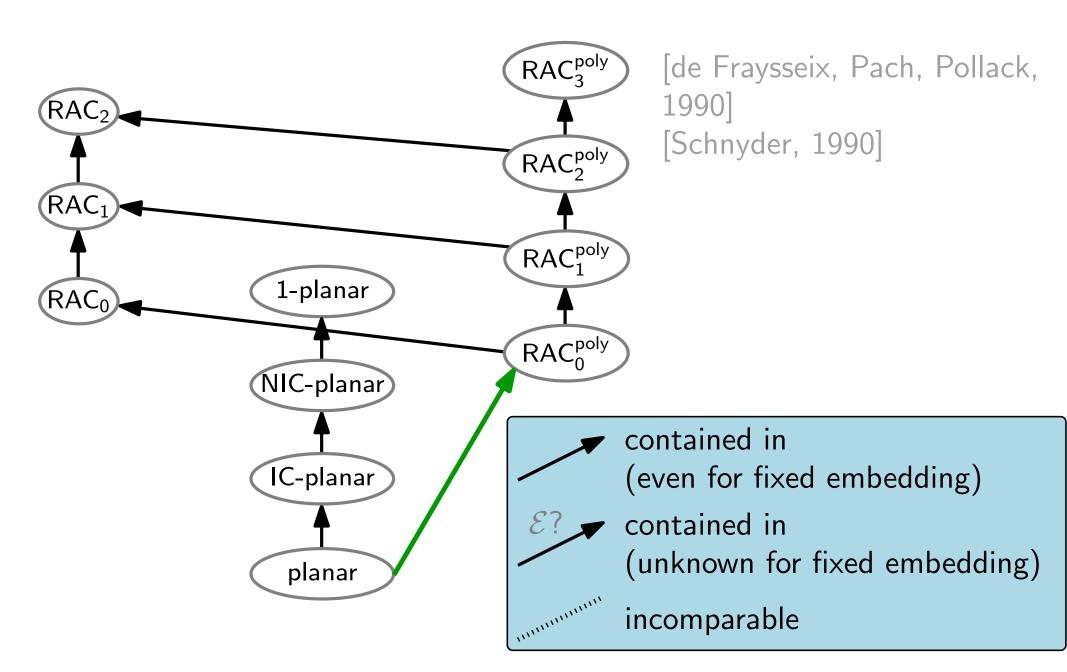


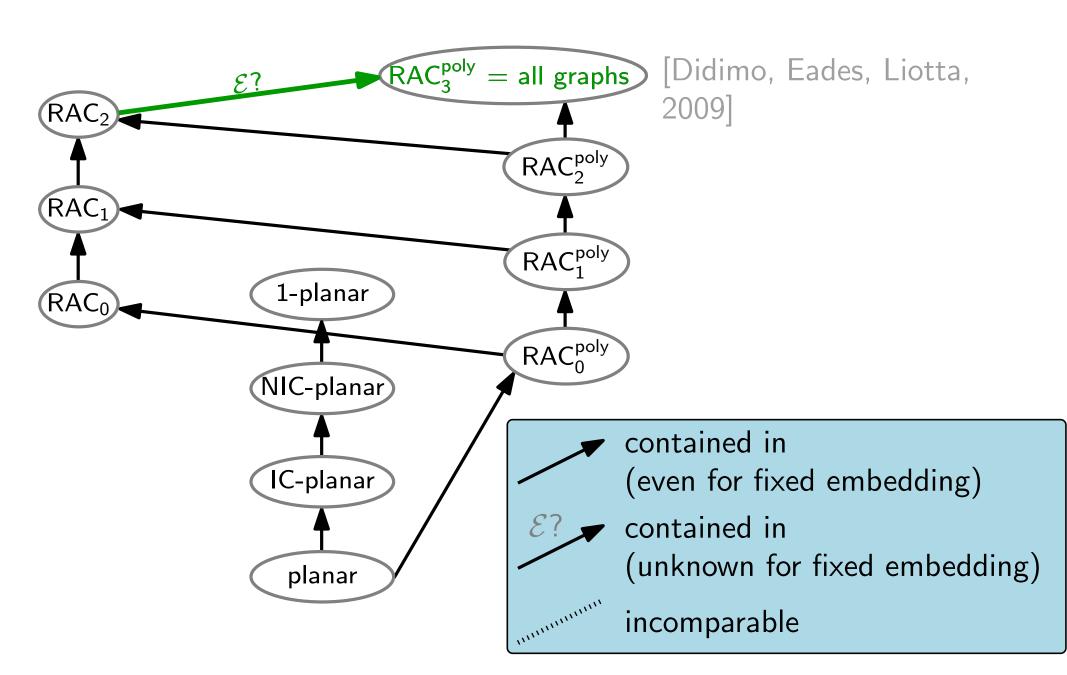


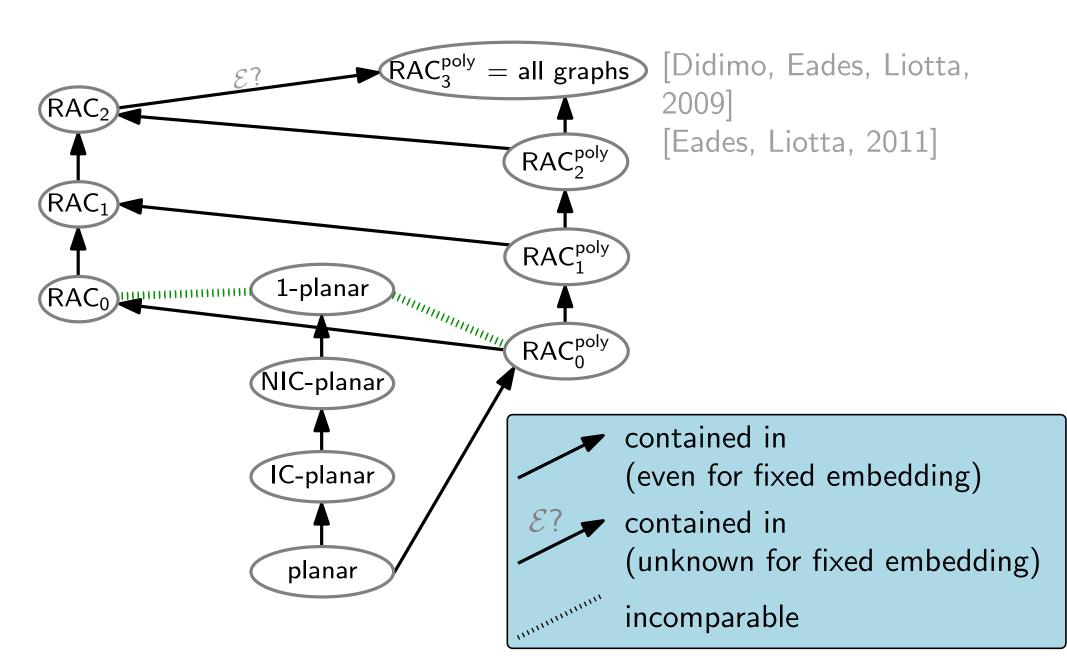


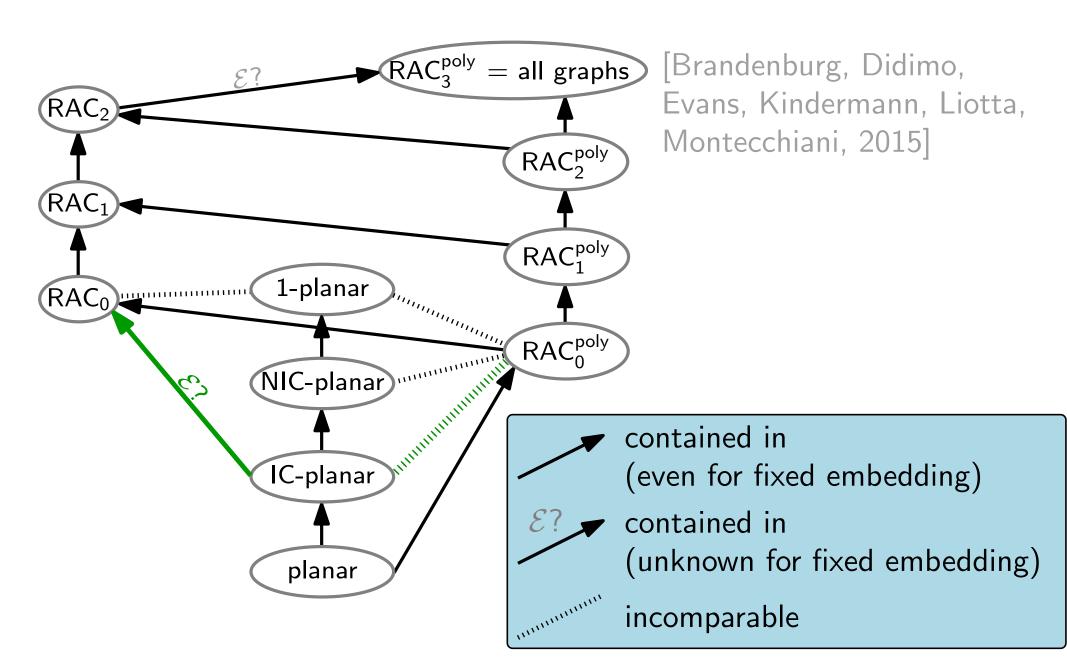
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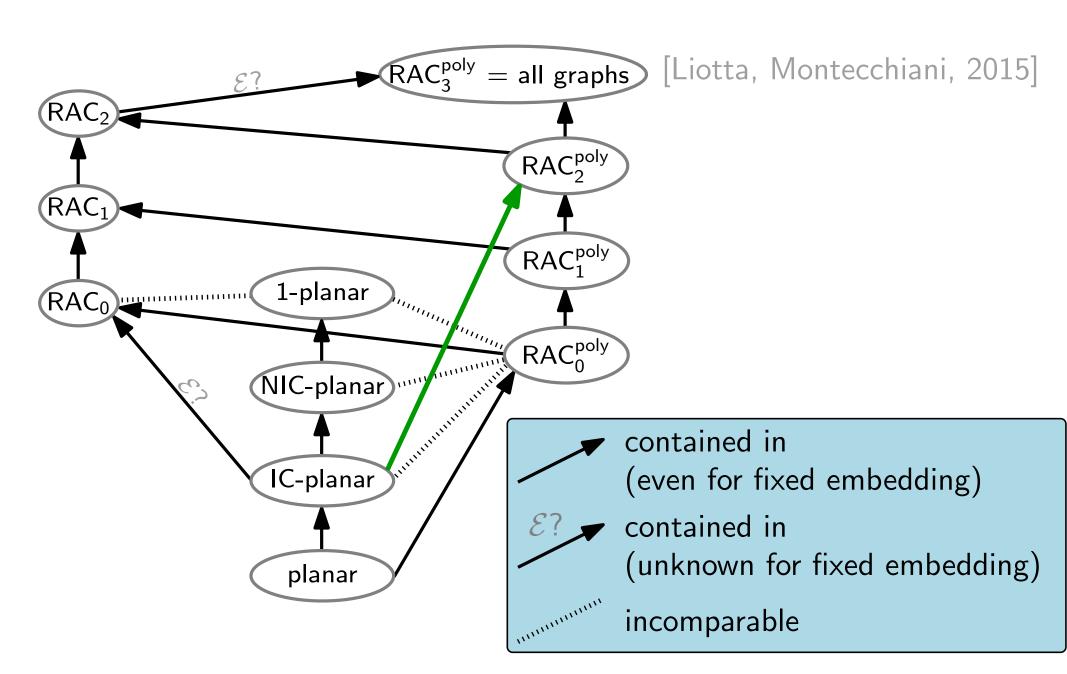


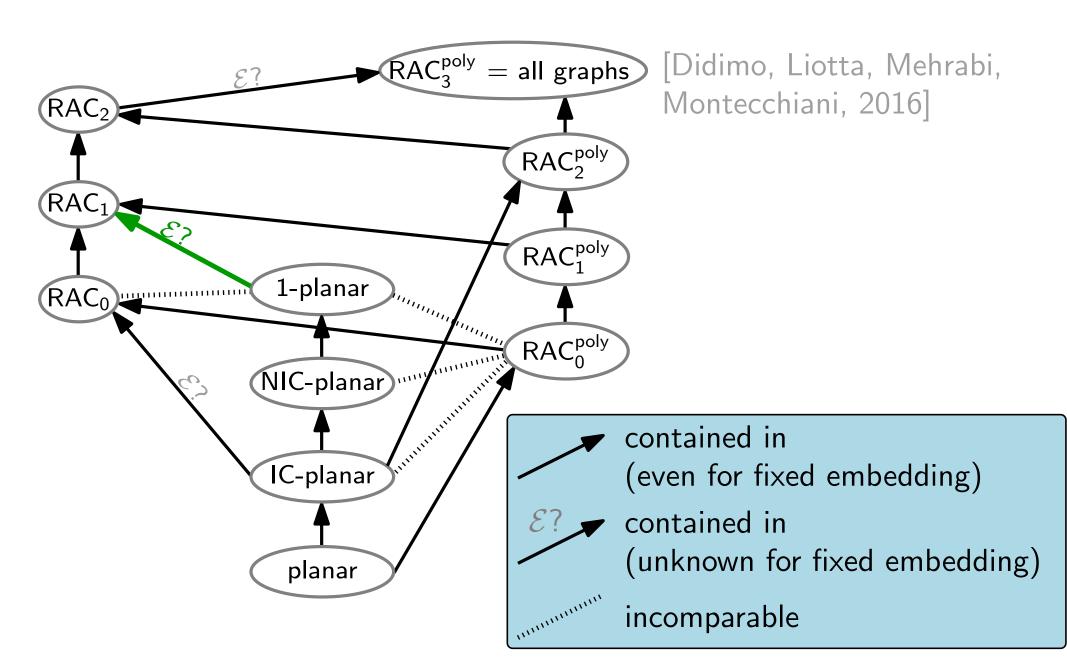


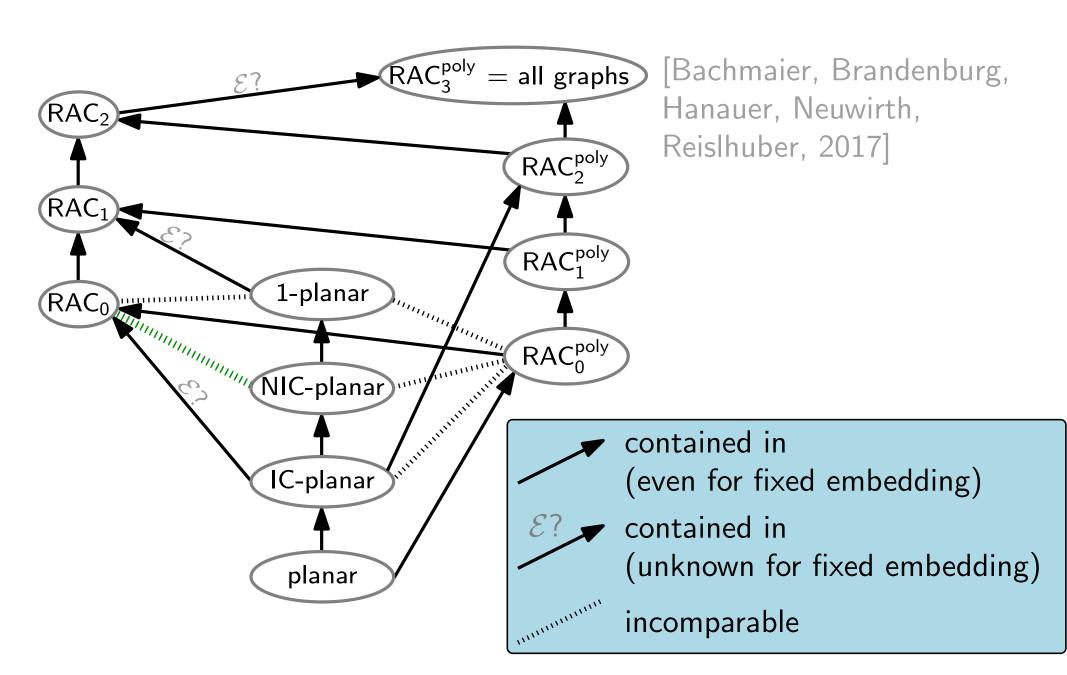


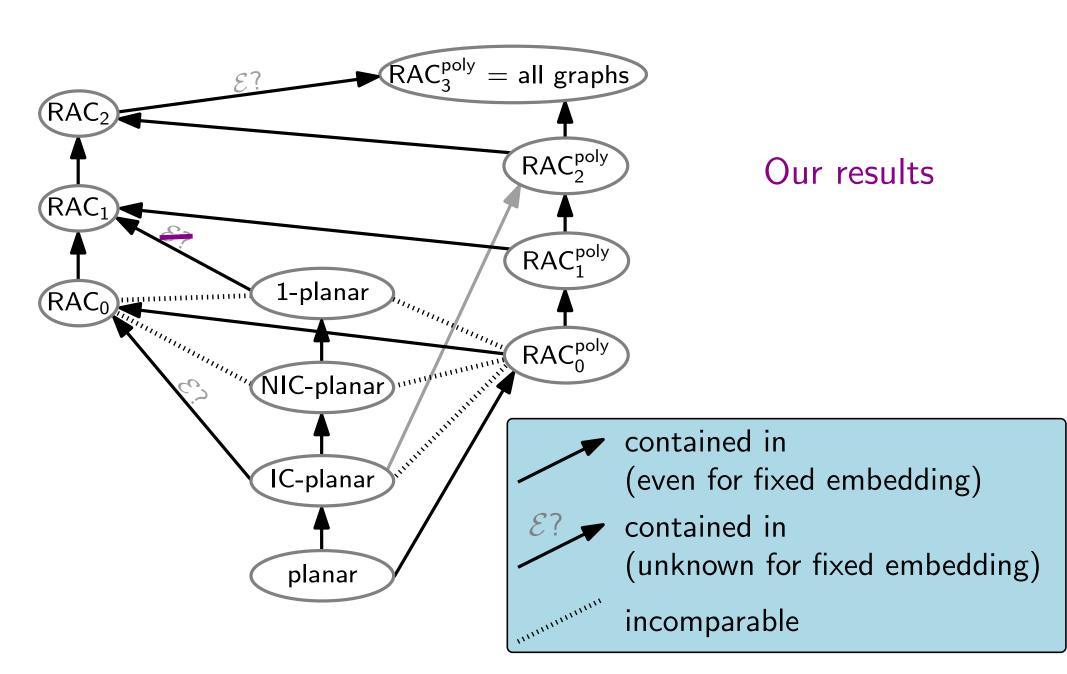


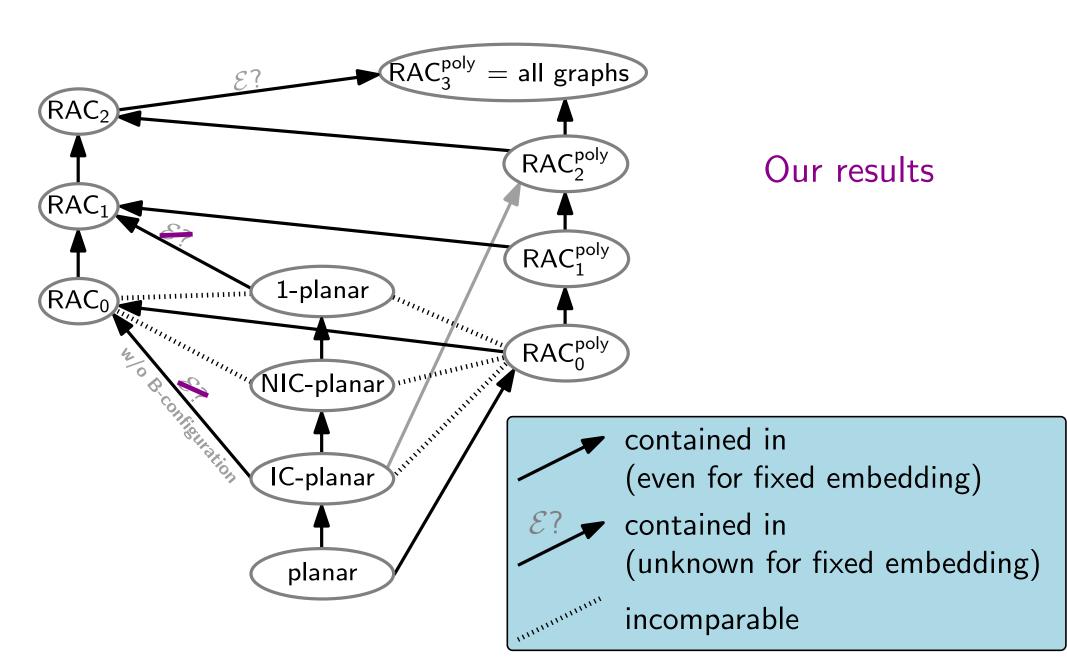


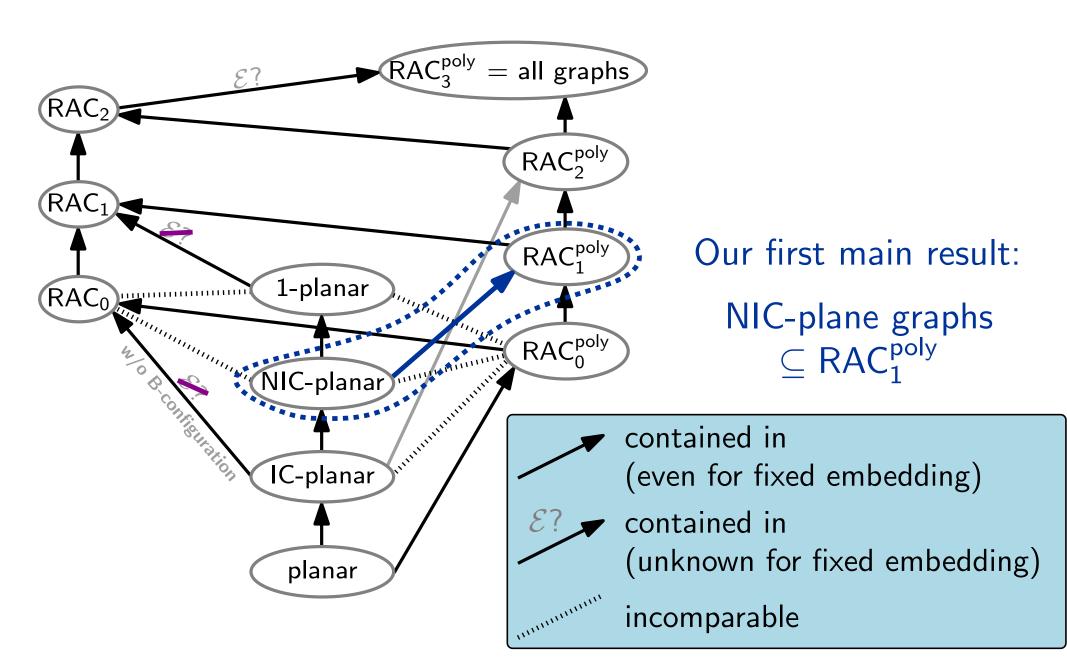


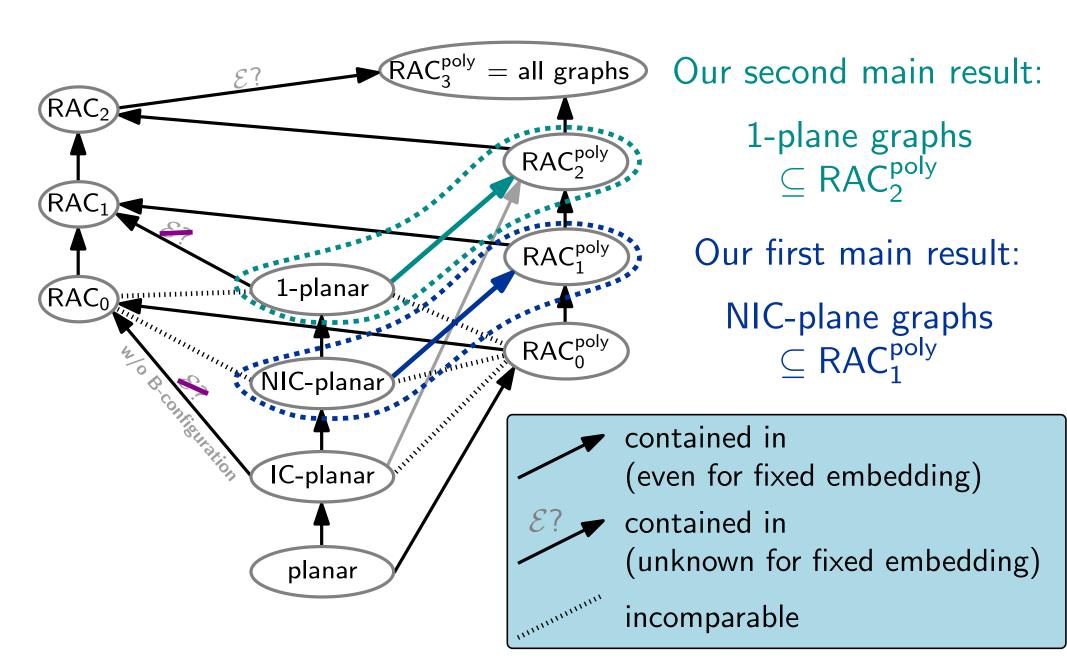


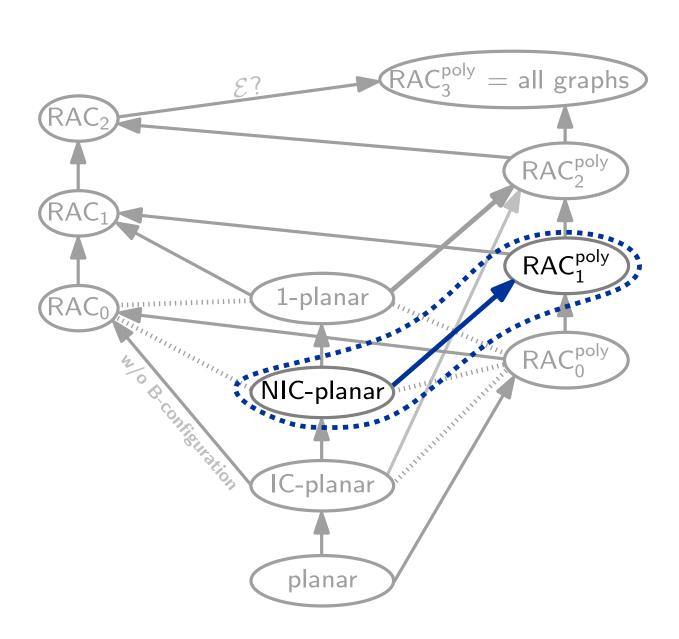












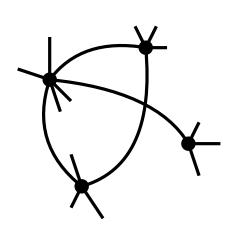
• Input: a NIC-plane graph

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Approach that nearly works:

• Input: a NIC-plane graph

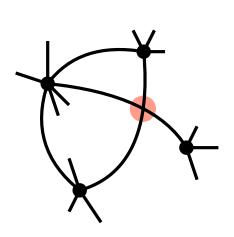
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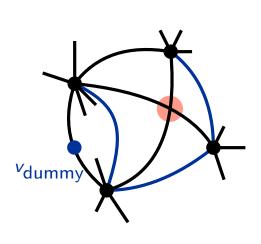




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Approach that nearly works:





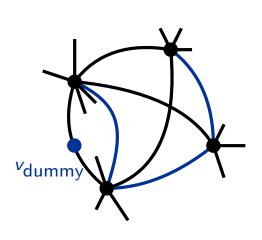
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Approach that nearly works:

• Enclose each crossing by a so called *empty kite*:



Replace each pair of crossing edges by a single edge



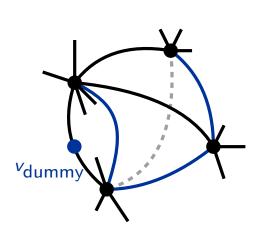
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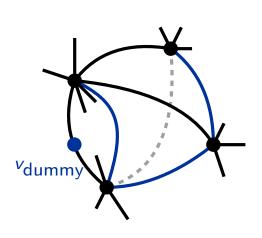


• Input: a NIC-plane graph

Approach that nearly works:



- Replace each pair of crossing edges by a single edge
- Draw the obtained plane graph with the Shift Algorithm

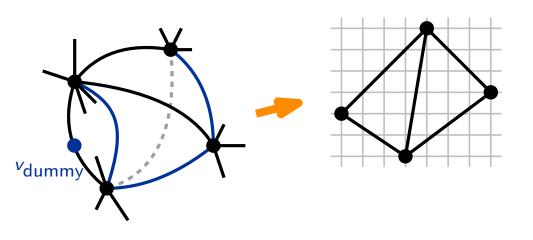


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Approach that nearly works:



- Replace each pair of crossing edges by a single edge
- Draw the obtained plane graph with the Shift Algorithm

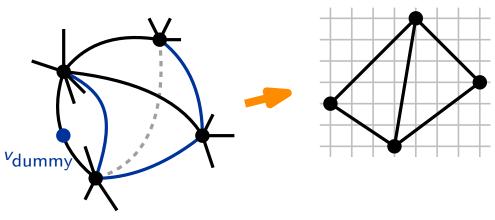


• Input: a NIC-plane graph

Approach that nearly works:



- Replace each pair of crossing edges by a single edge
- Draw the obtained plane graph with the Shift Algorithm
- Manually reinsert the removed edges with 1 bend so that they cross in a right angle (crossings and bends on the grid)

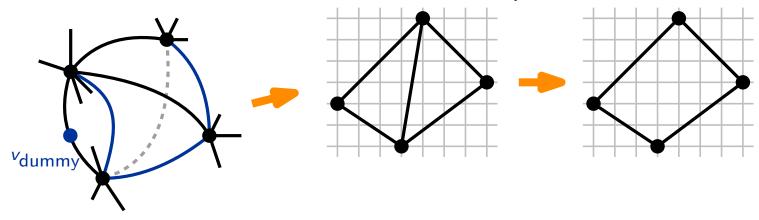


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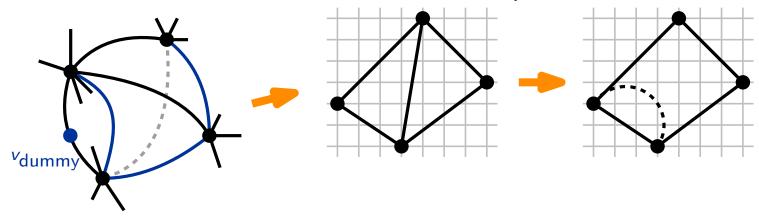


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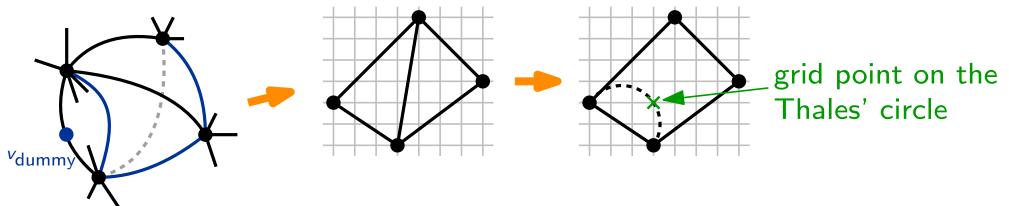


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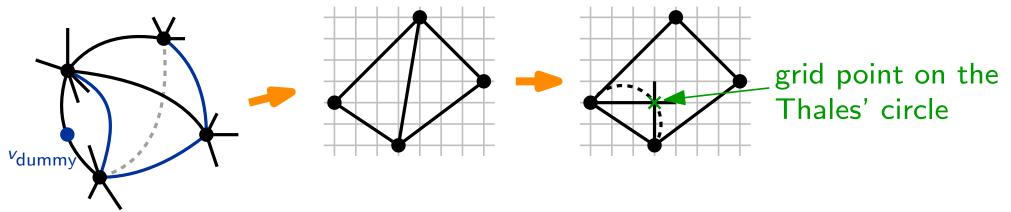


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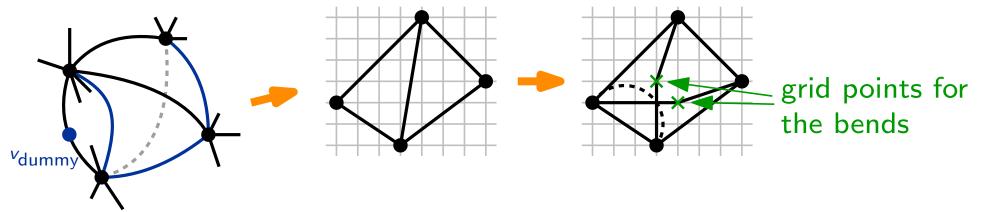


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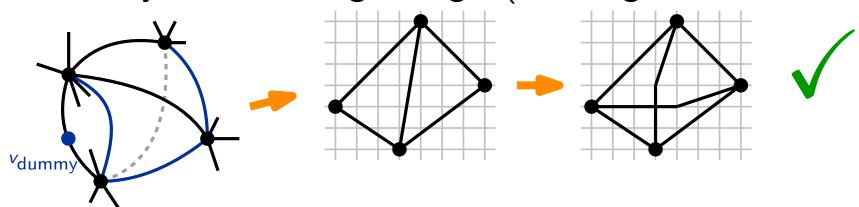


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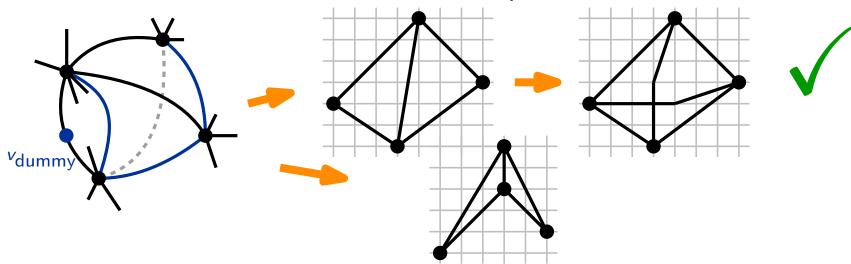


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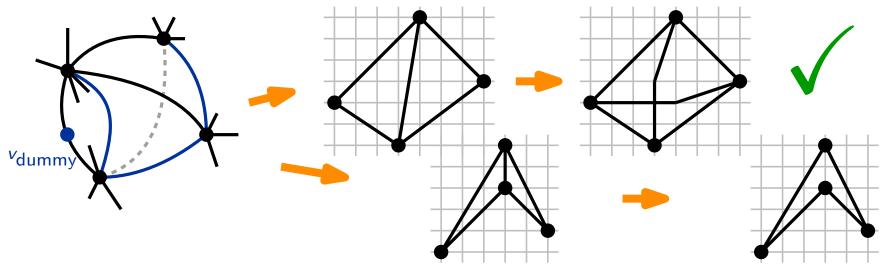


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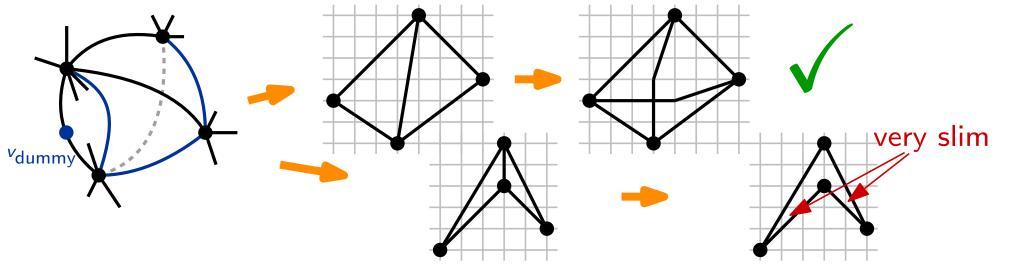


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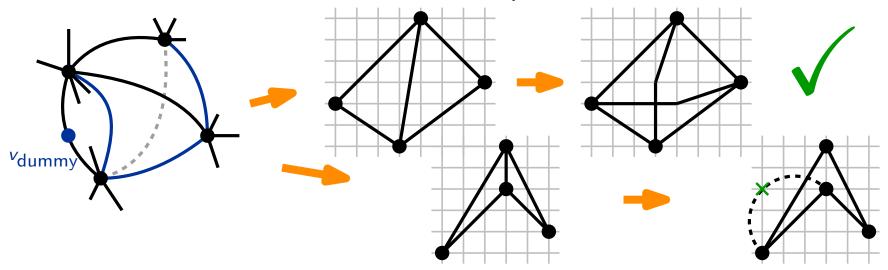


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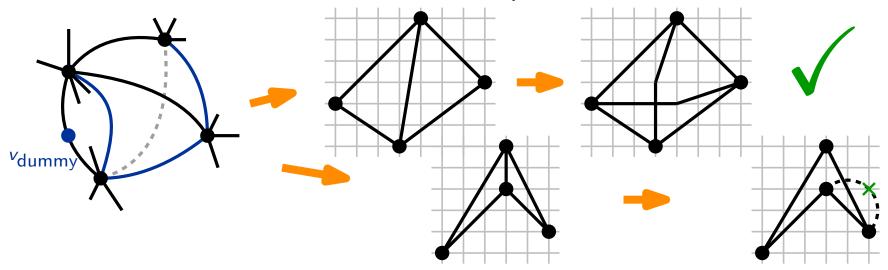


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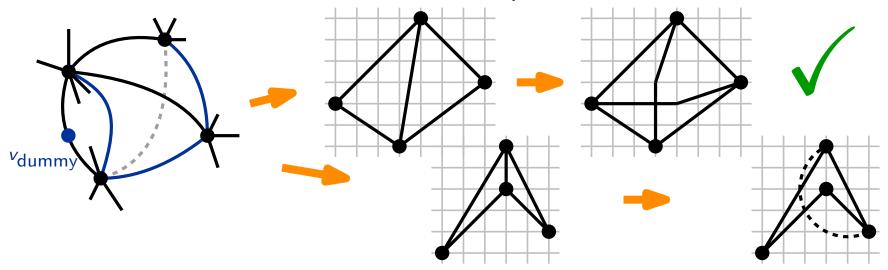


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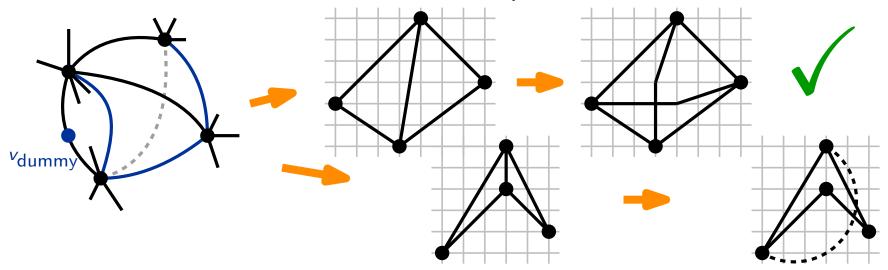


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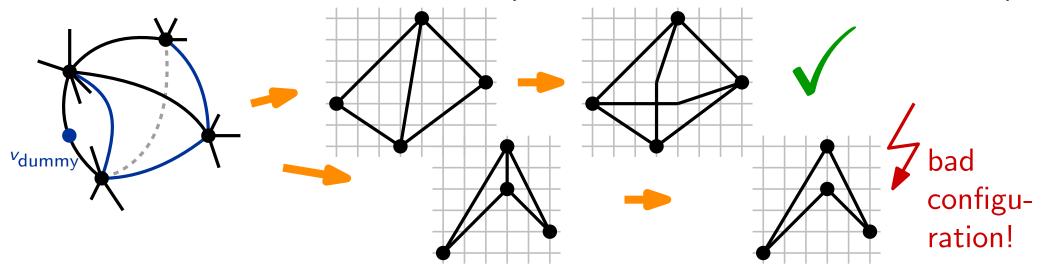


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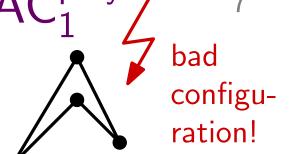
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Result 1: NIC-Plane Graphs \subseteq RAC₁^{poly} bad configuration!

Solution:

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



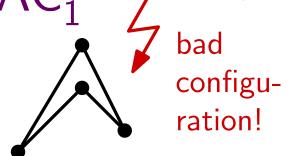
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- Use the algorithm by Harel and Sardas (Shift Algorithm for biconnected graphs).

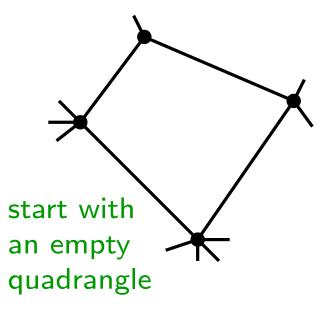


- Make the first vertex in the qudrangle (regarding the canonical ordering) adjacent to the other three vertices.
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 It builds a canonical ordering bottom-up instead of top-down.

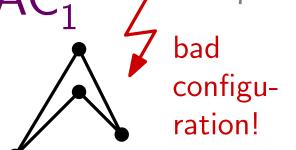


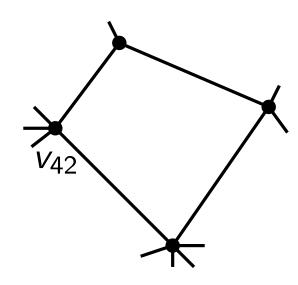
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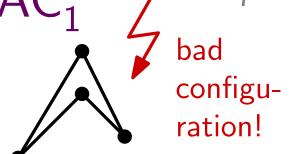


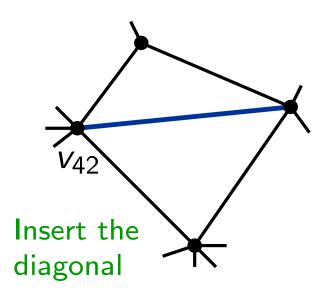
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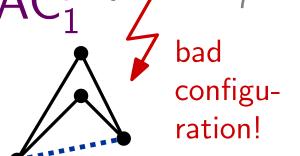


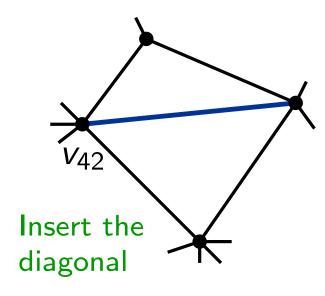
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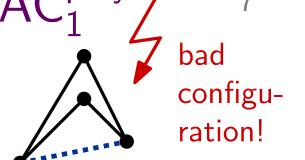


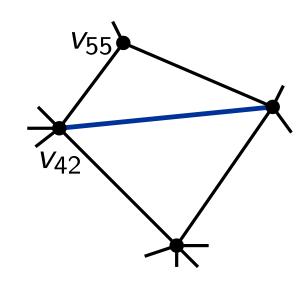
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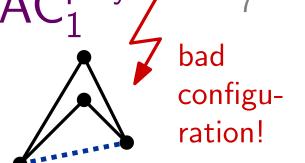


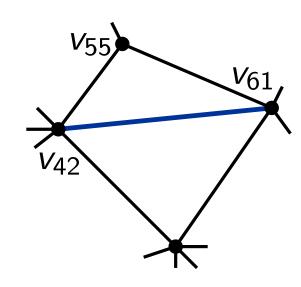
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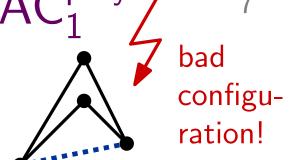


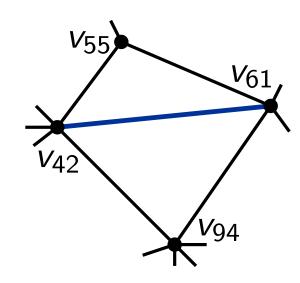
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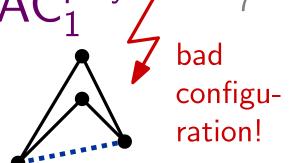


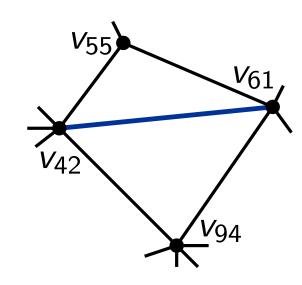
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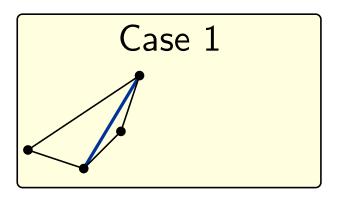


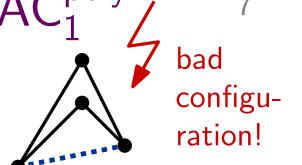
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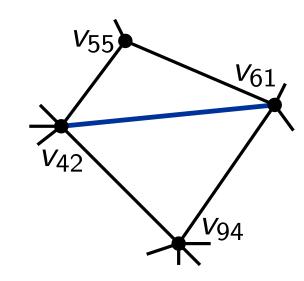




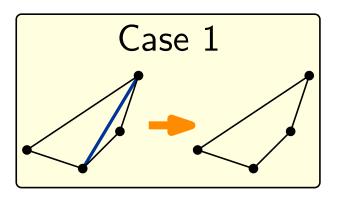
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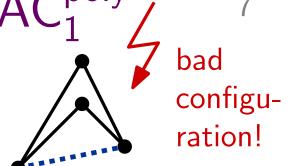


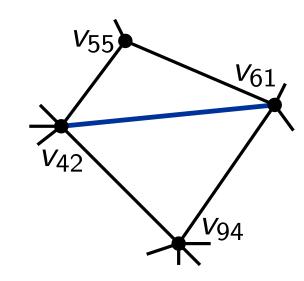




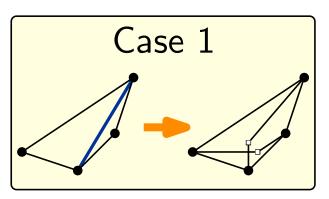
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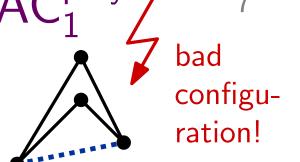


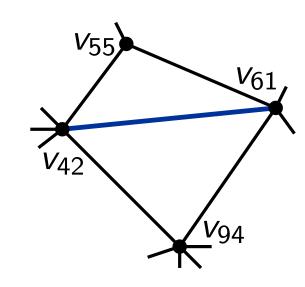




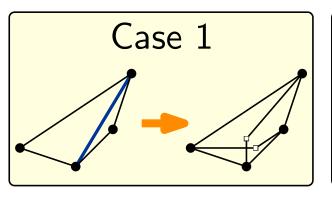
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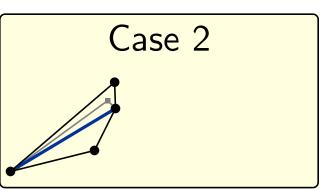


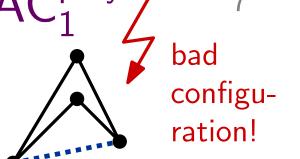


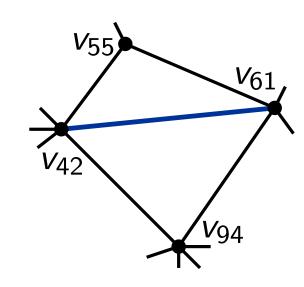


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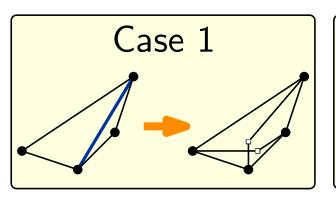


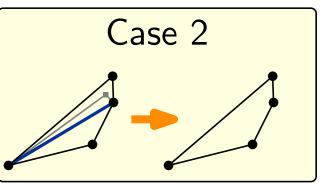


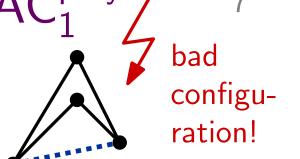


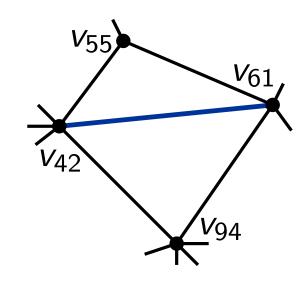


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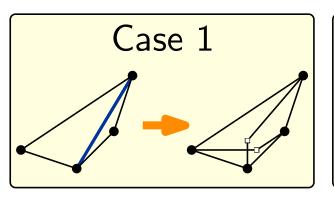


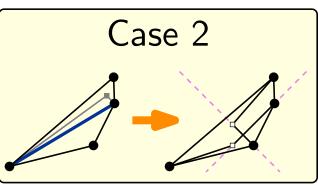


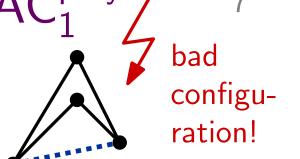


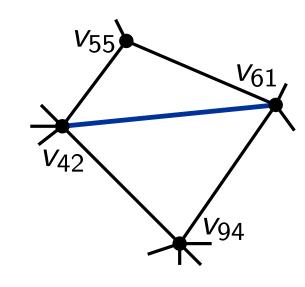


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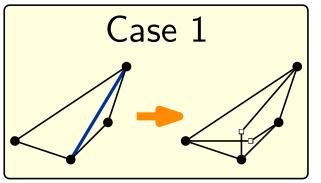


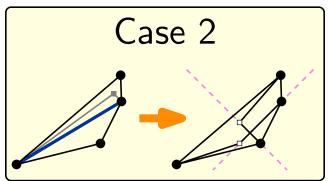


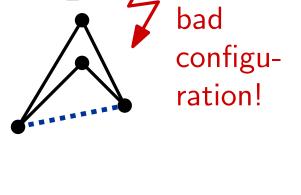


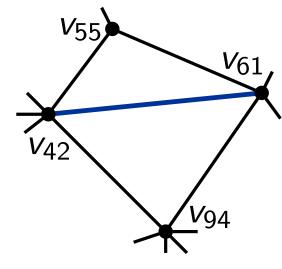


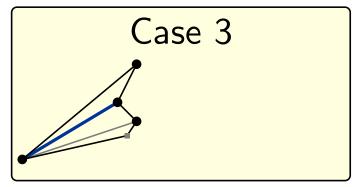
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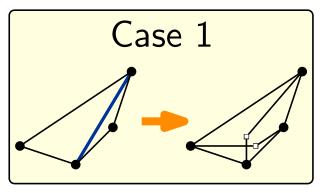


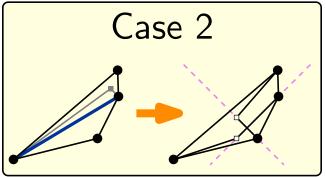


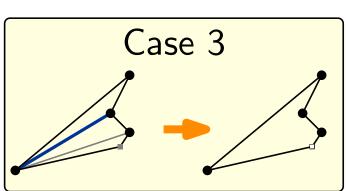


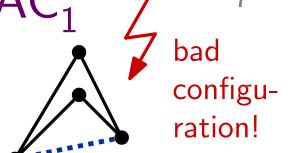


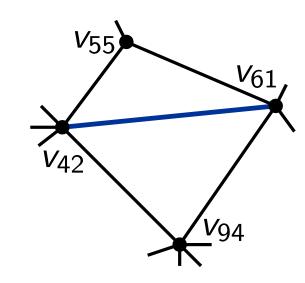
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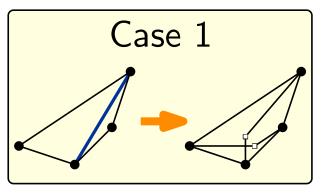


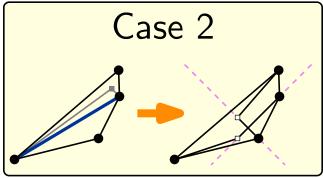


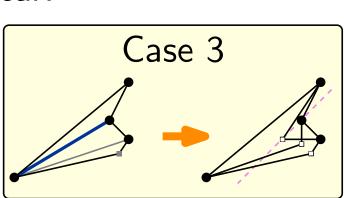


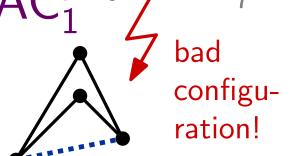


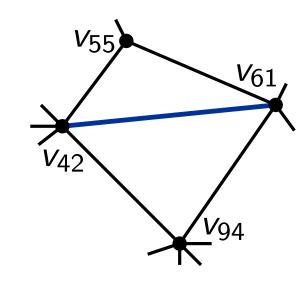
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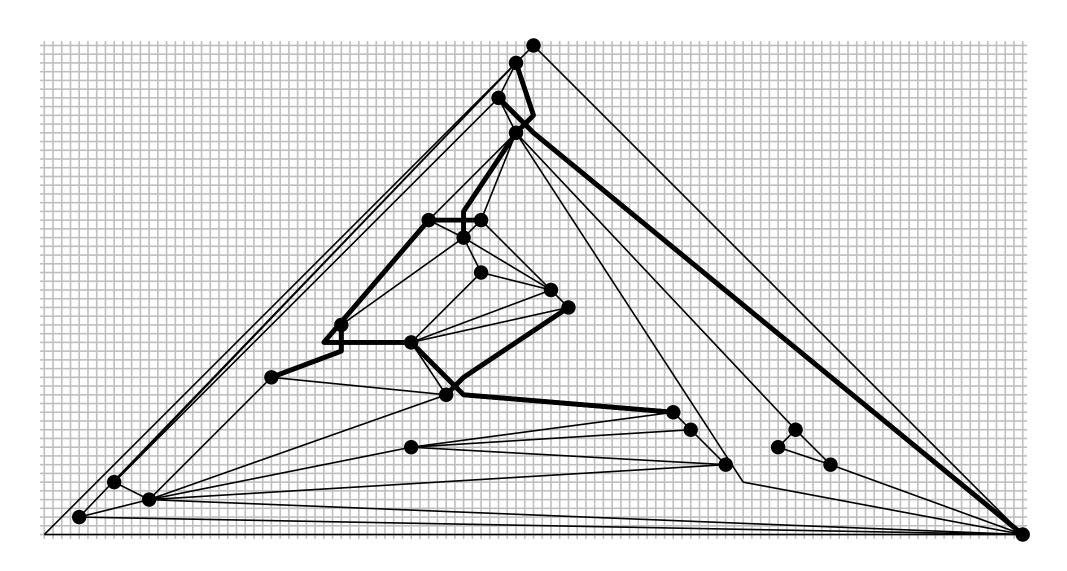




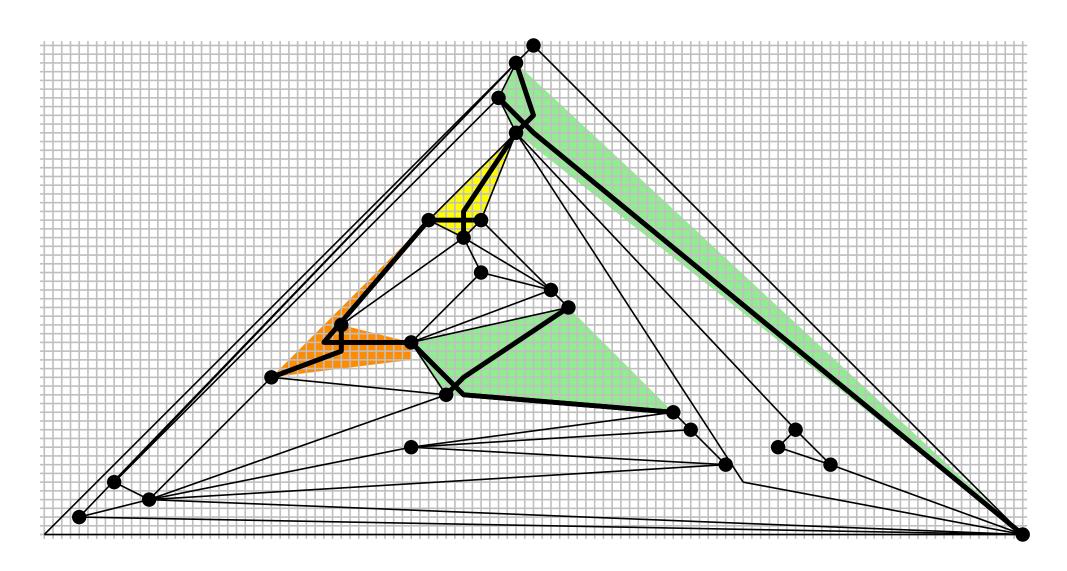


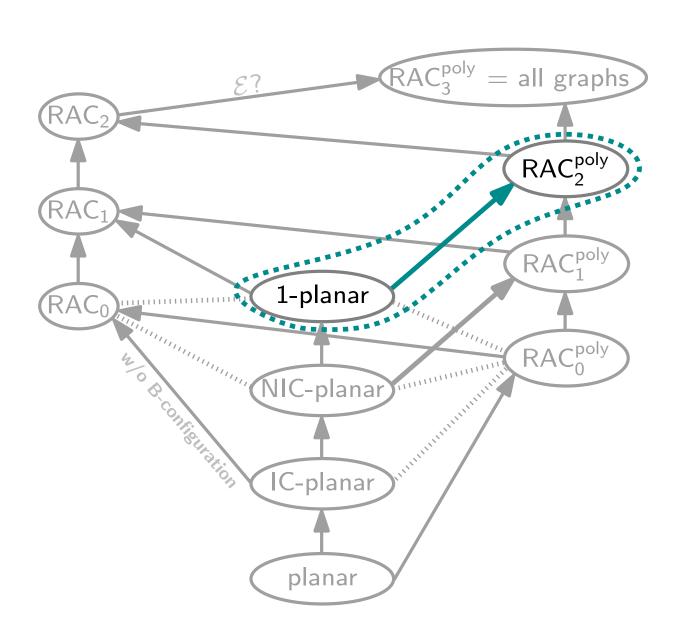


Full example:



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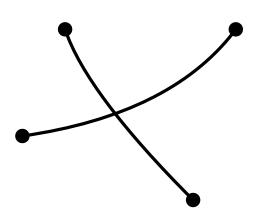
• Input: a 1-plane graph

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Preprocessing:

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Preprocessing:

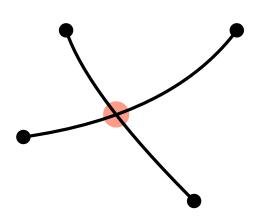


• Input: a 1-plane graph

Preprocessing:

• Enclose each **crossing** by a so called *subdivided kite*:

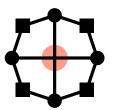


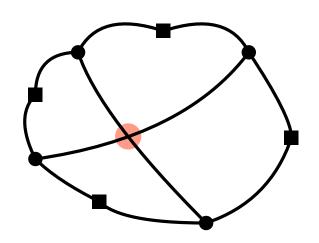


• Input: a 1-plane graph

Preprocessing:

• Enclose each **crossing** by a so called *subdivided kite*:





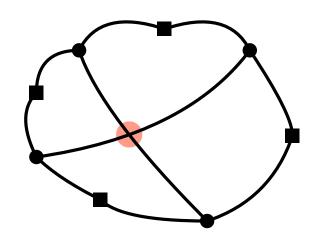
• Input: a 1-plane graph

Preprocessing:

• Enclose each **crossing** by a so called *subdivided kite*:



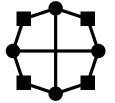
Planarize the graph by replacing each crossing by a vertex



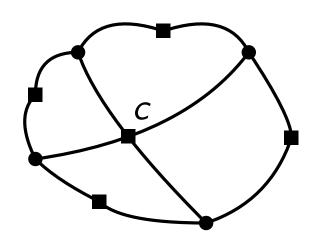
• Input: a 1-plane graph

Preprocessing:

• Enclose each crossing by a so called *subdivided kite*:



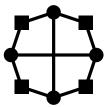
Planarize the graph by replacing each crossing by a vertex



Input: a 1-plane graph

Preprocessing:

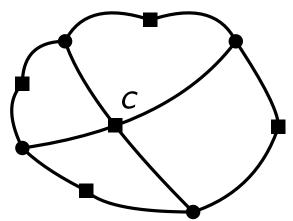
• Enclose each crossing by a so called *subdivided kite*:



Planarize the graph by replacing each crossing by a vertex

Drawing phase:

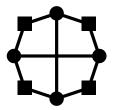
 Draw the obtained plane graph using the Shift Algorithm



• Input: a 1-plane graph

Preprocessing:

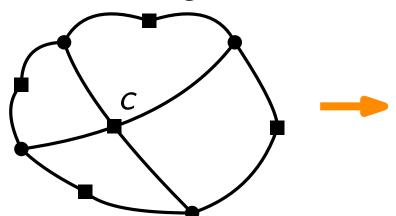
• Enclose each crossing by a so called *subdivided kite*:

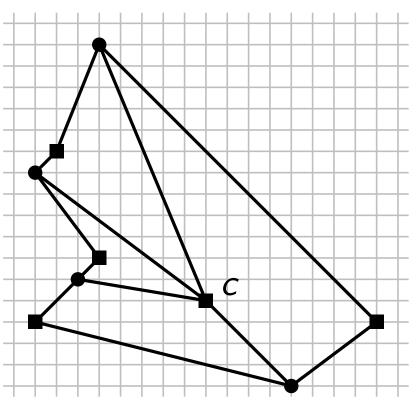


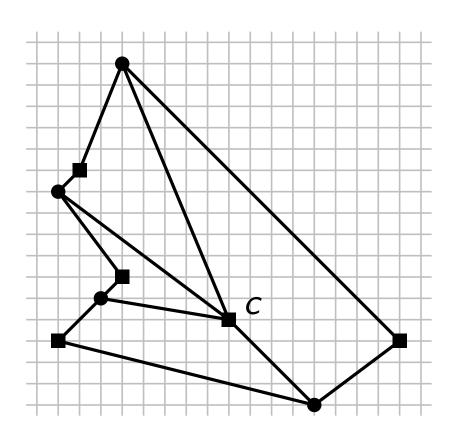
Planarize the graph by replacing each crossing by a vertex

Drawing phase:

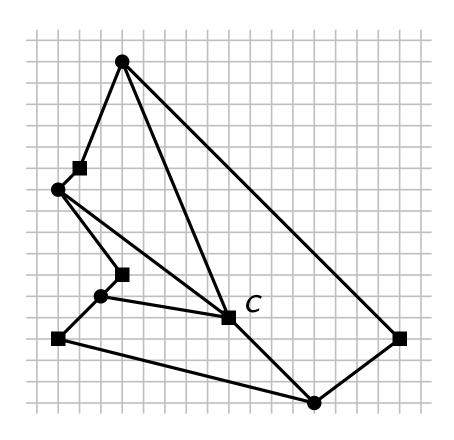
 Draw the obtained plane graph using the Shift Algorithm





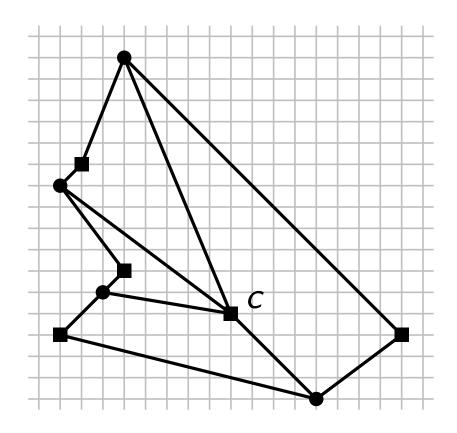


Postprocessing (obtaining crossings at right angles):



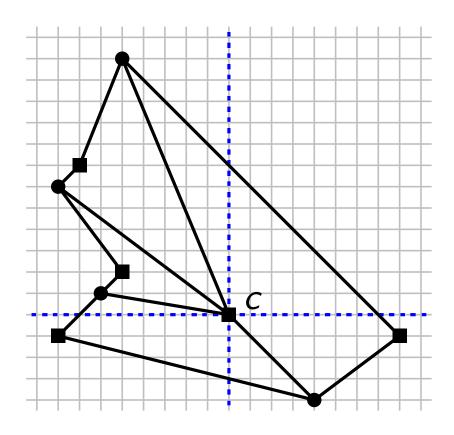
Postprocessing (obtaining crossings at right angles):

Consider the four axis-parallel half-lines originating at c

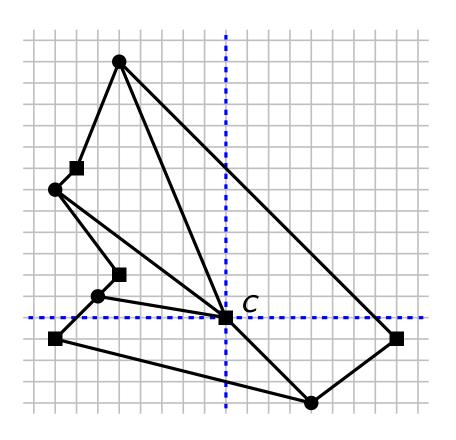


Postprocessing (obtaining crossings at right angles):

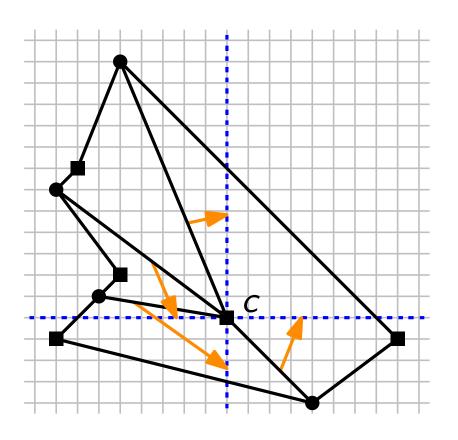
Consider the four axis-parallel half-lines originating at c



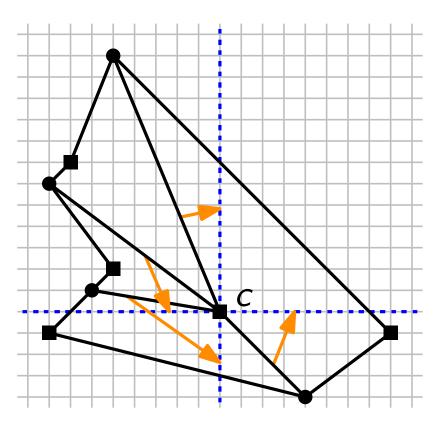
- Consider the four axis-parallel half-lines originating at c
- Assign the four edges being incident to c to these half-lines



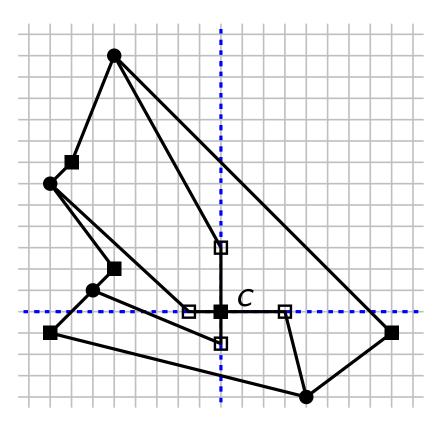
- Consider the four axis-parallel half-lines originating at c
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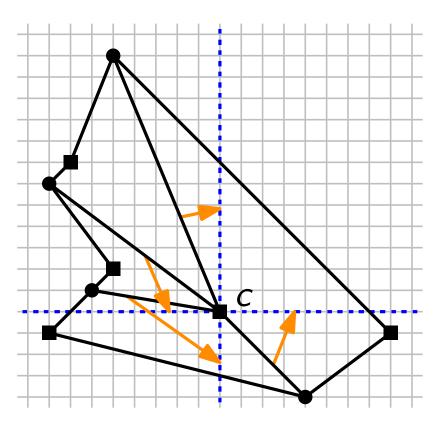
- Consider the four axis-parallel half-lines originating at c
- Assign the four edges being incident to c to these half-lines
- Bend these edges at their assigned half-lines:



- Consider the four axis-parallel half-lines originating at c
- Assign the four edges being incident to c to these half-lines
- Bend these edges at their assigned half-lines:



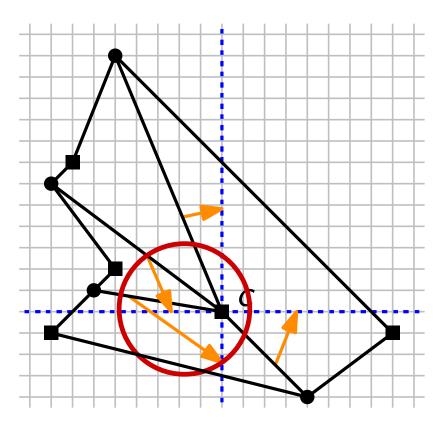
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Postprocessing (obtaining crossings at right angles):

- Consider the four axis-parallel half-lines originating at c
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- Bend these edges at their assigned half-lines:

Be careful:
One assignment
might depend on
another one

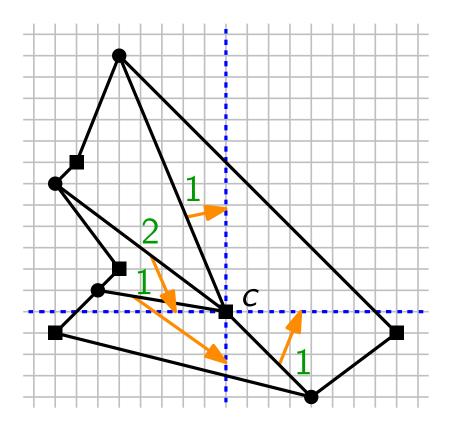


Postprocessing (obtaining crossings at right angles):

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Solution:
re-draw the
independent
ones first



Postprocessing (obtaining crossings at right angles):

- Consider the four axis-parallel half-lines originating at c
- Assign the four edges being incident to c to these half-lines
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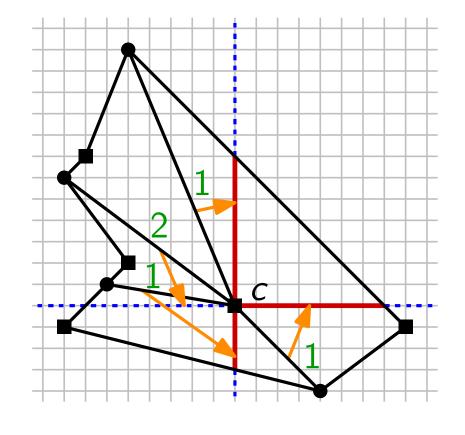
Be careful:

One assignment might depend on another one

Solution:
re-draw the
independent
ones first

Be careful:

There might be no grid points to bend the edges



Postprocessing (obtaining crossings at right angles):

- Consider the four axis-parallel half-lines originating at c
- Assign the four edges being incident to c to these half-lines
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Be careful:

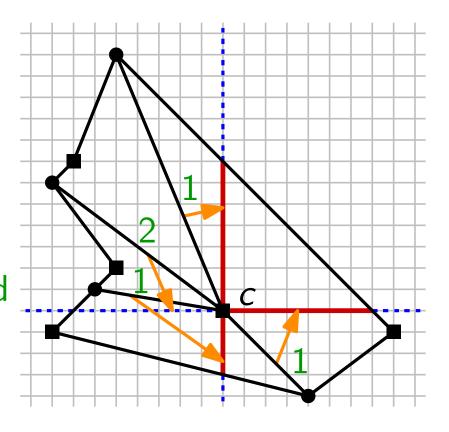
There might be no grid points to bend the edges

Solution:

re-draw the independent ones first

Solution:

make the grid sufficiently fine



Postprocessing (obtaining crossings at right angles):

- Consider the four axis-parallel half-lines originating at c
- Assign the four edges being incident to c to these half-lines
- Bend these edges at their assigned half-lines: $O(n) \times O(n)$

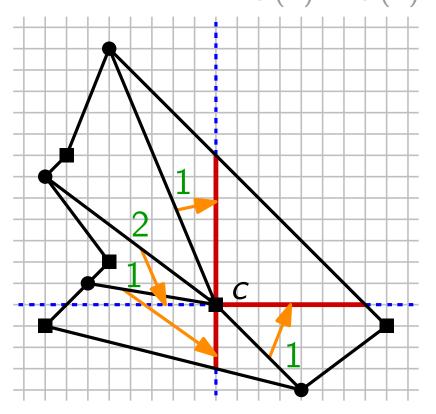
Be careful:

One assignment might depend on another one

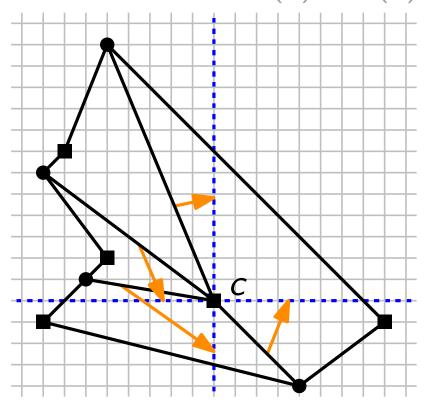
Be careful: There might be no grid points to bend the edges Solution:

re-draw the independent ones first

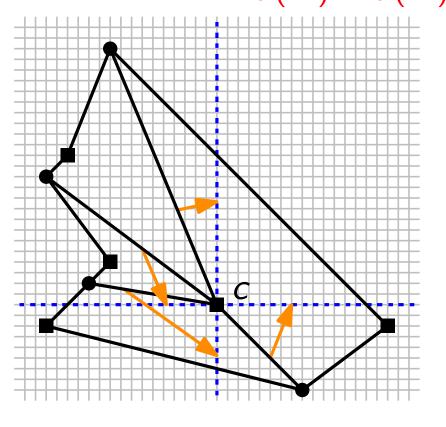
Solution: make the grid sufficiently fine



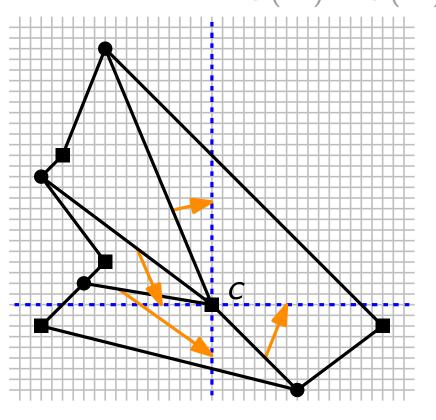
- Consider the four axis-parallel half-lines originating at c
- Assign the four edges being incident to c to these half-lines
- Bend these edges at their assigned half-lines: $O(n) \times O(n)$
 - 1. Refine the grid by $\tilde{n} \in O(n)$



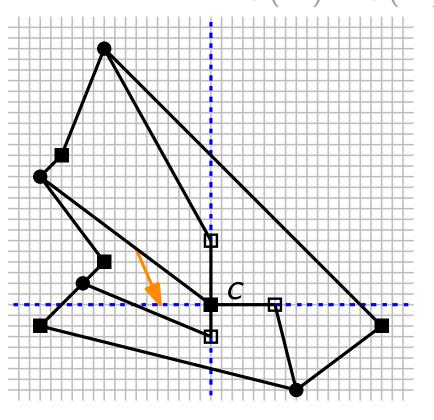
- Consider the four axis-parallel half-lines originating at c
- Assign the four edges being incident to c to these half-lines
- Bend these edges at their assigned half-lines: $O(n^2) \times O(n^2)$
 - 1. Refine the grid by $\tilde{n} \in O(n)$



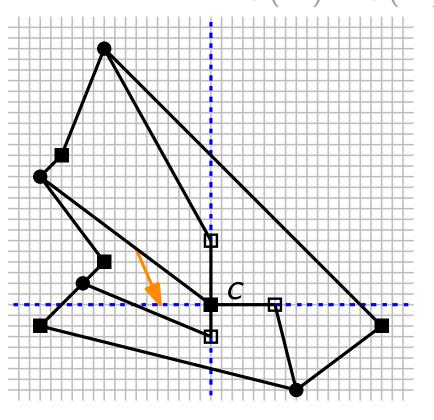
- Consider the four axis-parallel half-lines originating at c
- Assign the four edges being incident to c to these half-lines
- Bend these edges at their assigned half-lines: $O(n^2) \times O(n^2)$
 - 1. Refine the grid by $\tilde{n} \in O(n)$
 - 2. Re-draw independent edges



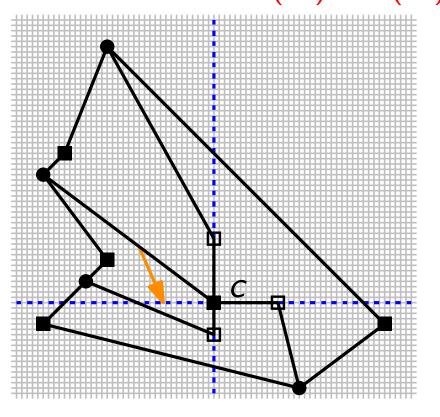
- Consider the four axis-parallel half-lines originating at c
- Assign the four edges being incident to c to these half-lines
- Bend these edges at their assigned half-lines: $O(n^2) \times O(n^2)$
 - 1. Refine the grid by $\tilde{n} \in O(n)$
 - 2. Re-draw independent edges



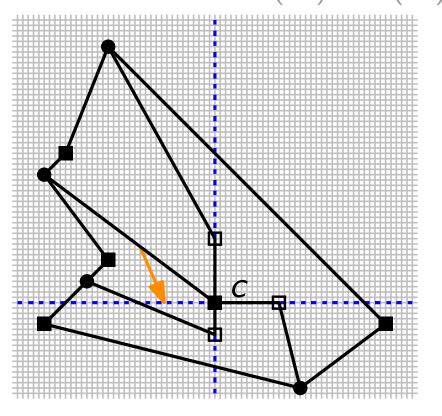
- Consider the four axis-parallel half-lines originating at c
- Assign the four edges being incident to c to these half-lines
- Bend these edges at their assigned half-lines: $O(n^2) \times O(n^2)$
 - 1. Refine the grid by $\tilde{n} \in O(n)$
 - 2. Re-draw independent edges
 - 3. Refine the grid by \tilde{n} again



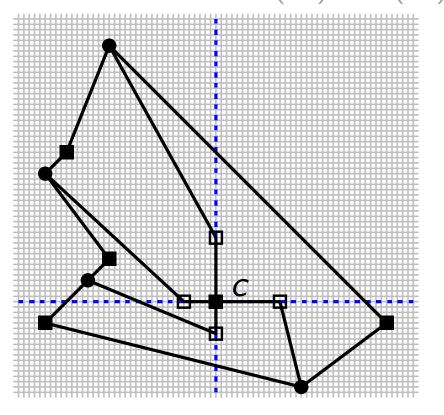
- Consider the four axis-parallel half-lines originating at c
- Assign the four edges being incident to c to these half-lines
- Bend these edges at their assigned half-lines: $O(n^3) \times O(n^3)$
 - 1. Refine the grid by $\tilde{n} \in O(n)$
 - 2. Re-draw independent edges
 - 3. Refine the grid by \tilde{n} again



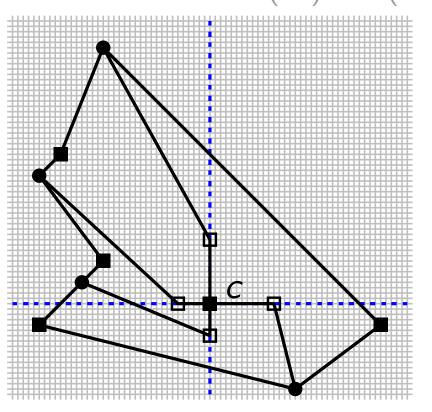
- Consider the four axis-parallel half-lines originating at c
- Assign the four edges being incident to c to these half-lines
- Bend these edges at their assigned half-lines: $O(n^3) \times O(n^3)$
 - 1. Refine the grid by $\tilde{n} \in O(n)$
 - 2. Re-draw independent edges
 - 3. Refine the grid by \tilde{n} again
 - 4. Re-draw dependent edges



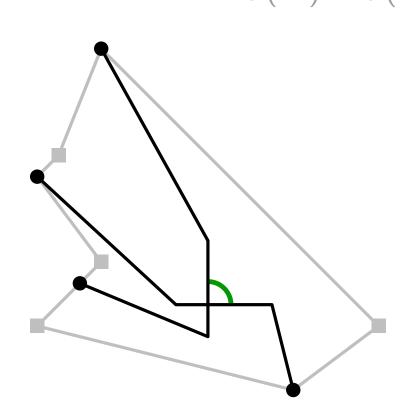
- Consider the four axis-parallel half-lines originating at c
- Assign the four edges being incident to c to these half-lines
- Bend these edges at their assigned half-lines: $O(n^3) \times O(n^3)$
 - 1. Refine the grid by $\tilde{n} \in O(n)$
 - 2. Re-draw independent edges
 - 3. Refine the grid by \tilde{n} again
 - 4. Re-draw dependent edges

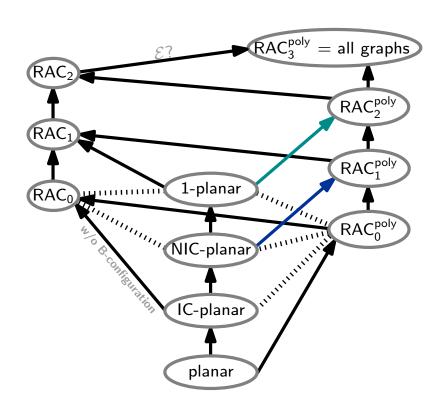


- Consider the four axis-parallel half-lines originating at c
- Assign the four edges being incident to c to these half-lines
- Bend these edges at their assigned half-lines: $O(n^3) \times O(n^3)$
 - 1. Refine the grid by $\tilde{n} \in O(n)$
 - 2. Re-draw independent edges
 - 3. Refine the grid by \tilde{n} again
 - 4. Re-draw dependent edges
- Remove the dummy objects

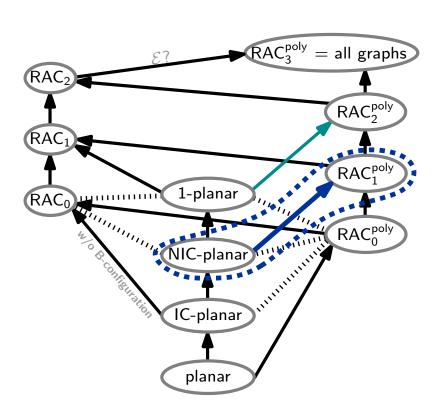


- Consider the four axis-parallel half-lines originating at c
- Assign the four edges being incident to c to these half-lines
- Bend these edges at their assigned half-lines: $G(n^3) \times G(n^3)$
 - 1. Refine the grid by $\tilde{n} \in O(n)$
 - 2. Re-draw independent edges
 - 3. Refine the grid by \tilde{n} again
 - 4. Re-draw dependent edges
- Remove the dummy objects



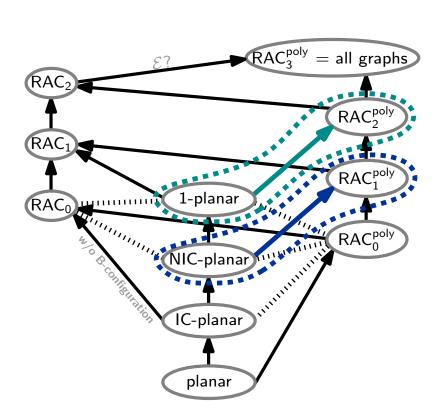


NIC-plane $\subseteq RAC_1^{poly}$

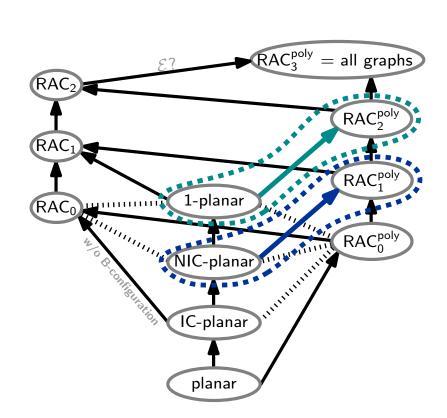




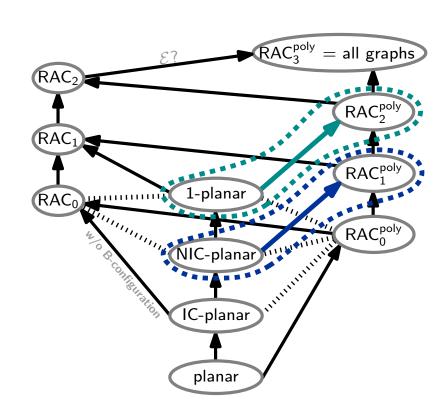
1-plane $\subseteq RAC_2^{poly}$



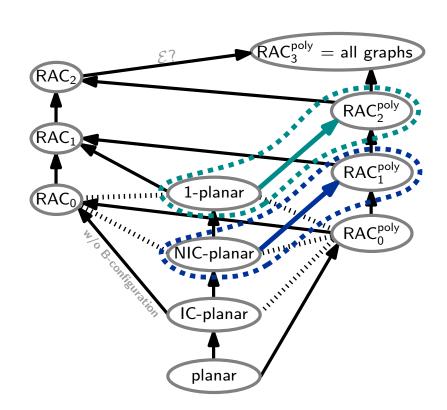
	NIC-plane	1-plane	
	$\subseteq RAC^poly_1$	$\subseteq RAC_2^{poly}$	
Preserves embedding	Yes	Yes	_



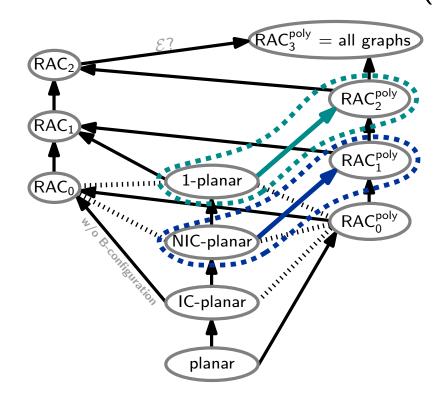
	NIC-plane	1-plane
	$NIC ext{-plane} \subseteq RAC^poly_1$	$\subseteq RAC^{poly}_2$
Preserves embedding	Yes	Yes
Runtime	O(n)	O(n)



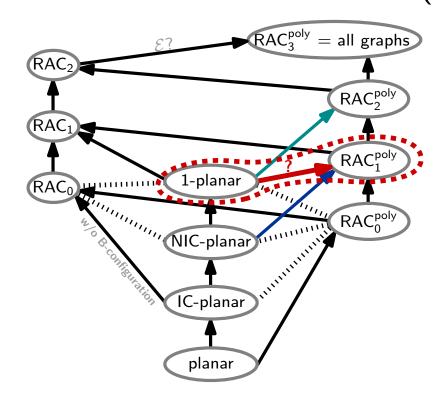
	NIC-plane	1-plane
	$NIC ext{-plane} \subseteq RAC^poly_1$	1 -plane $\subseteq RAC^poly_2$
Preserves embedding	Yes	Yes
Runtime	O(n)	O(n)
Bends per edge	≤ 1	<u>≤ 2</u>



	NIC-plane	1-plane
	$NIC ext{-plane} \subseteq RAC^poly_1$	1-plane ⊆ RAC ₂ ^{poly}
Preserves embedding	Yes	Yes
Runtime	O(n)	$\overline{O(n)}$
Bends per edge	≤ 1	<u>≤ 2</u>
Grid size	$O(n) \times O(n)$	$O(n^3) \times O(n^3)$

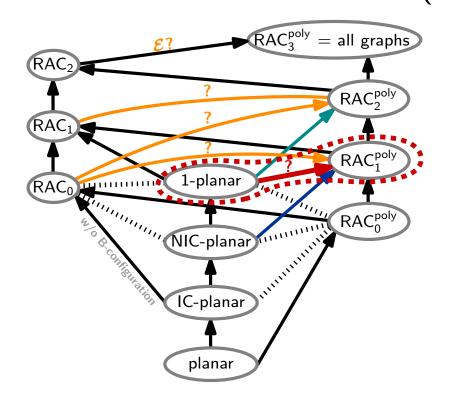


	NIC-plane	1-plane
	$\subseteq RAC^poly_1$	$\subseteq RAC_2^{poly}$
Preserves embedding	Yes	Yes
Runtime	O(n)	O(n)
Bends per edge	≤ 1	<u>≤ 2</u>
Grid size	$O(n) \times O(n)$	$O(n^3) \times O(n^3)$



Open question: 1-planar $\subseteq RAC_1^{poly}$?

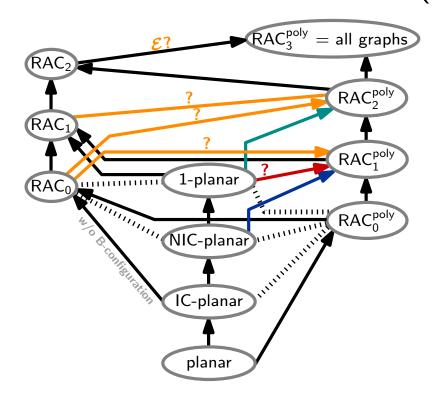
	NIC-plane	1-plane
	$\subseteq RAC^poly_1$	$\subseteq RAC_2^{poly}$
Preserves embedding	Yes	Yes
Runtime	O(n)	O(n)
Bends per edge	≤ 1	<u>≤ 2</u>
Grid size	$O(n) \times O(n)$	$O(n^3) \times O(n^3)$



More open questions

Open question: 1-planar $\subseteq RAC_1^{poly}$?

	NIC-plane ⊂ RAC¹ ^{poly}	1-plane ⊆ RAC ^{poly}
Preserves embedding	Yes	Yes
Runtime	O(n)	O(n)
Bends per edge	≤ 1	<u>≤ 2</u>
Grid size	$O(n) \times O(n)$	$O(n^3) \times O(n^3)$



More open questions

Open question: 1-planar $\subseteq RAC_1^{poly}$?