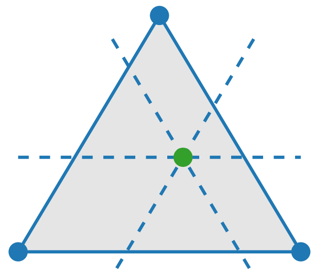
Visualisation of graphs

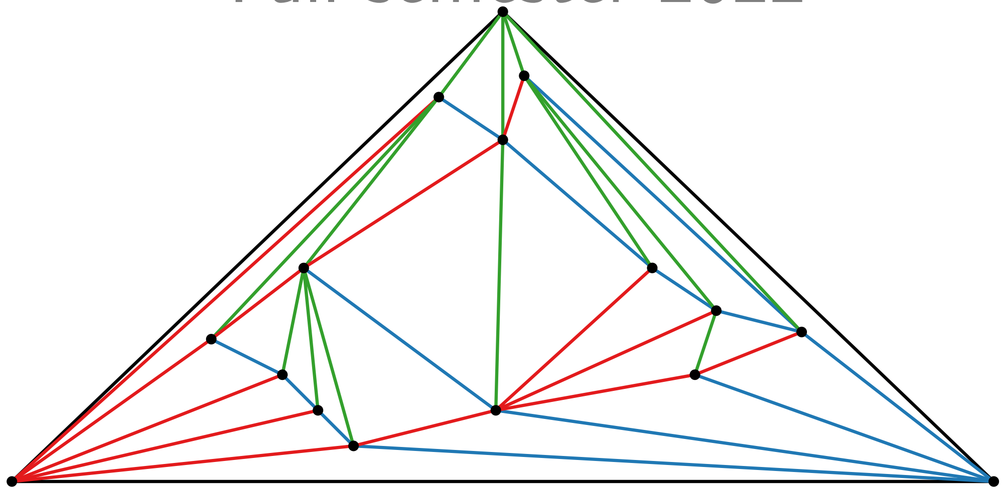
Planar straight-line drawings

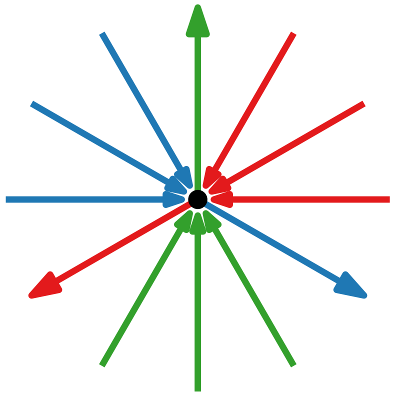
Schnyder realiser

Antonios Symvonis · Chrysanthi Raftopoulou

Fall semester 2022







The original slides of this presentation were created by researchers at Karlsruhe Institute of Technology (KIT), TU Wien, U Wuerzburg, U Konstanz, ...
The original presentation was modified/updated by A. Symvonis and C. Raftopoulou

Planar straight-line drawings

Theorem. [De Fraysseix, Pach, Pollack '90]
Every n-vertex planar graph has a planar straight-line drawing of size $(2n-4) \times (n-2)$.

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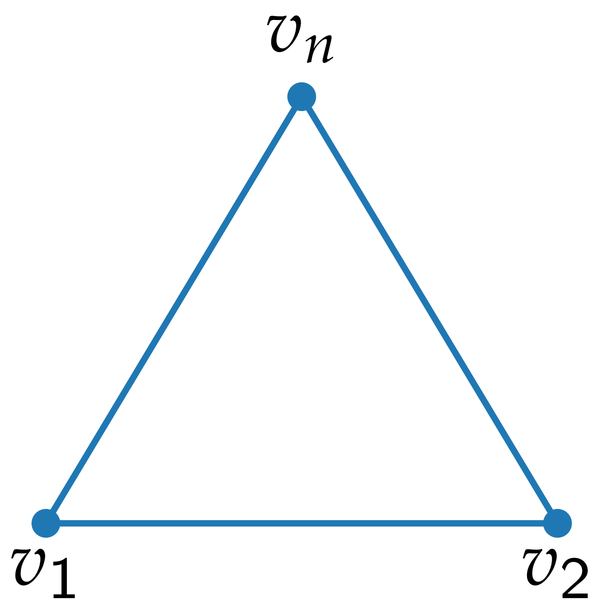

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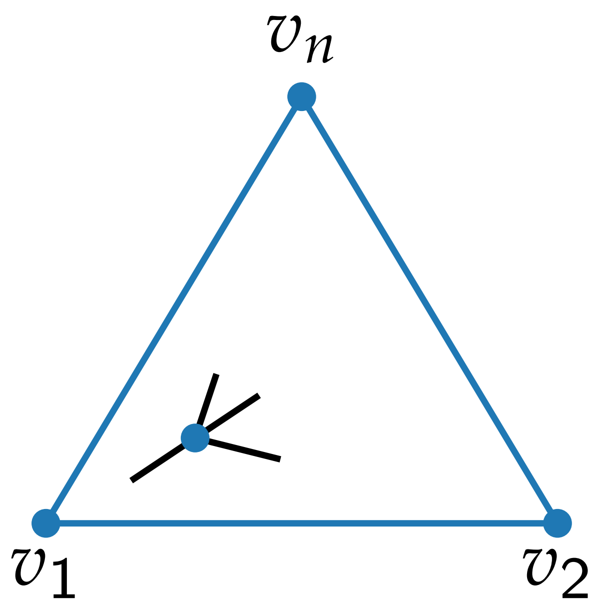

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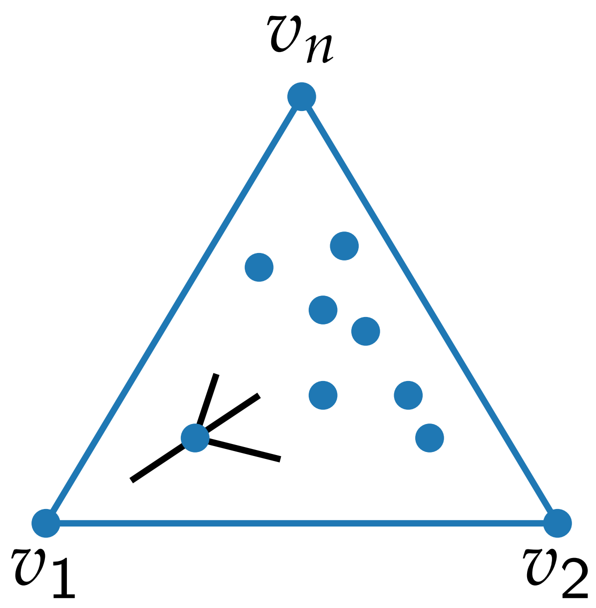

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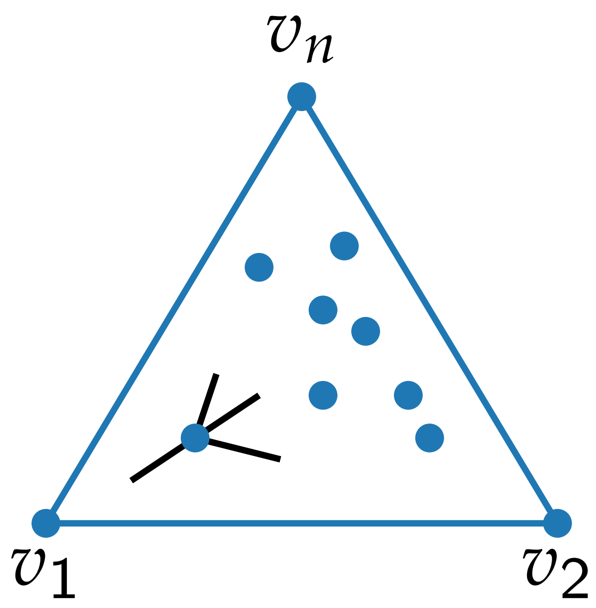

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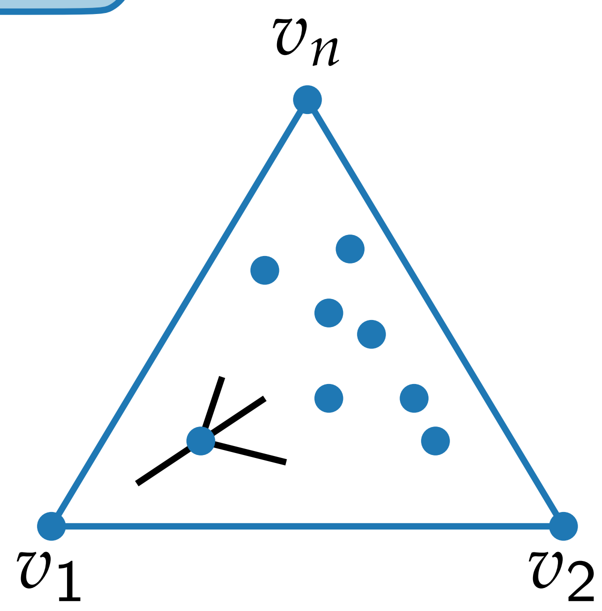

Barycentric coordinates

Definition.
Let $A, B, C, P \in \mathbb{R}^2$.
The **barycentric coordinates** of P with respect to $\triangle ABC$ are a triple $(\alpha, \beta, \gamma) \in \mathbb{R}^3_{\geq 0}$ such that

- $\alpha + \beta + \gamma = 1$
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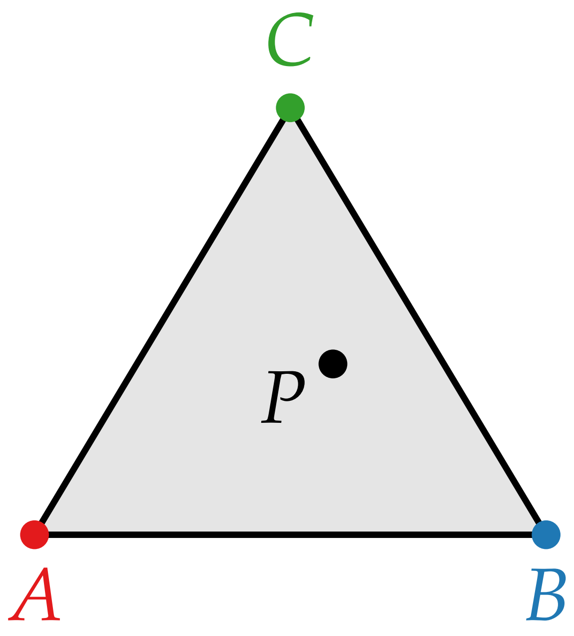

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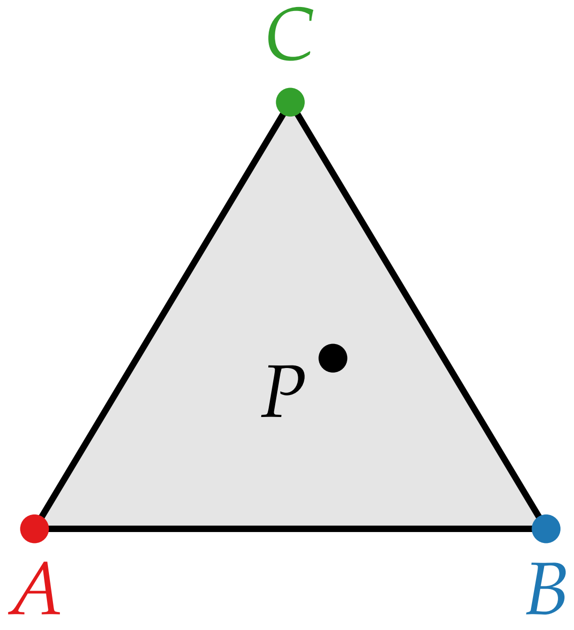

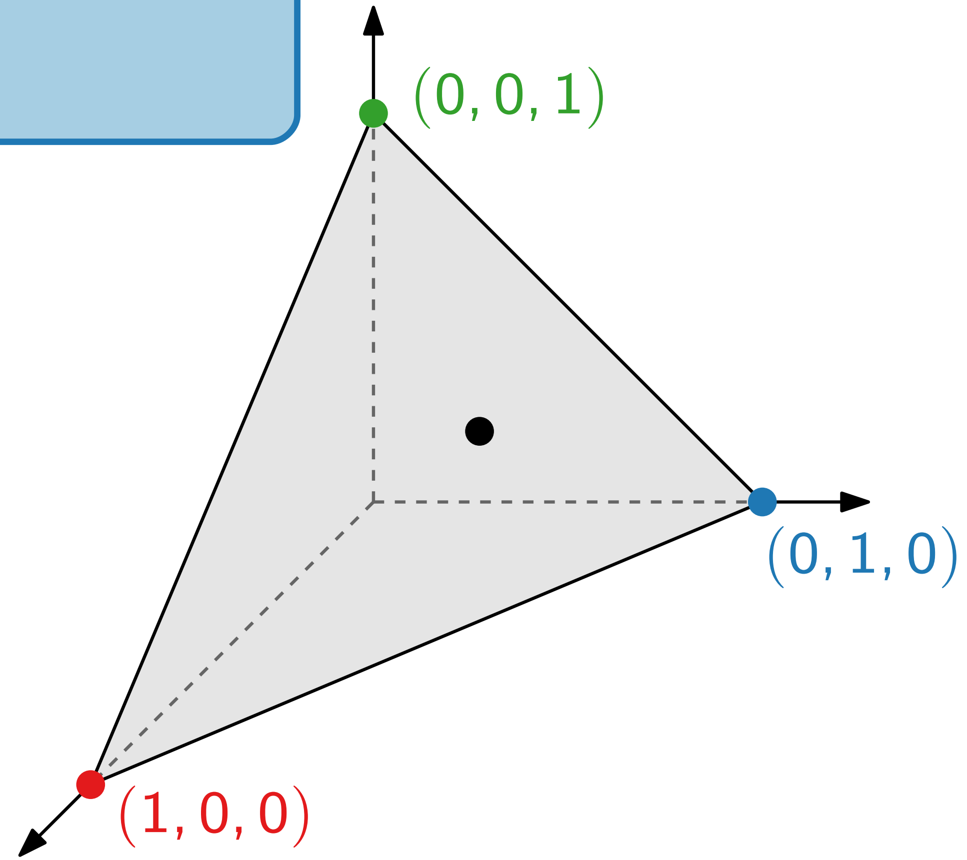

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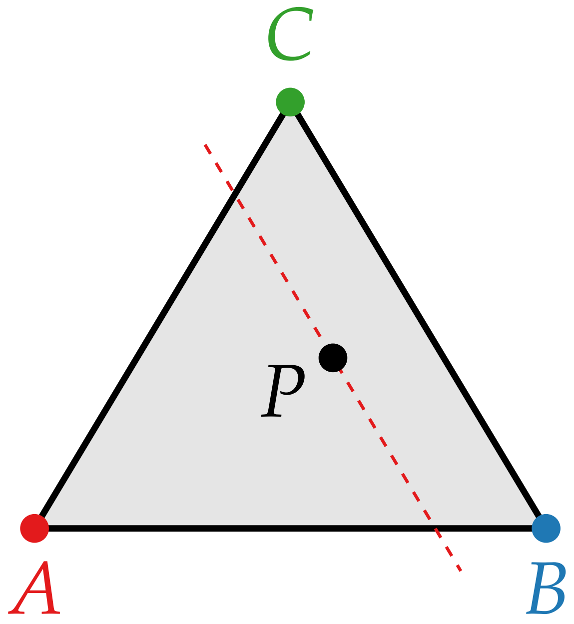

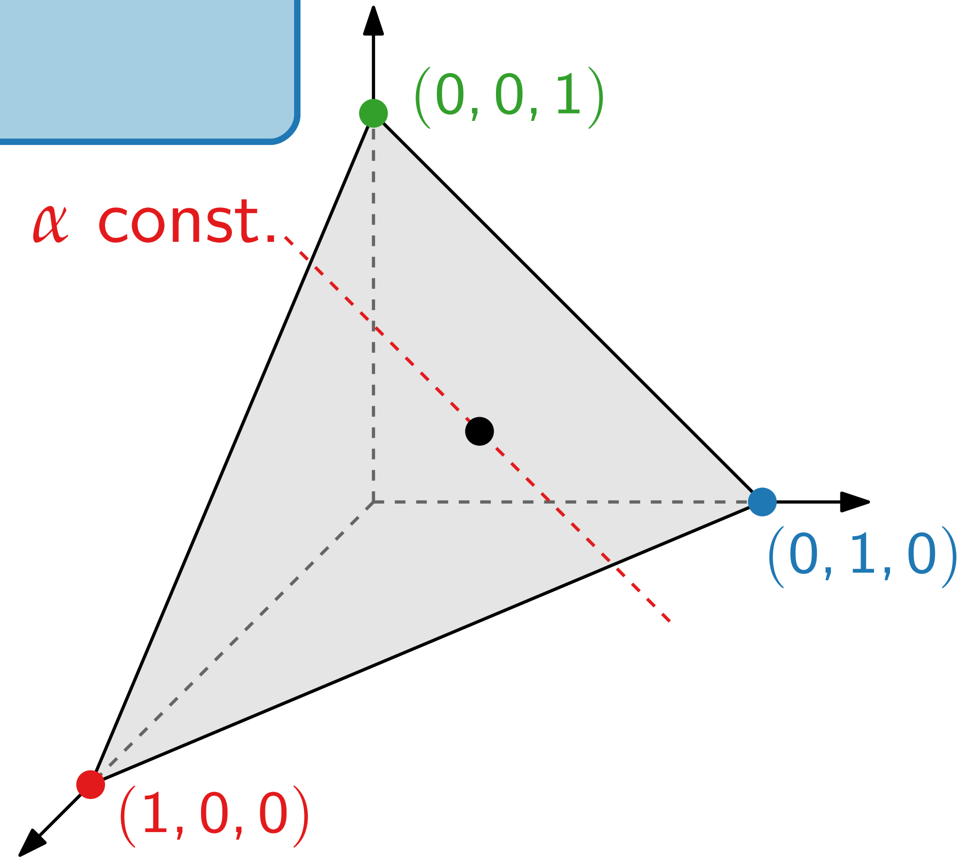

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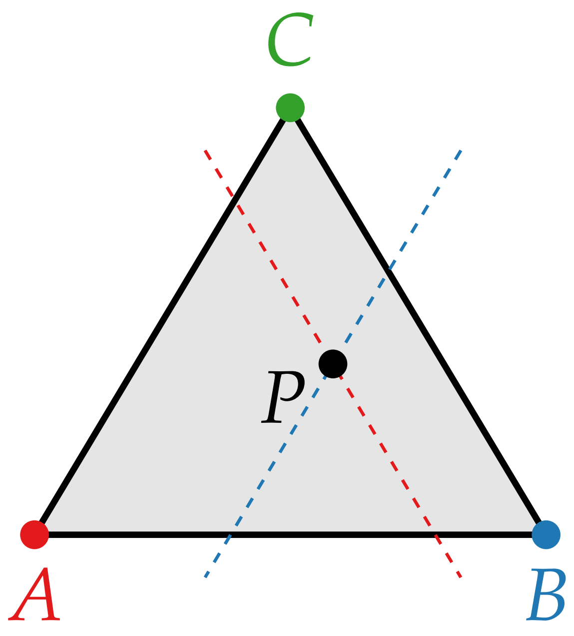

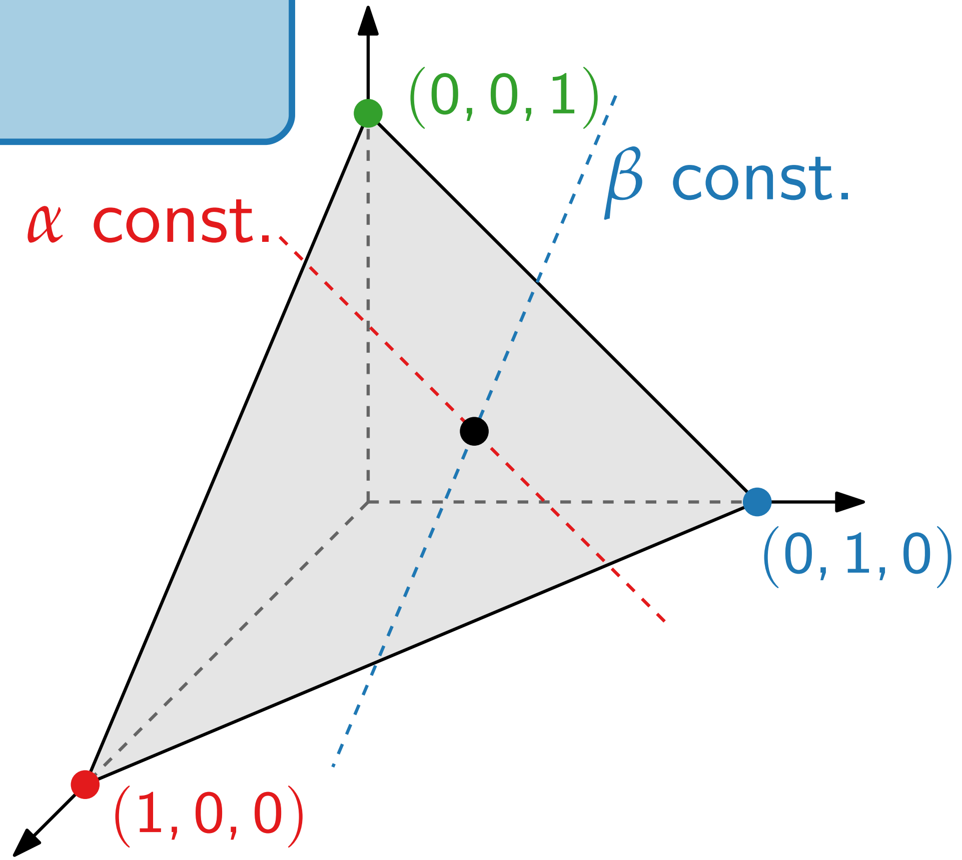

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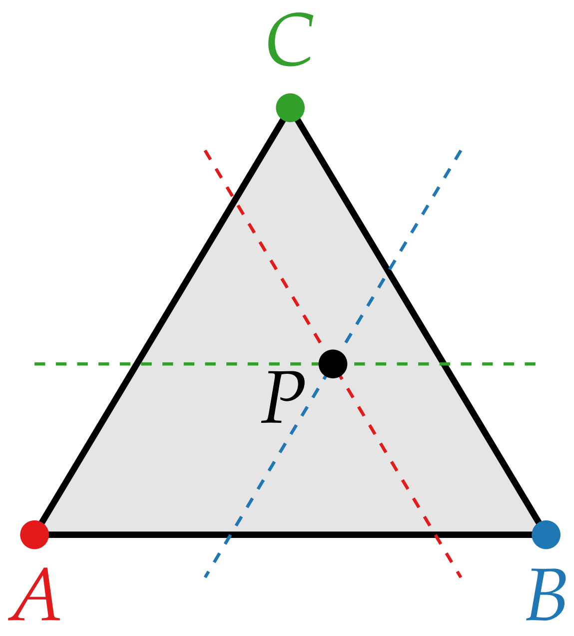

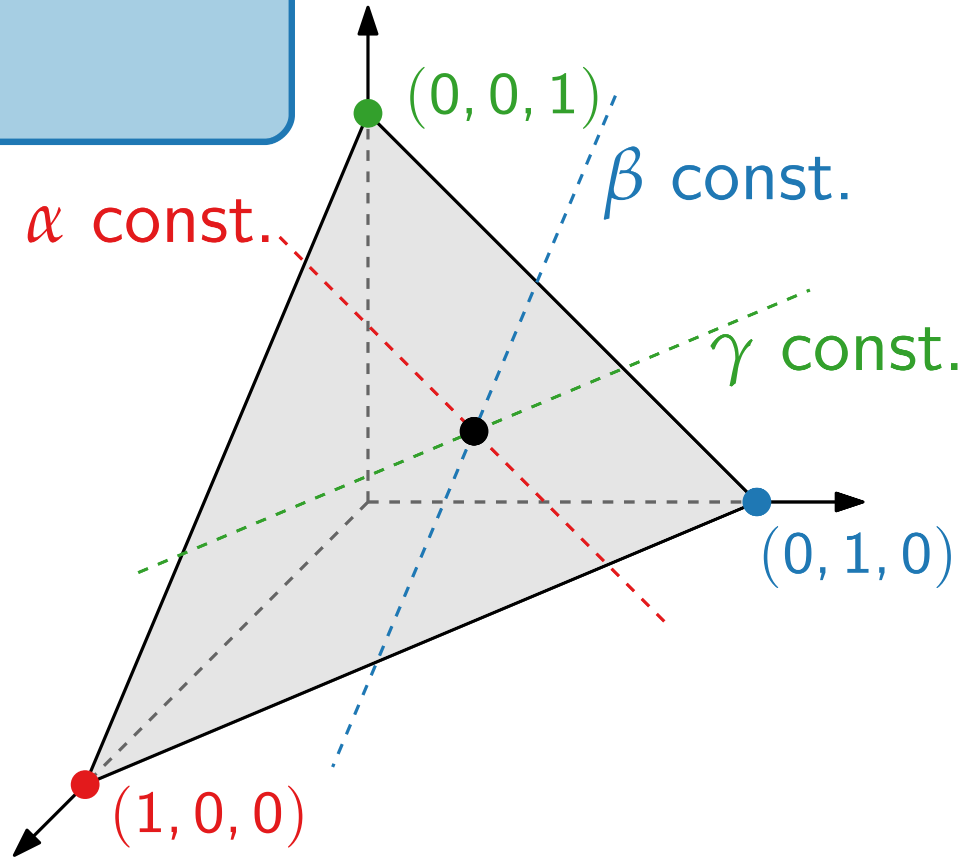

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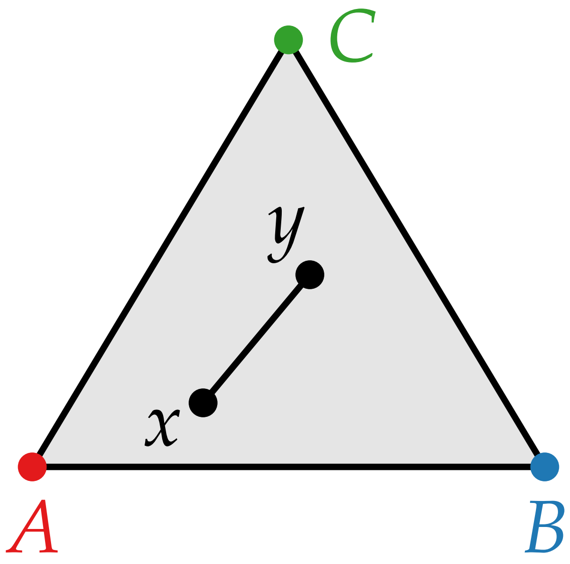

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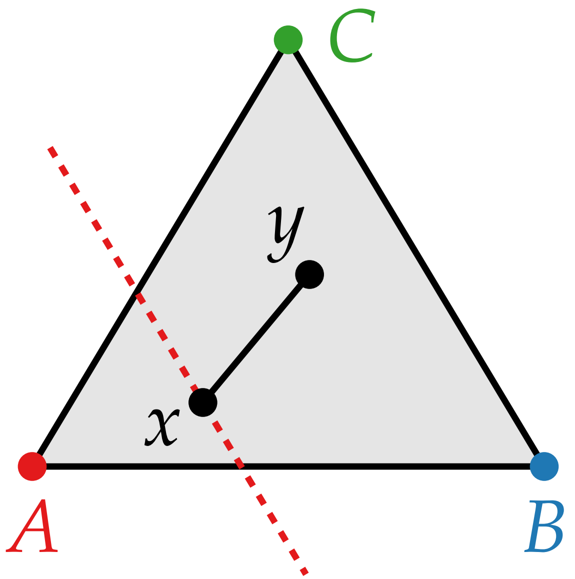

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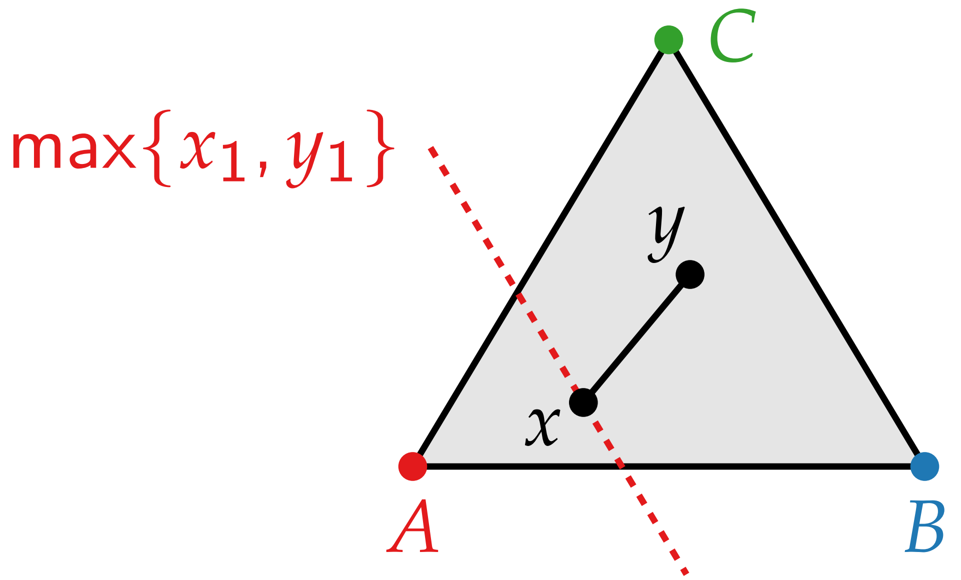

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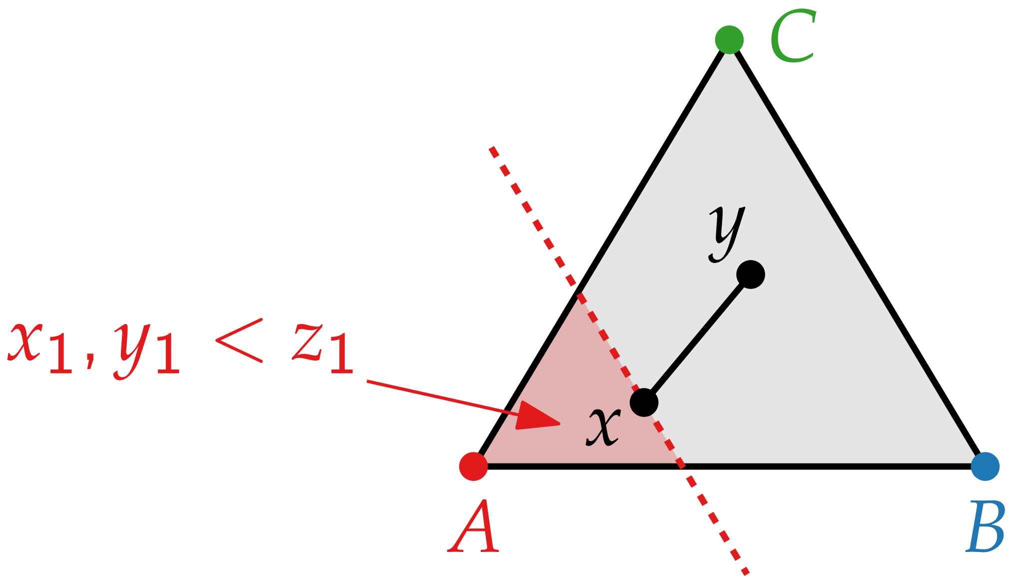

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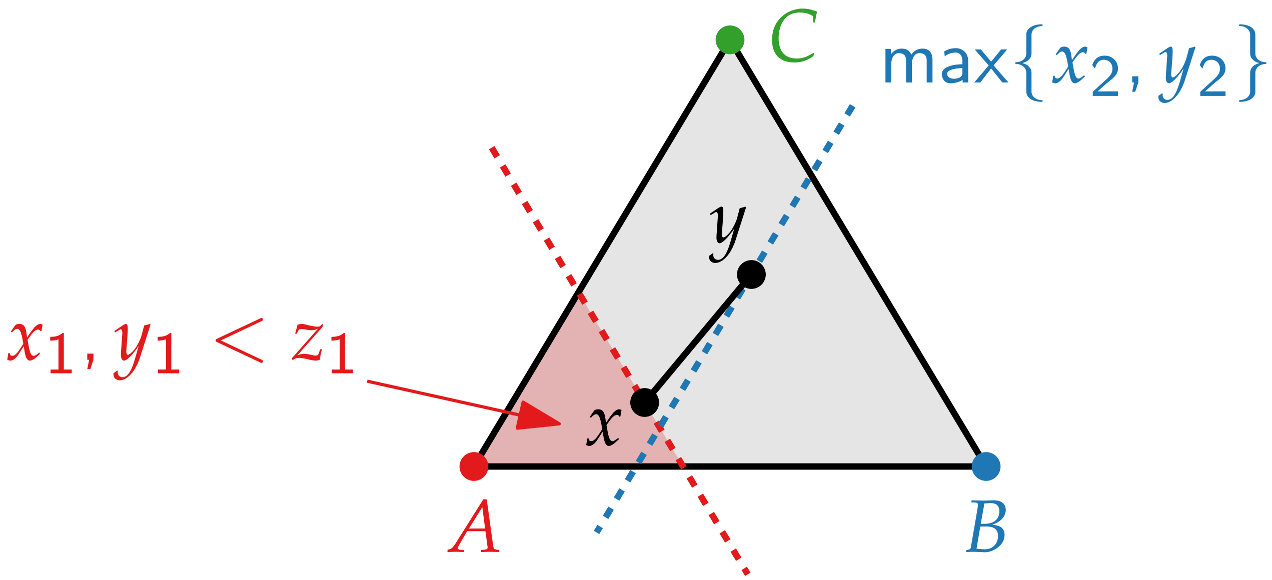

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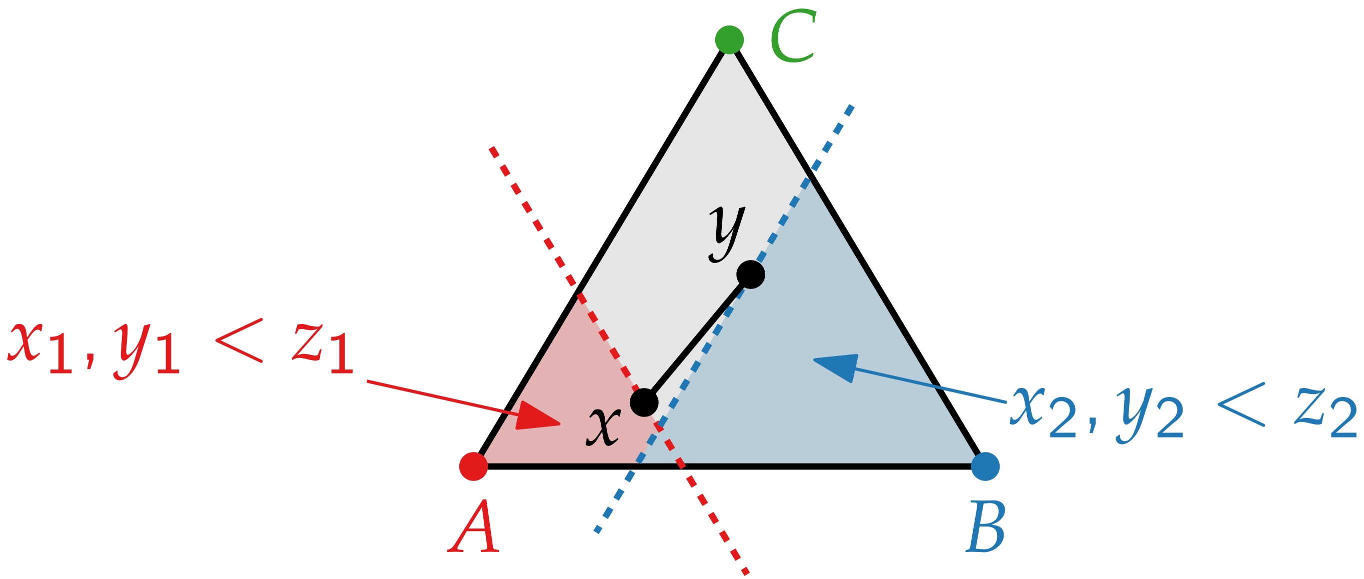

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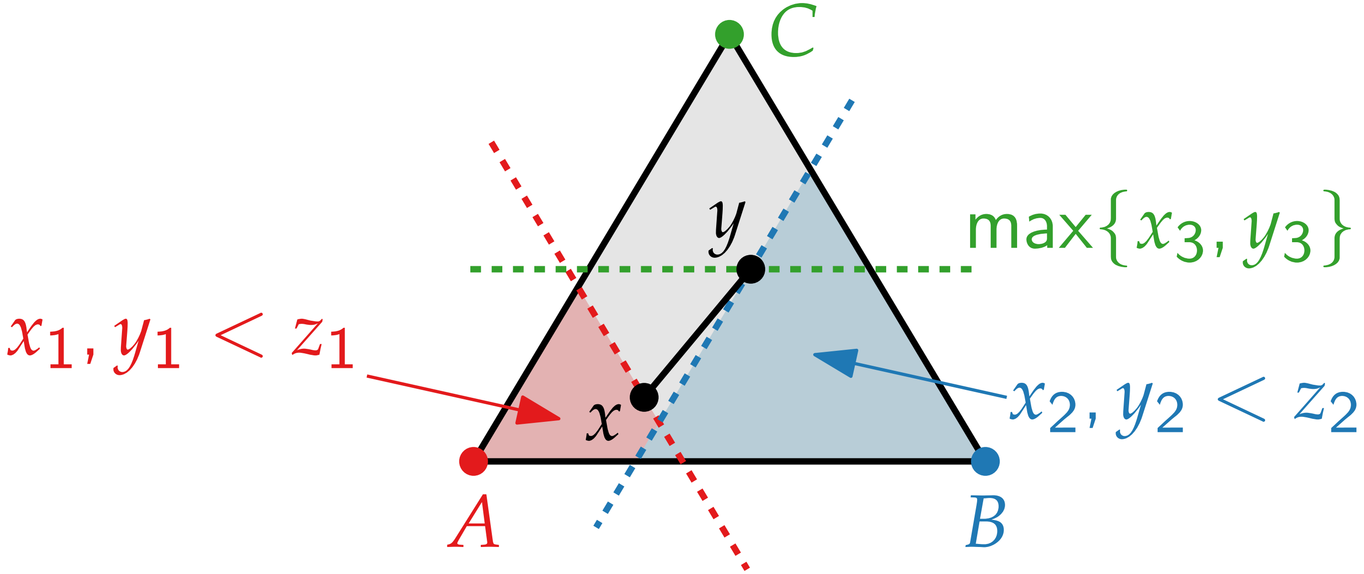

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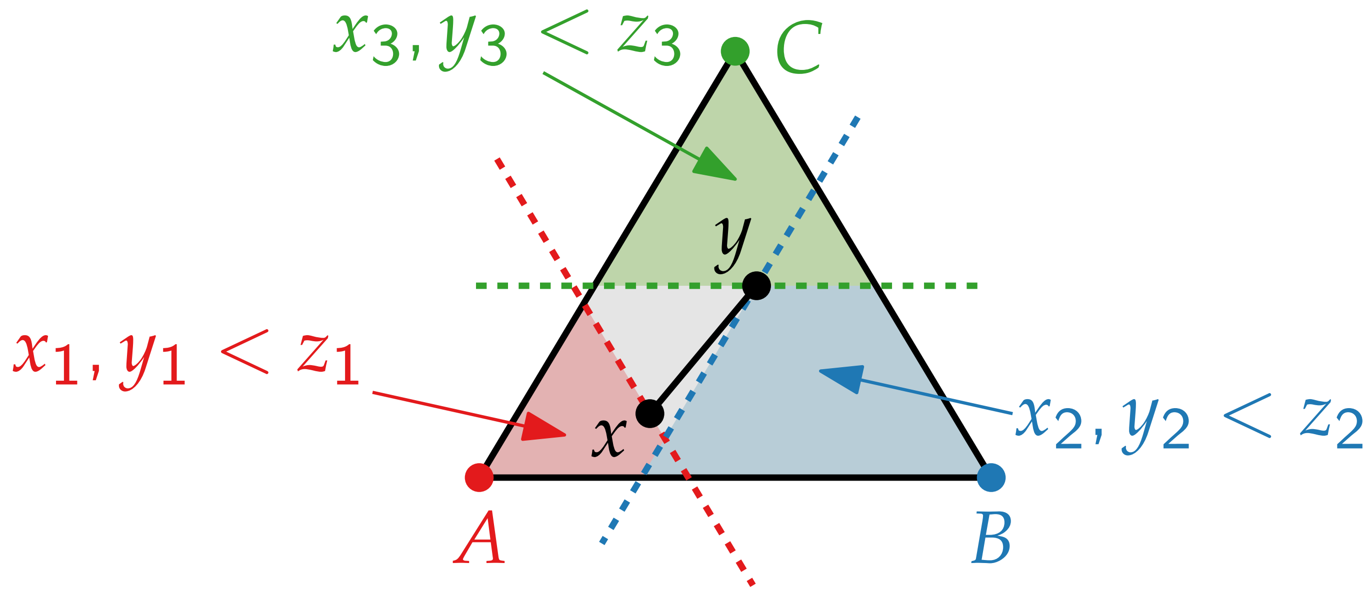

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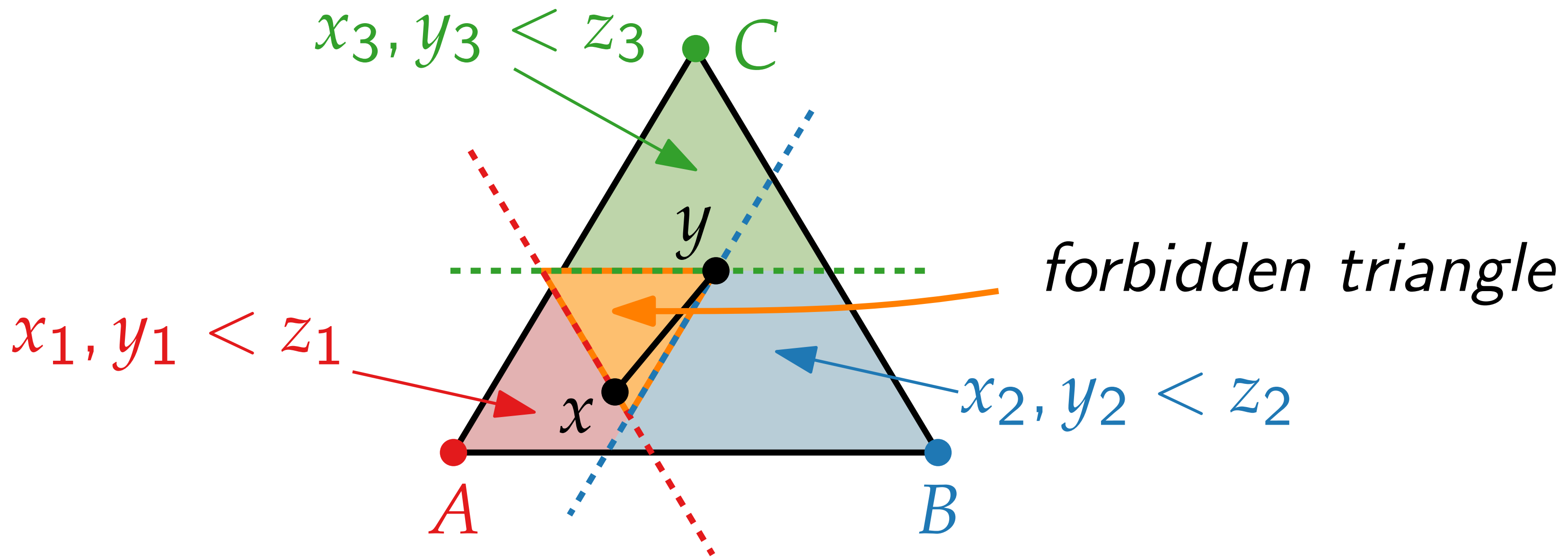

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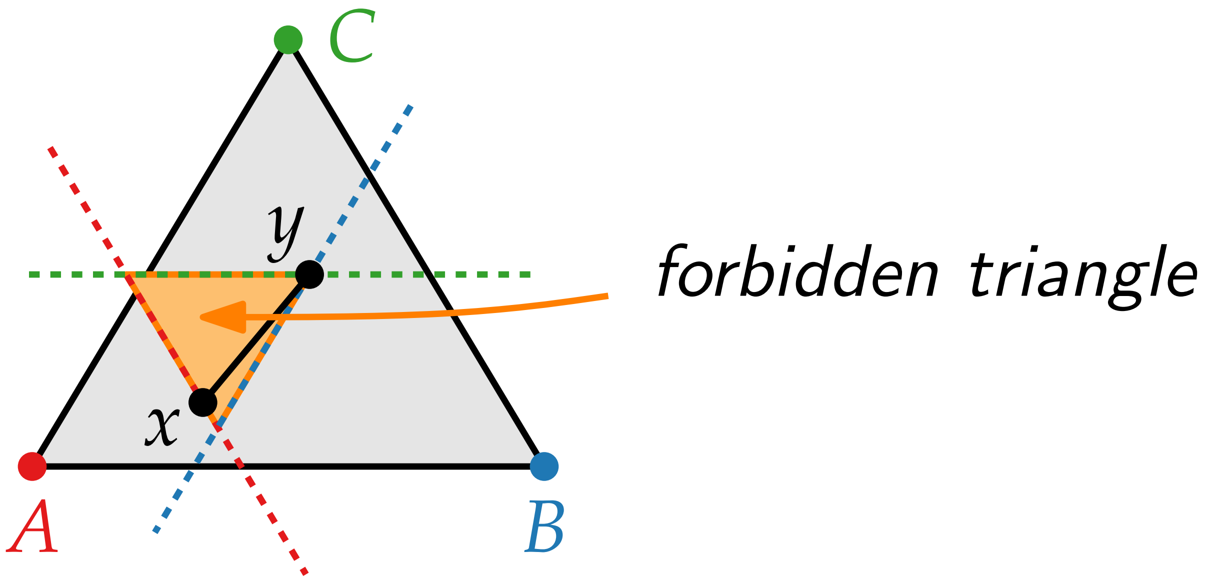

Barycentric representations & planar graphs

Lemma.
Let $\phi : v \mapsto (v_1, v_2, v_3)$ be a barycentric representation of a graph $G = (V, E)$ and let $A, B, C \in \mathbb{R}^2$ in general position. Then the mapping

$$f : v \in V \mapsto v_1 A + v_2 B + v_3 C$$

gives a **planar** drawing of G inside $\triangle ABC$.

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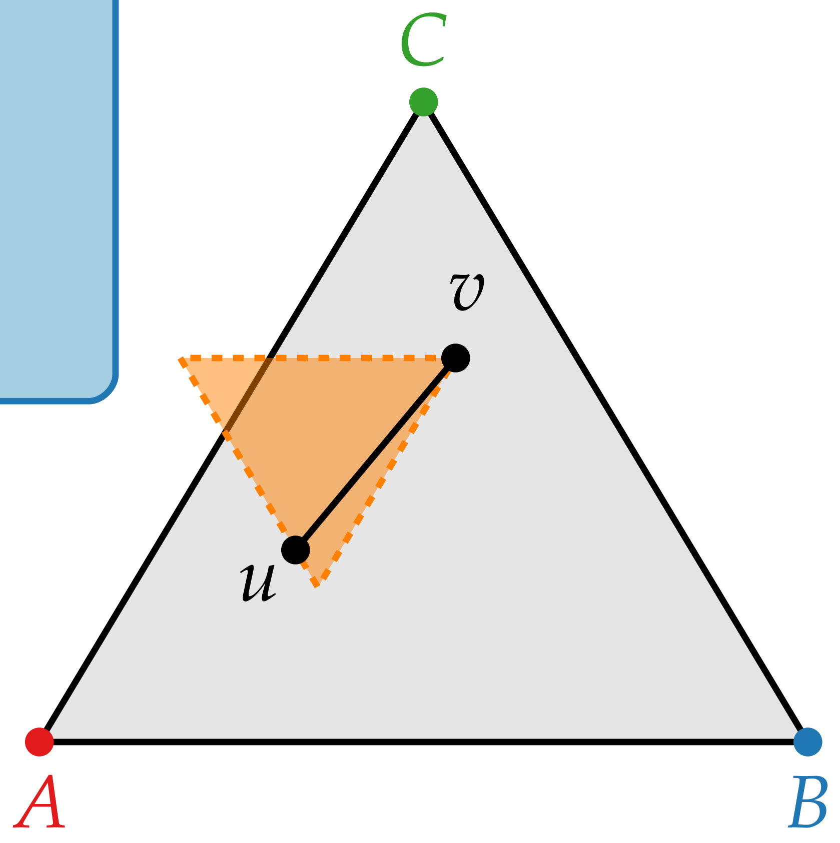

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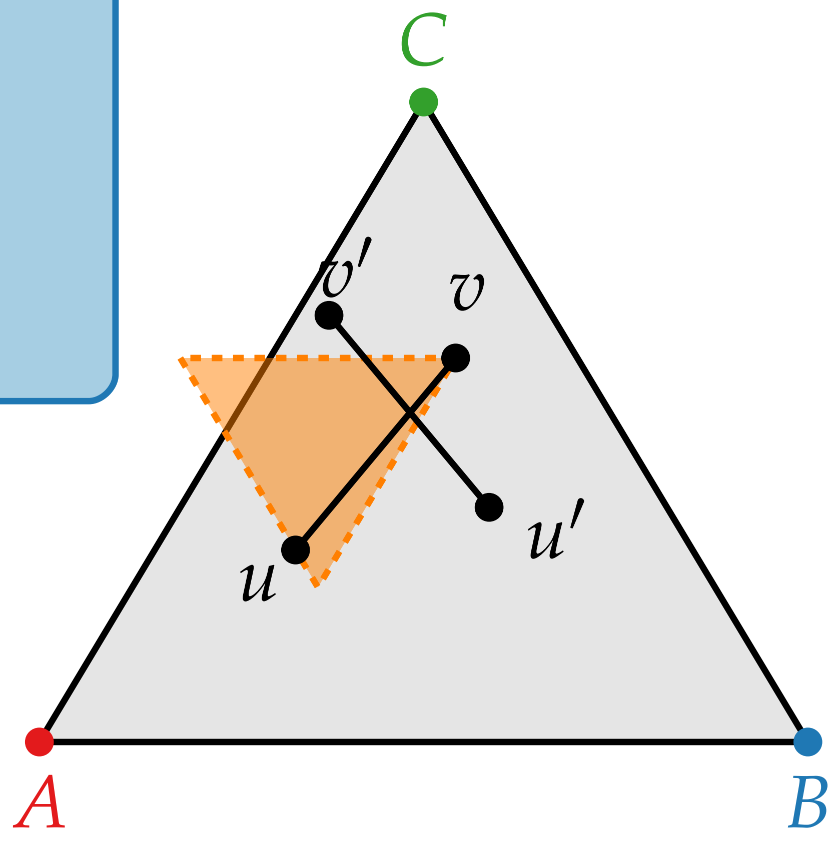

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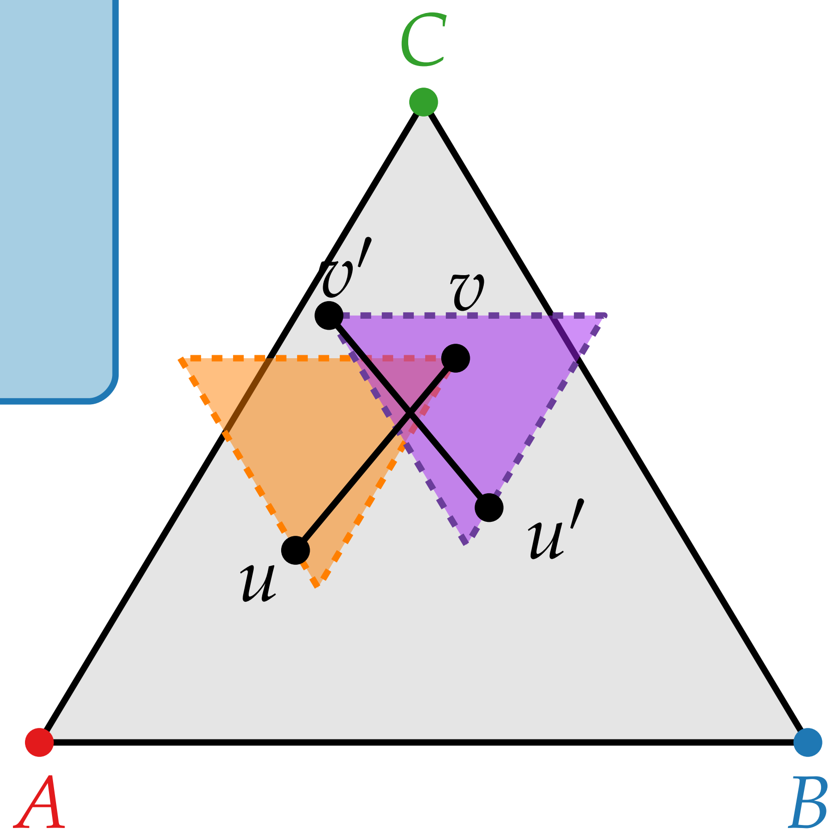

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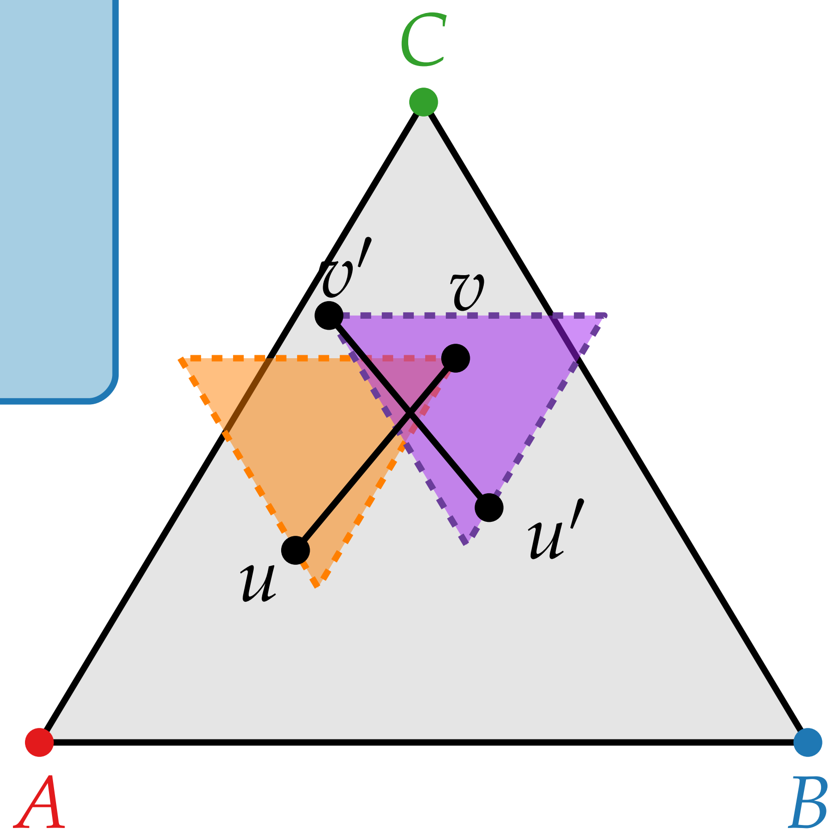

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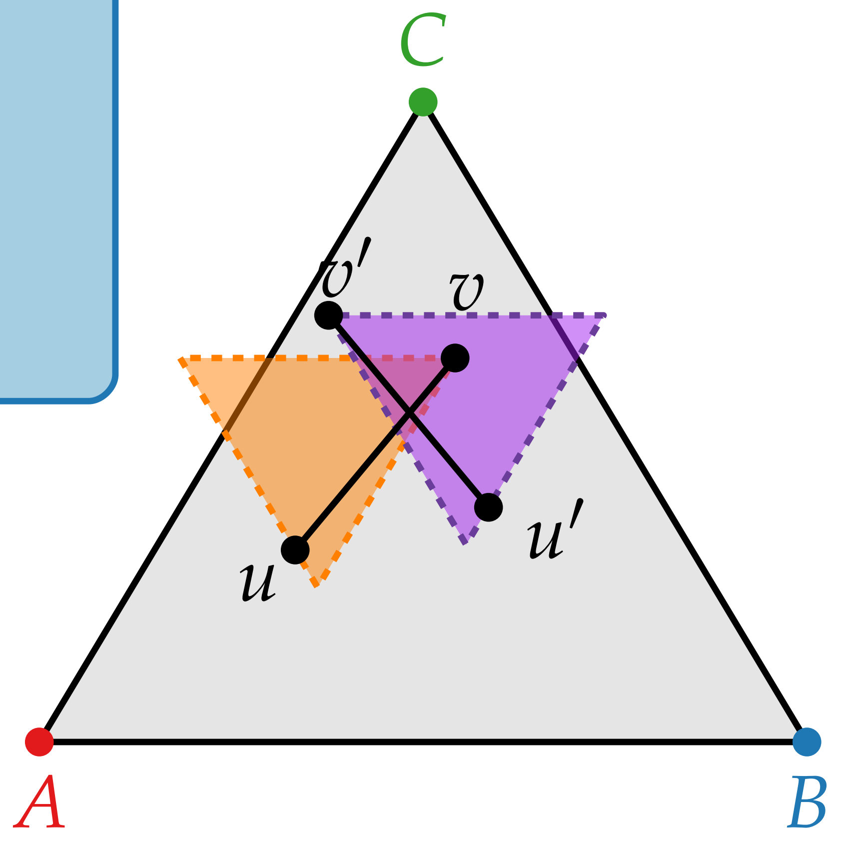
$\Rightarrow \{i, j\} \cap \{k, l\} = \emptyset$

wlog $i = j = 1 \Rightarrow u'_1, v'_1 > u_1, v_1$



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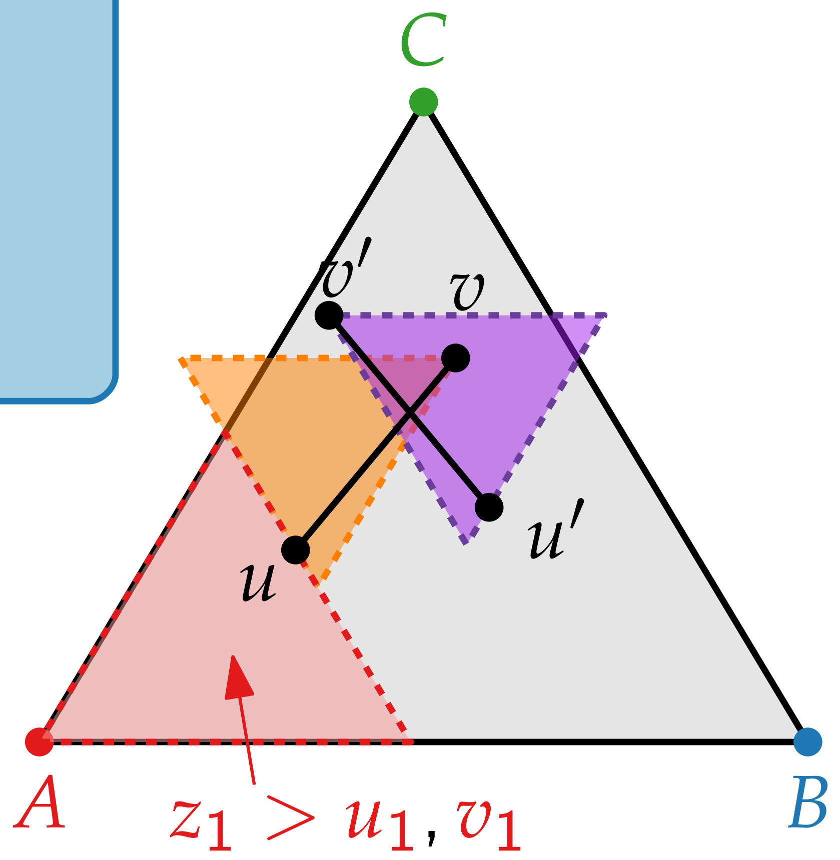
wlog $i = j = 1 \Rightarrow u'_1, v'_1 > u_1, v_1$ $\quad \Rightarrow$ separated by straight line



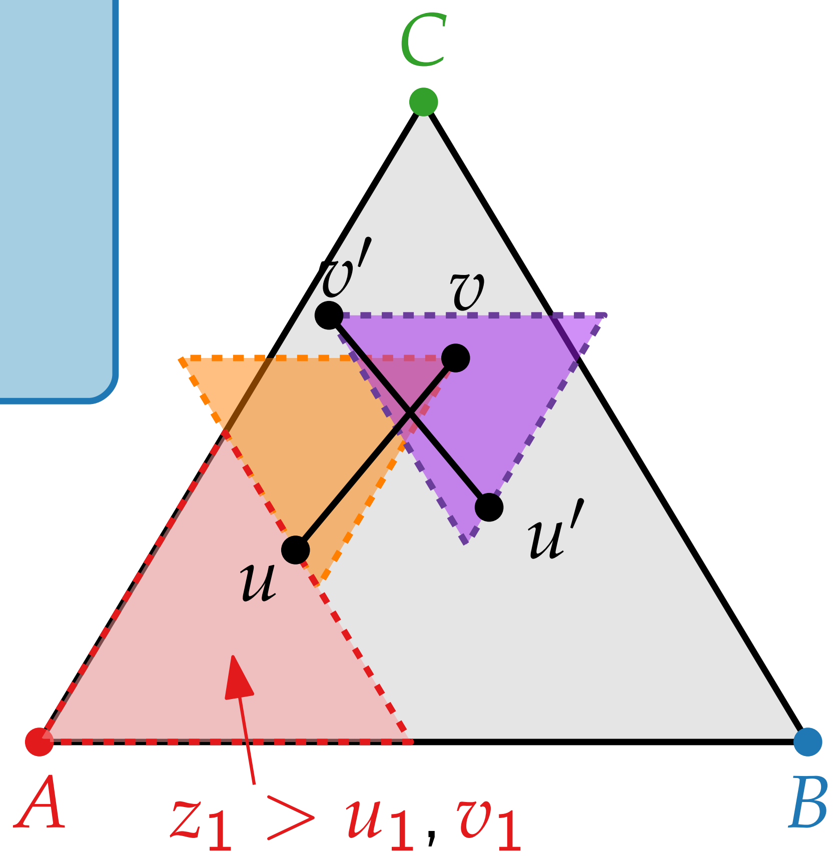
Barycentric representations & planar graphs

Lemma.
Let $\phi : v \mapsto (v_1, v_2, v_3)$ be a barycentric representation of a graph $G = (V, E)$ and let $A, B, C \in \mathbb{R}^2$ in general position. Then the mapping

$$f : v \in V \mapsto v_1 A + v_2 B + v_3 C$$

gives a **planar** drawing of G inside $\triangle ABC$.

How to get vertices on grid?



Proof.
- No vertices occur "inside" an edge
- No pair of edges $\{u, v\}$ and $\{u', v'\}$ cross:

$u'_i > u_i, v_i$ $\quad v'_j > u_j, v_j$ $\quad u_k > u'_k, v'_k$ $\quad v_l > u'_l, v'_l$

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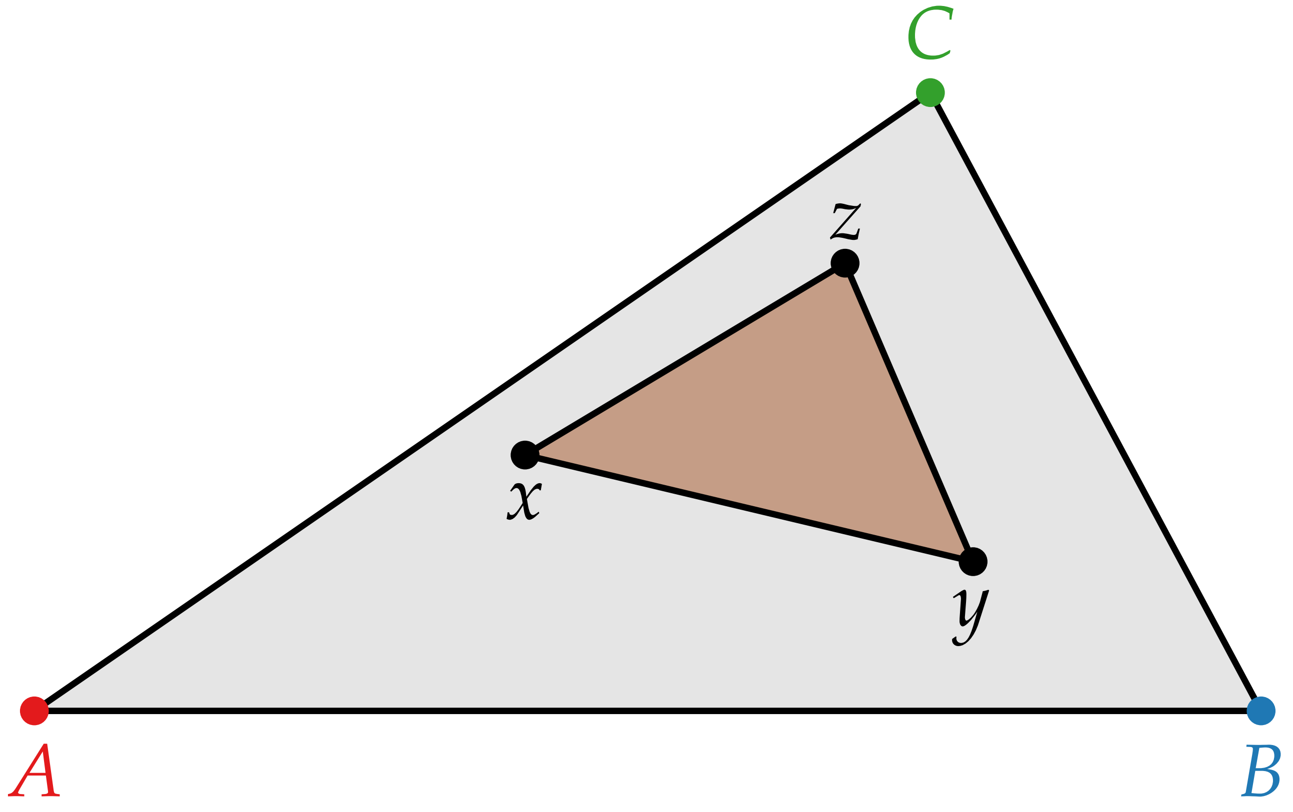
Angle labeling

Observation 1.
Let $v \mapsto (v_1, v_2, v_3)$ be a barycentric representation of a triangulated plane graph $G = (V, E)$.
We can **uniquely** label each angle $\angle(xy, xz)$ with $k \in \{1, 2, 3\}$.



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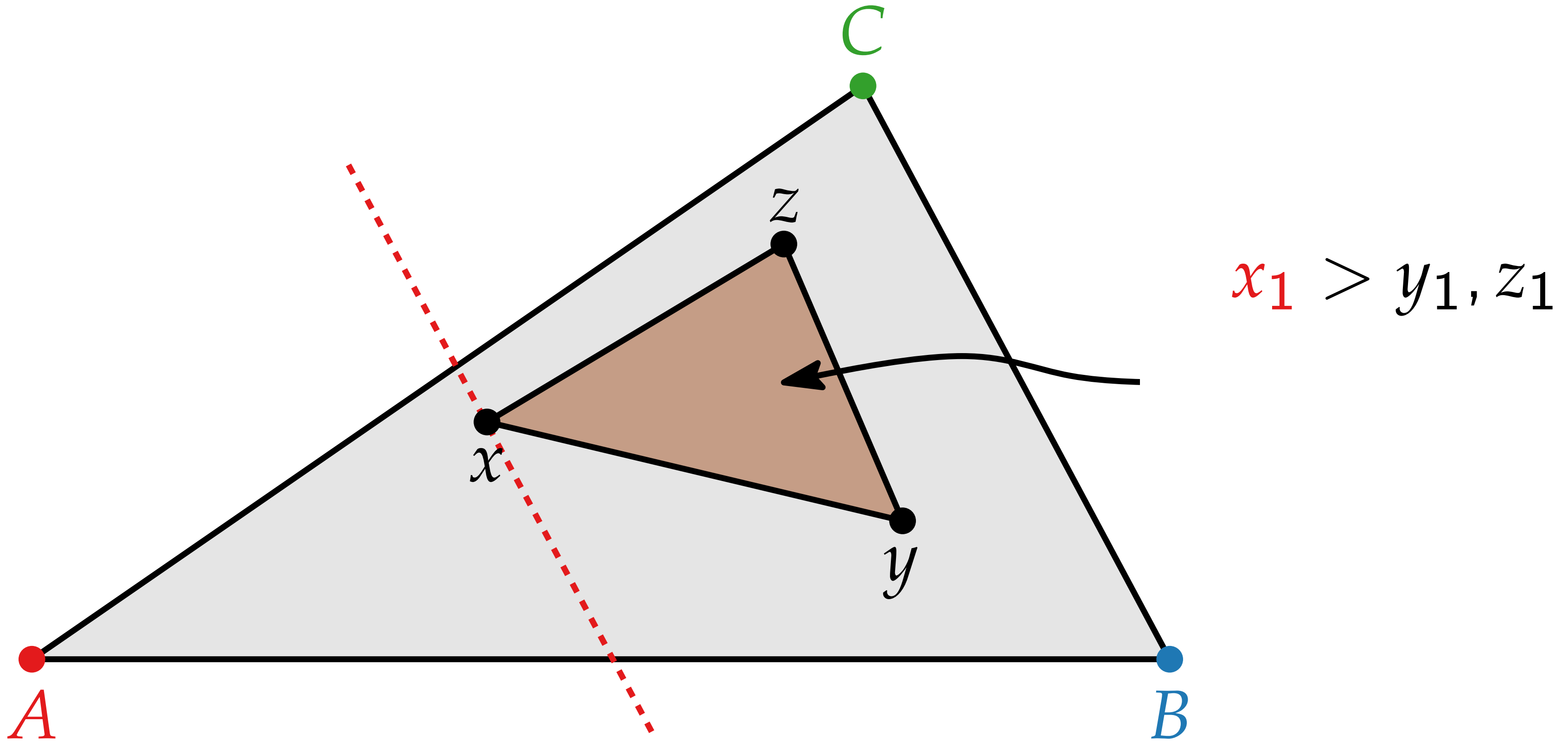

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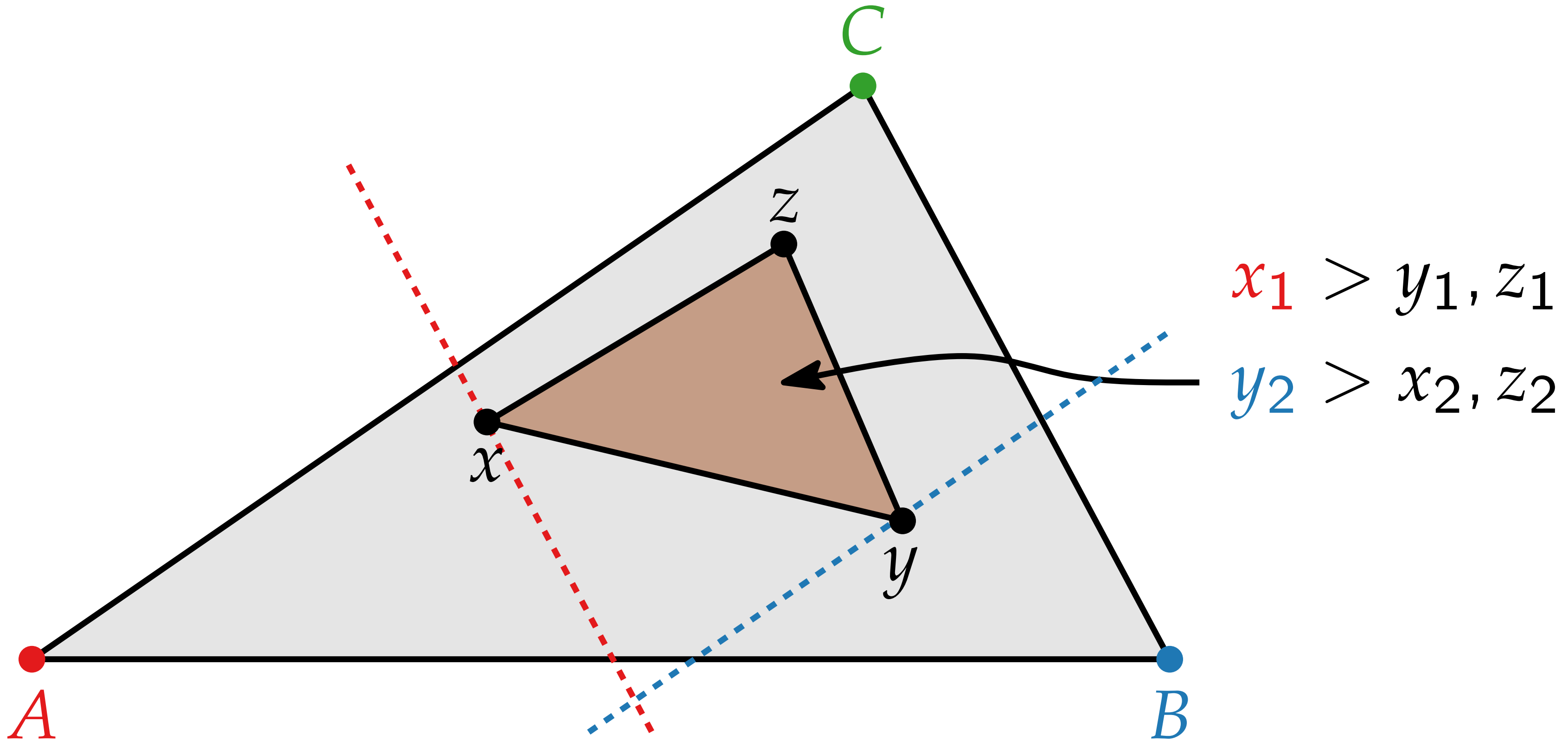

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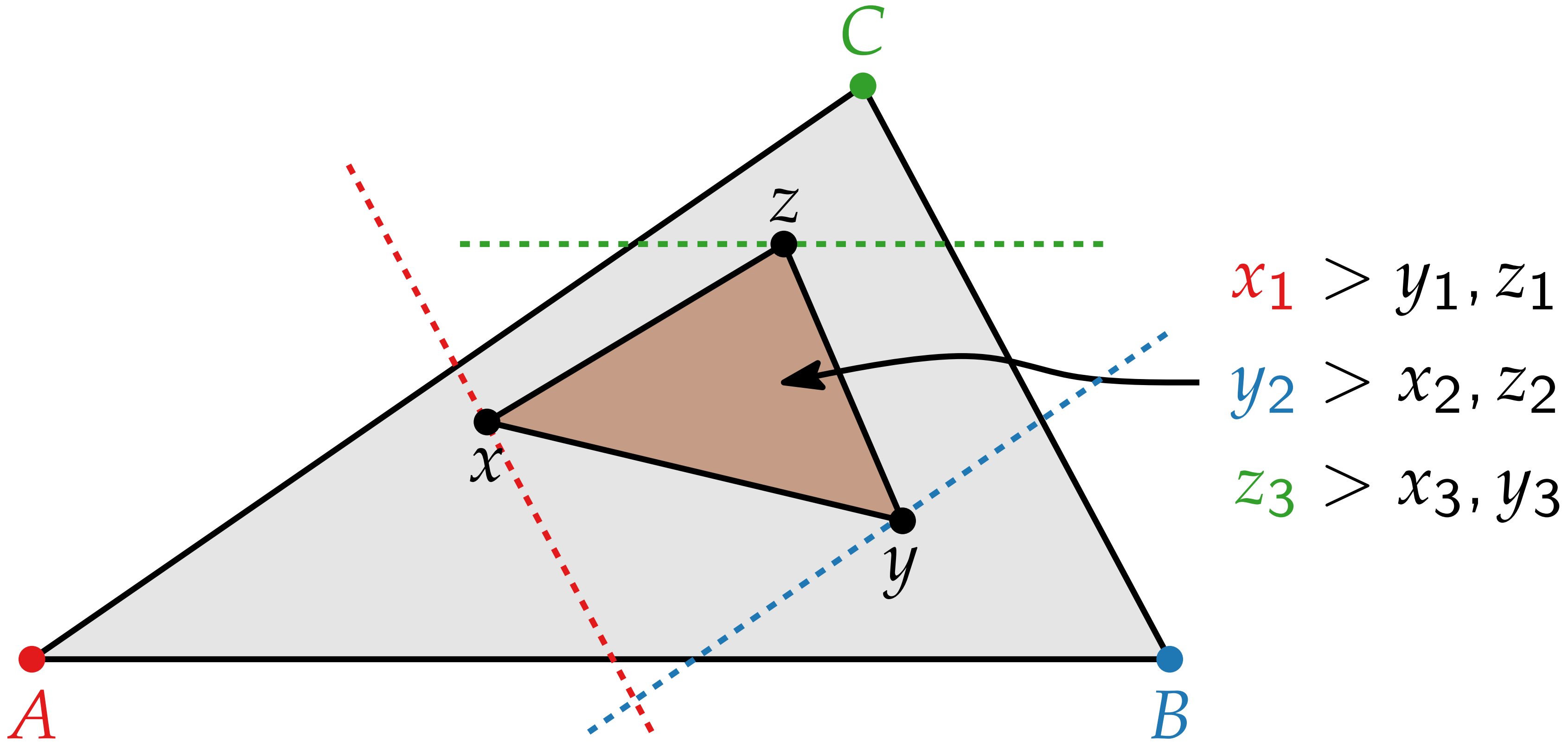

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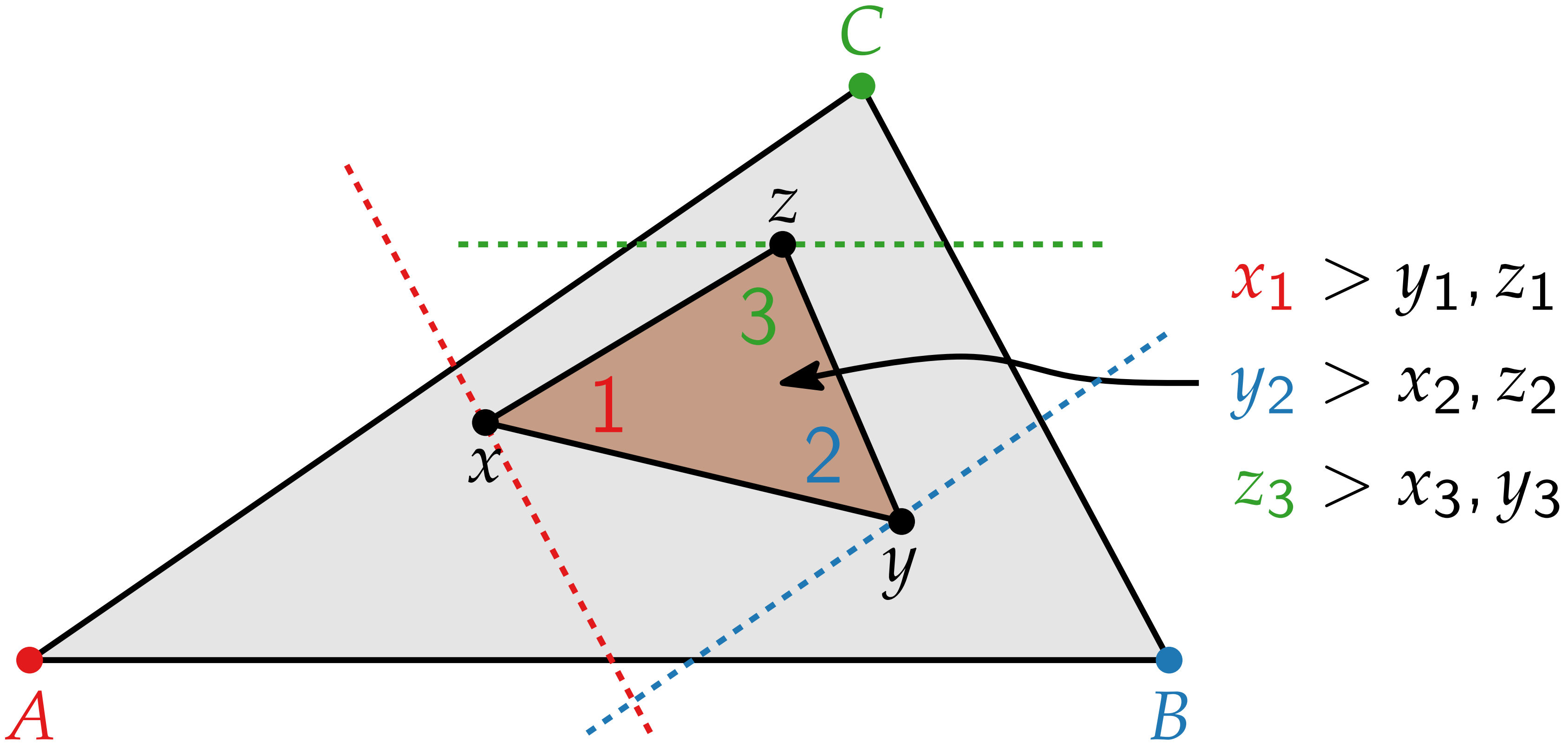

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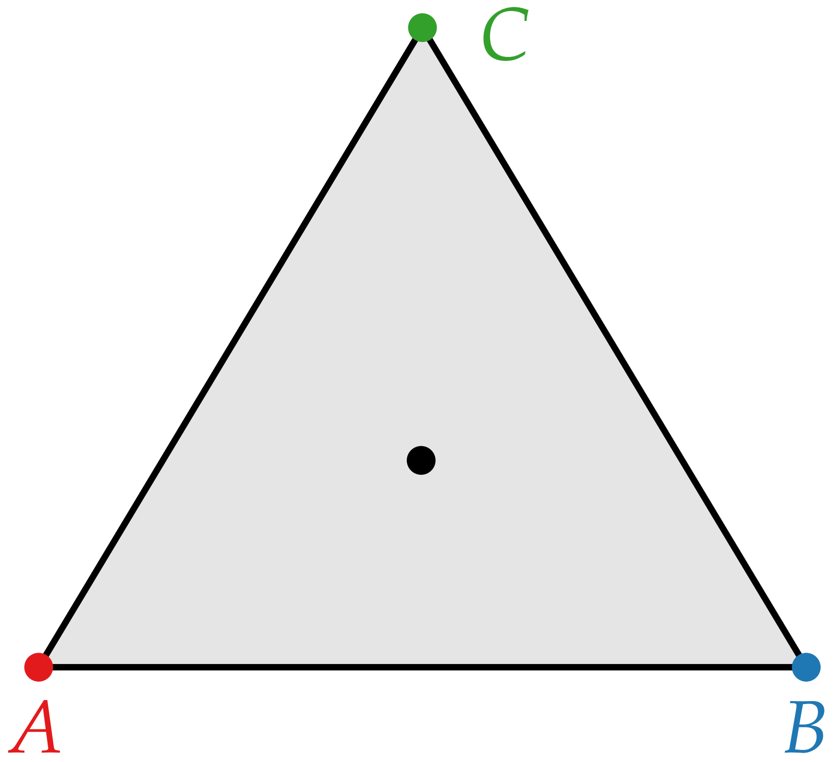

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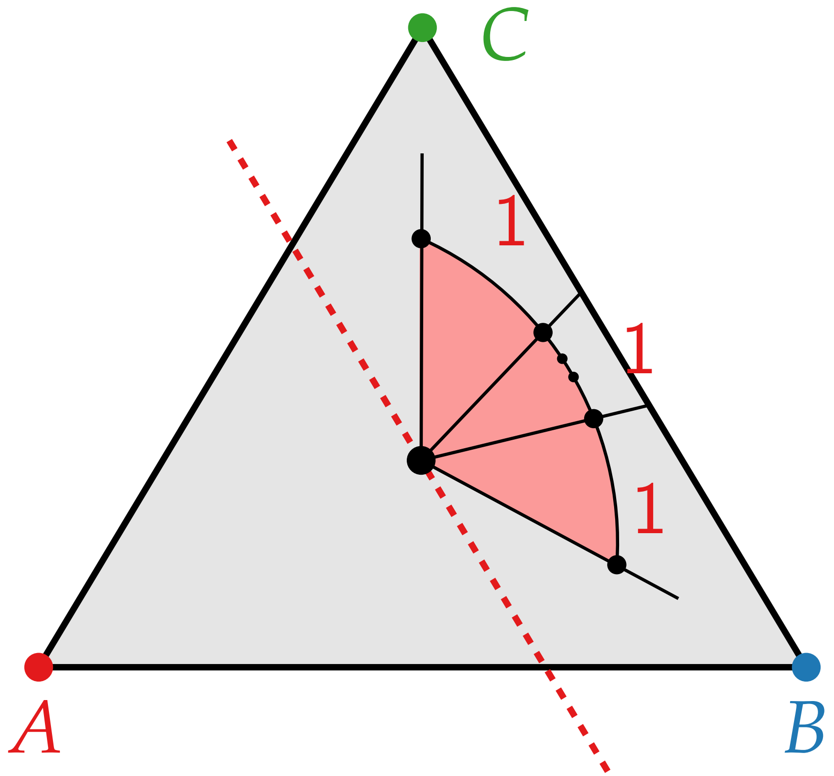

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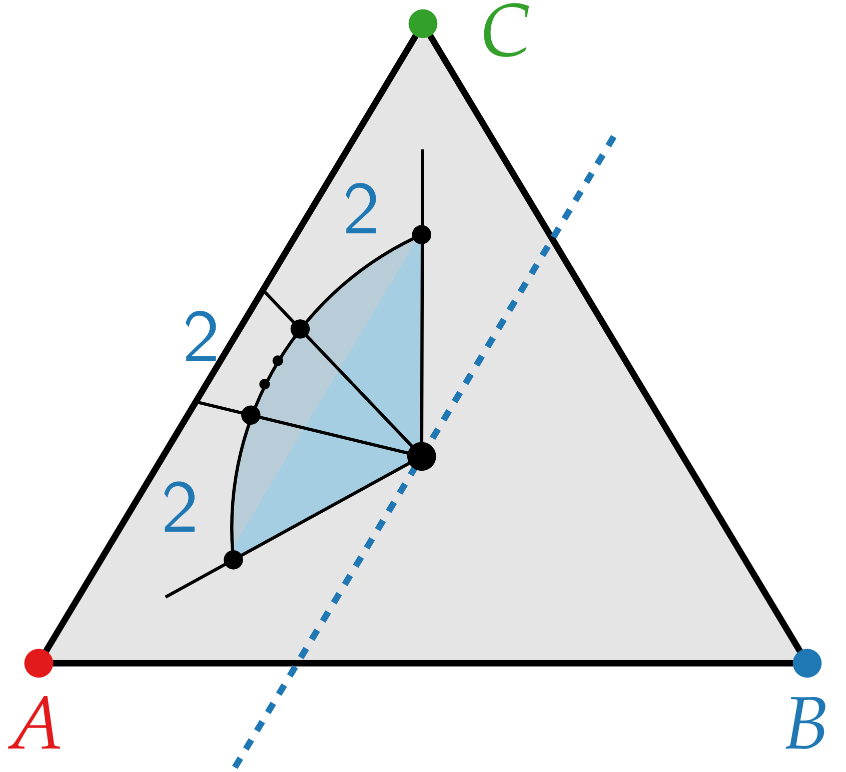

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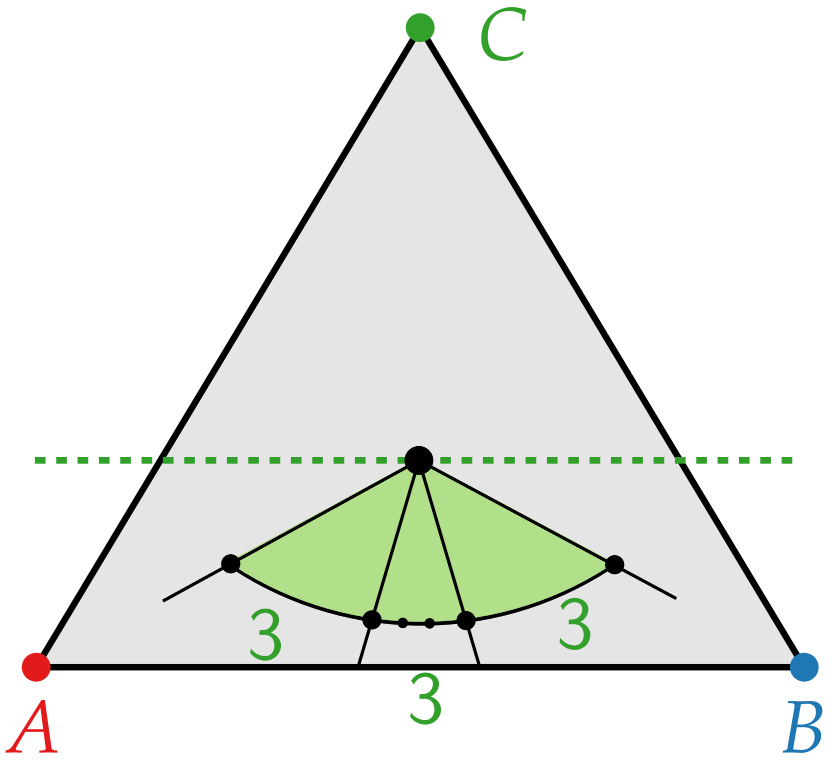

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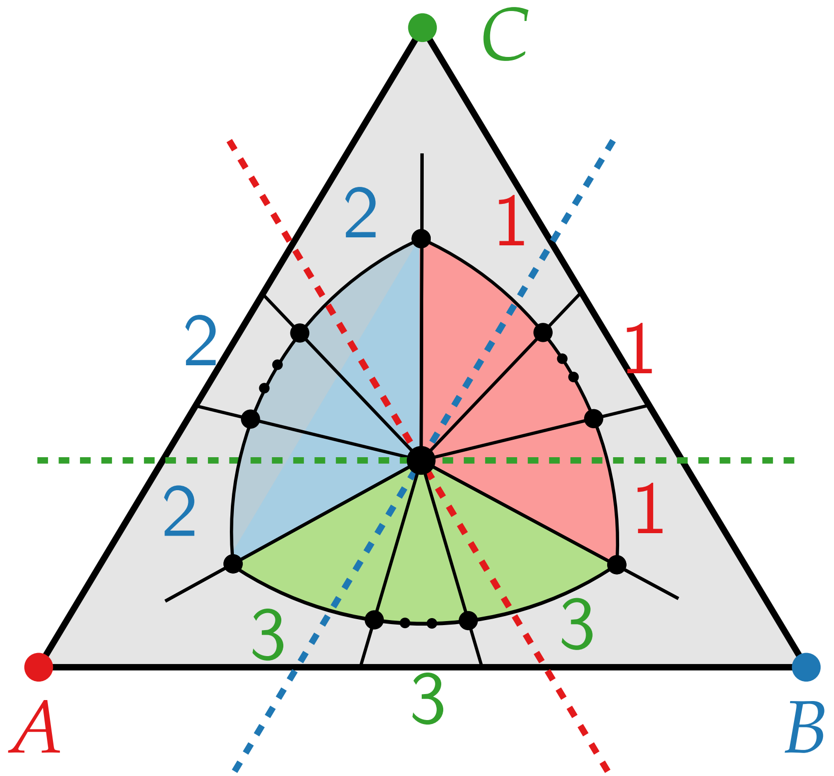

Schnyder labeling

Definition.
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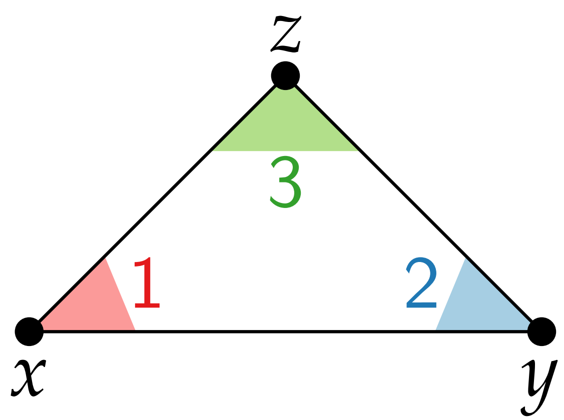

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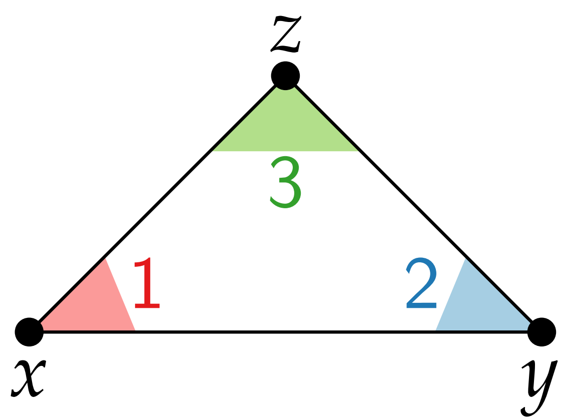
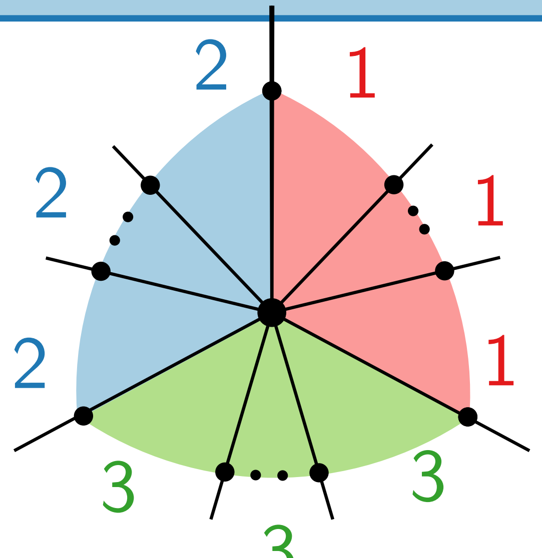
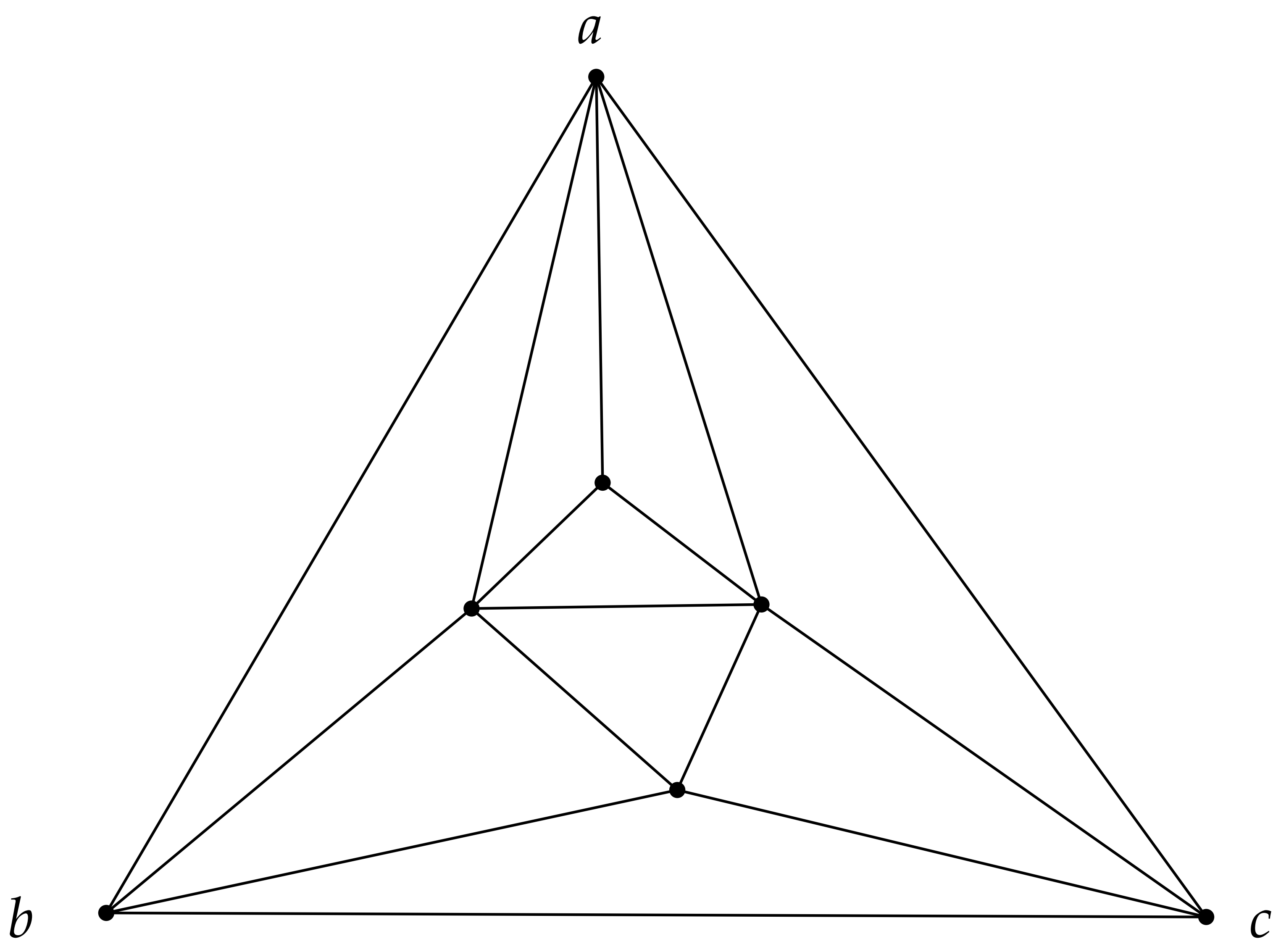
Vertices The ccw order of labels around each vertex consists of a nonempty interval of 1's followed by a nonempty interval of 2's followed by a nonempty interval of 3's.





Schnyder labeling-example



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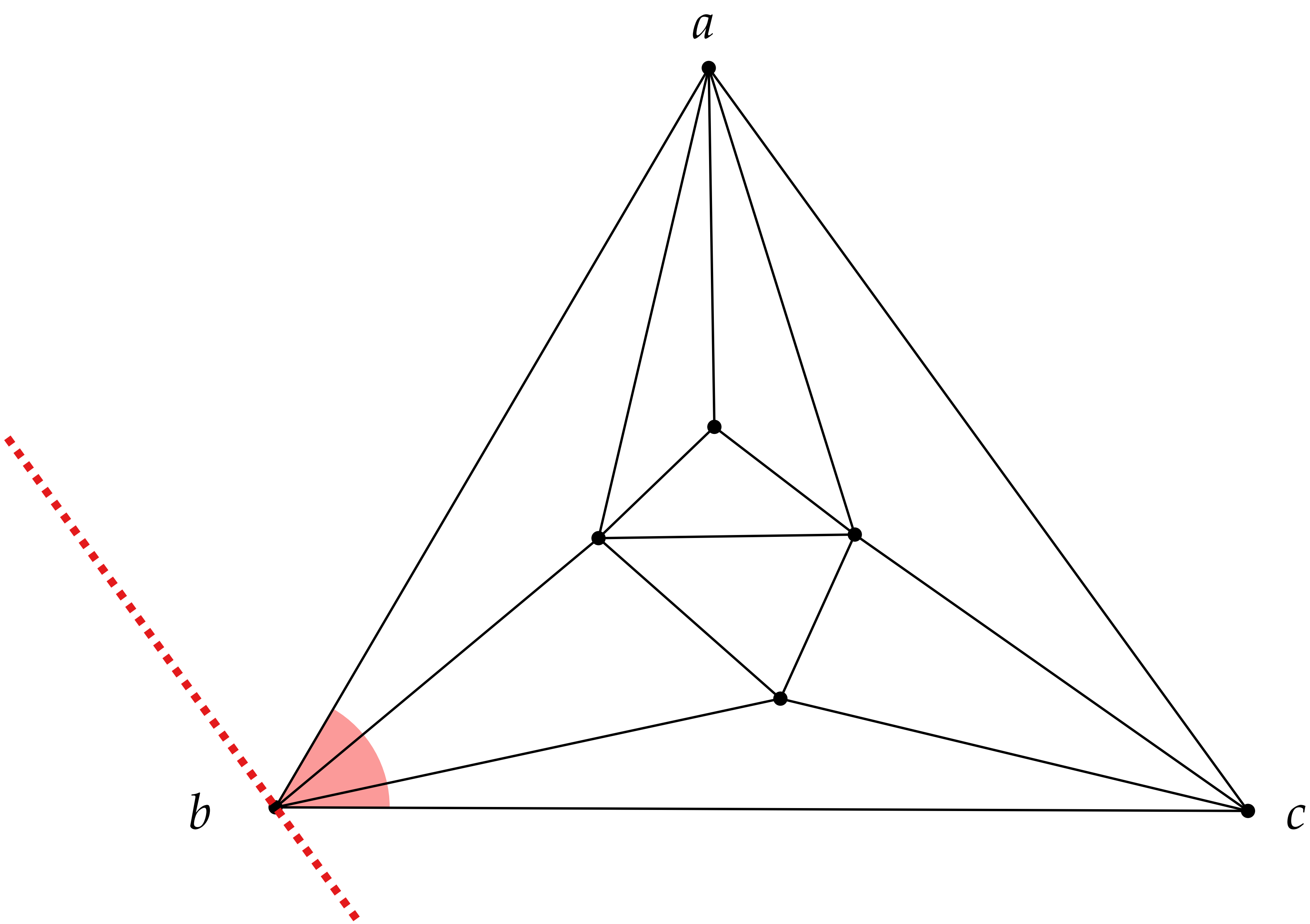

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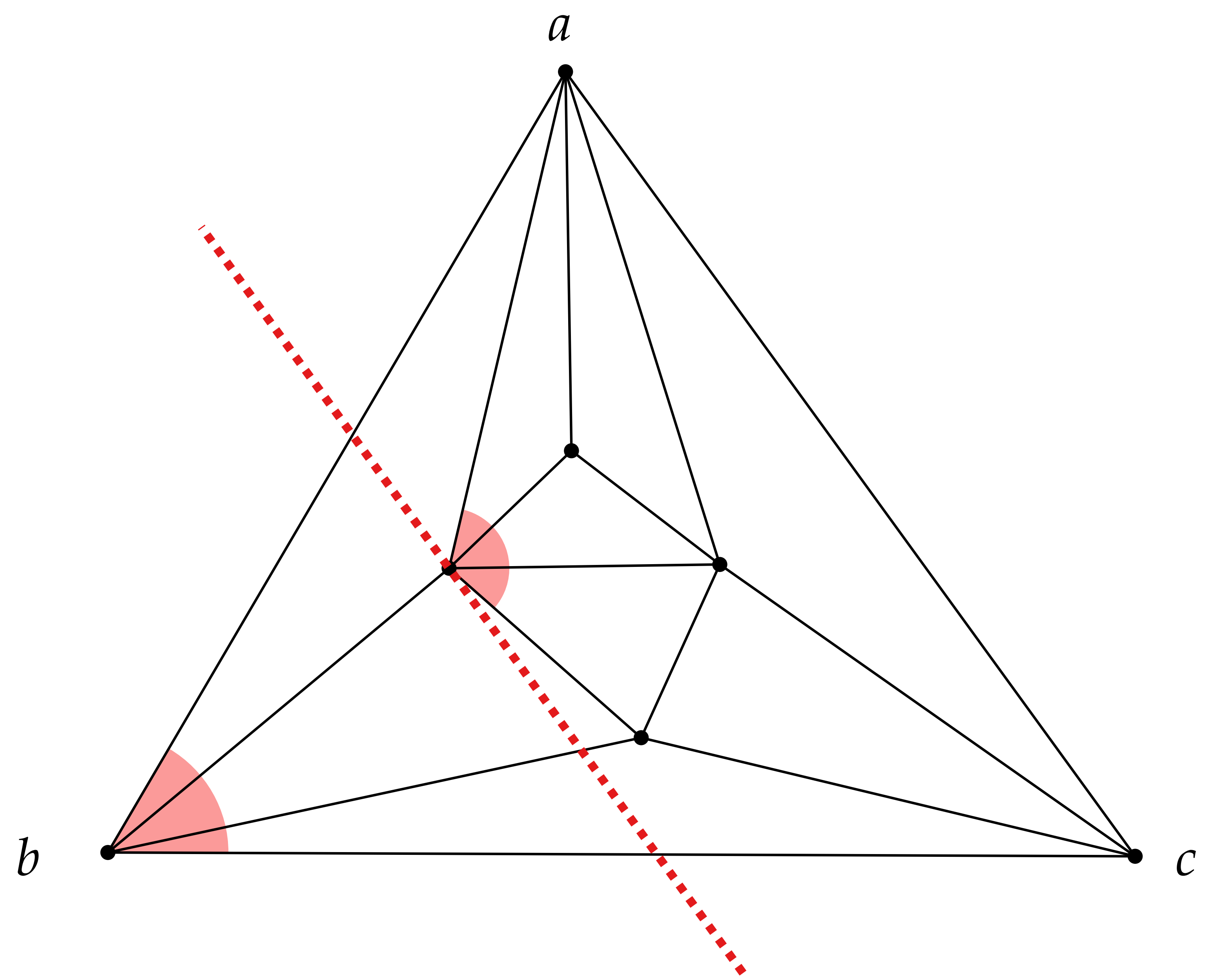

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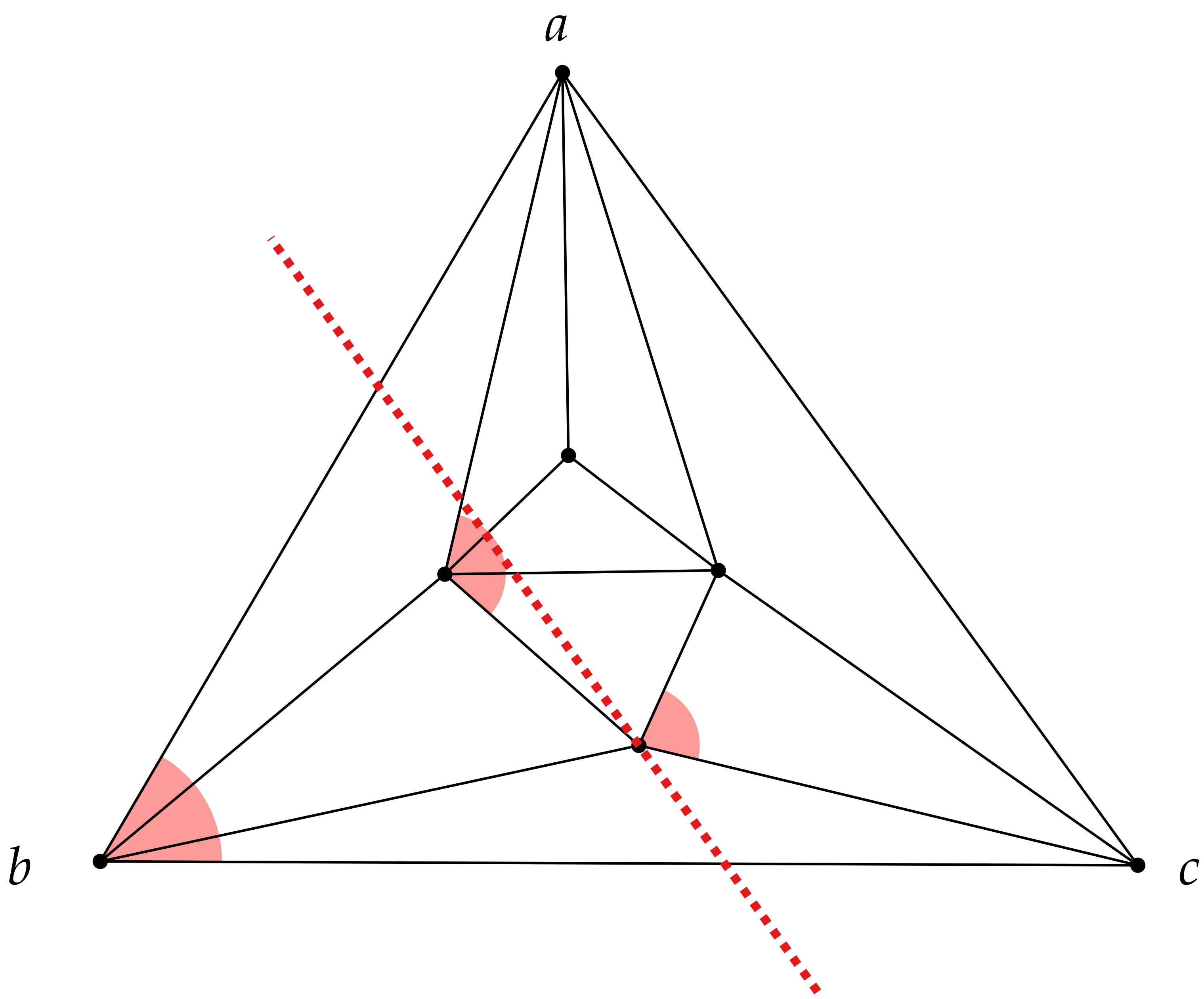

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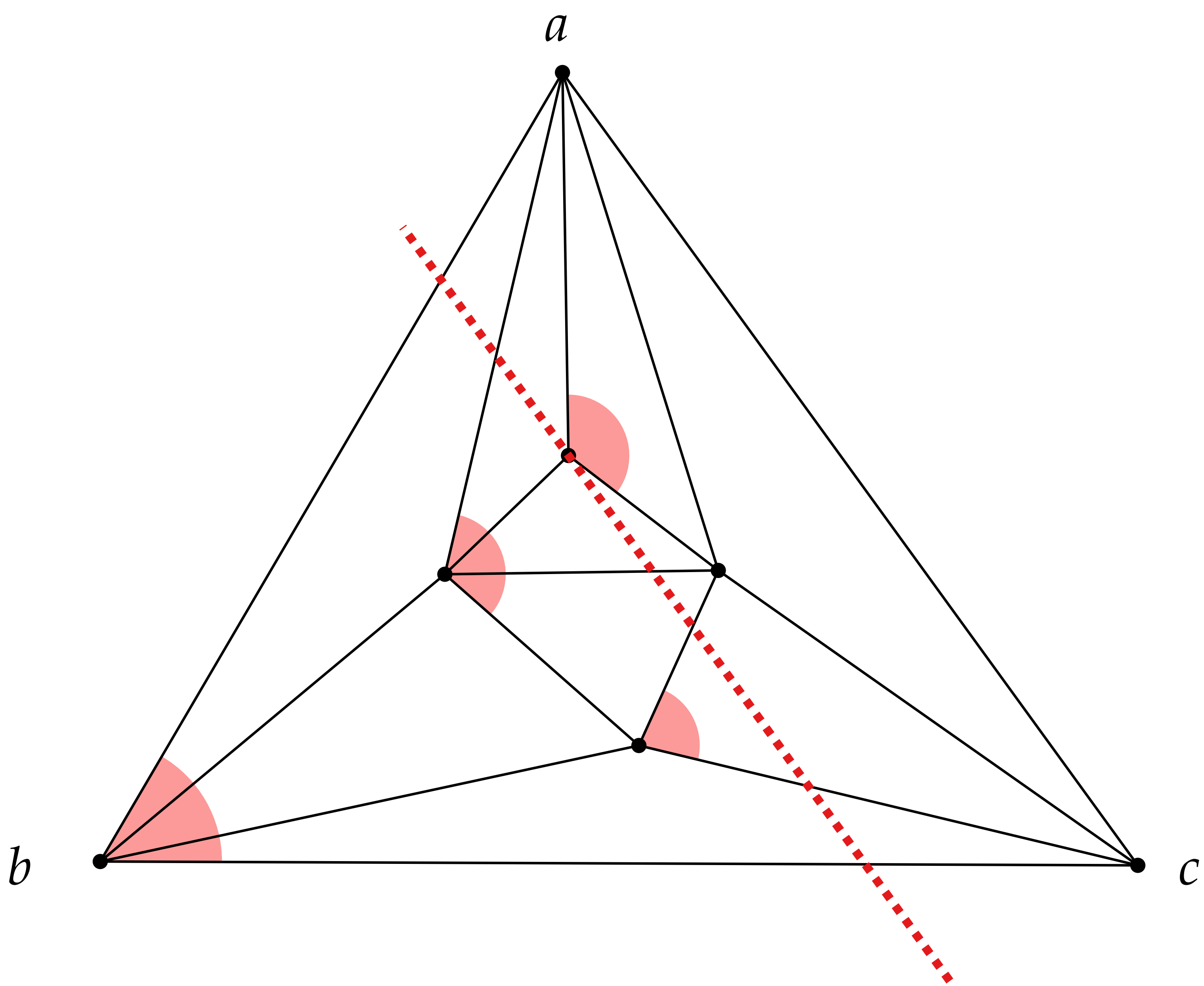

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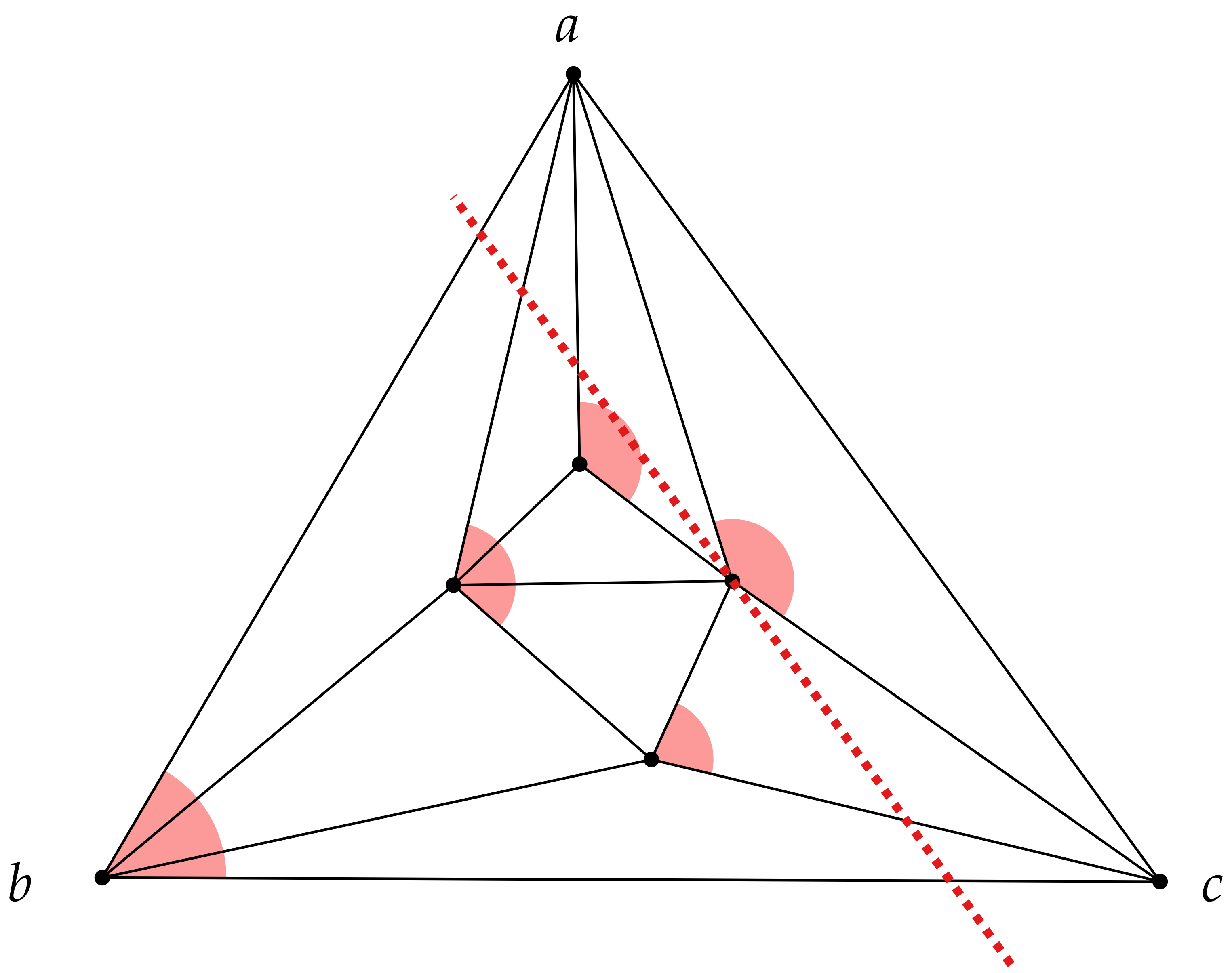

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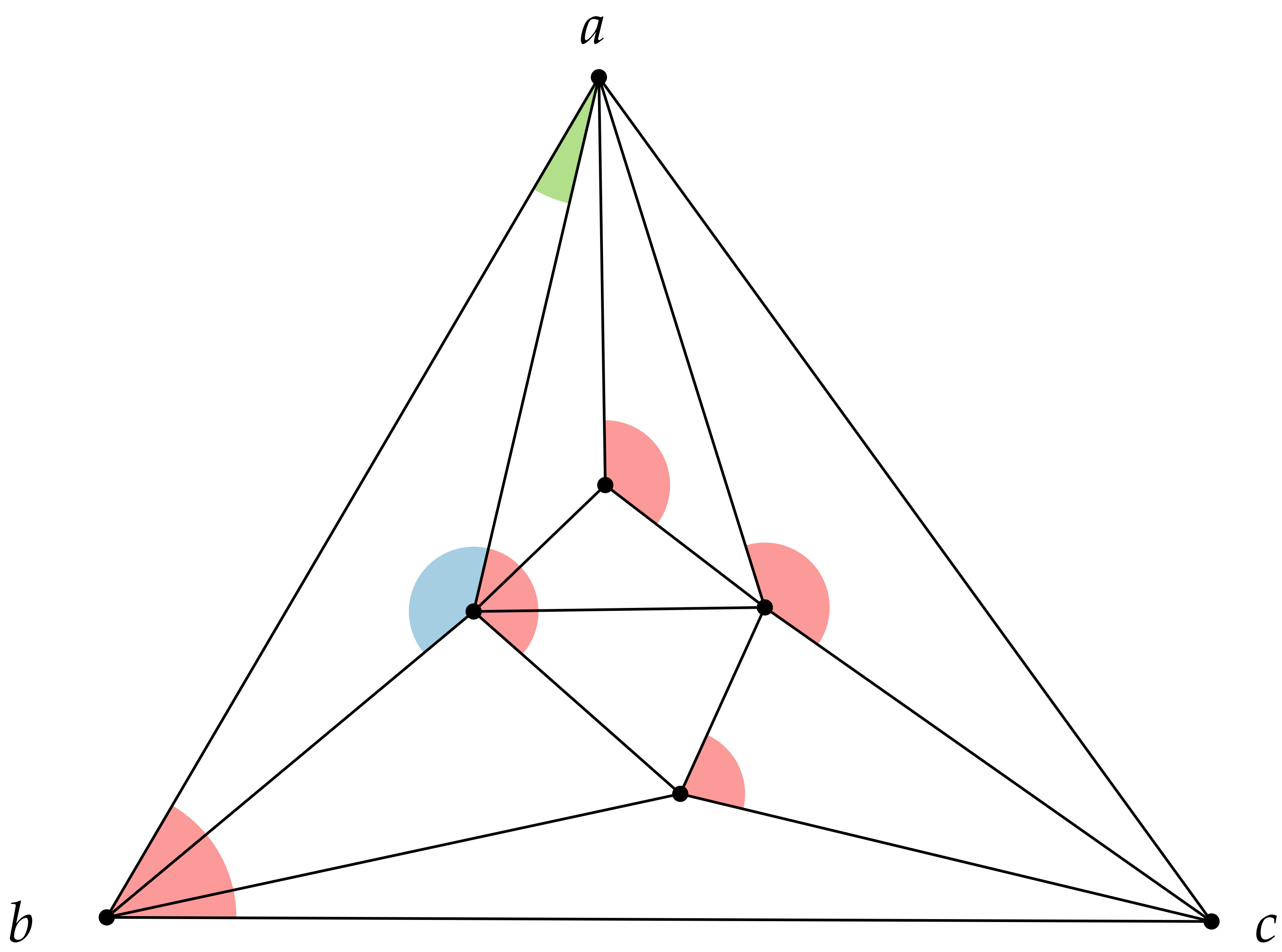

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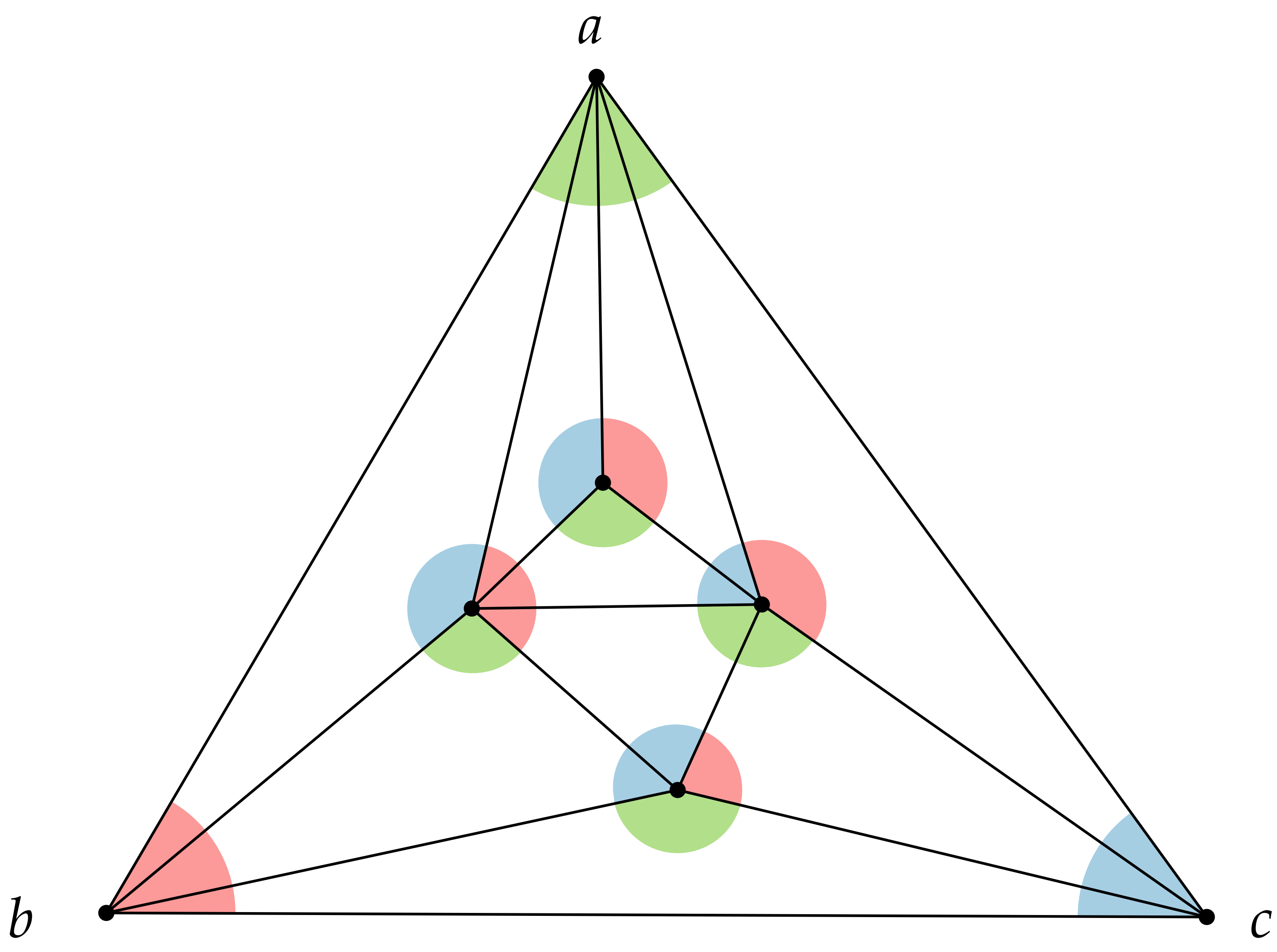

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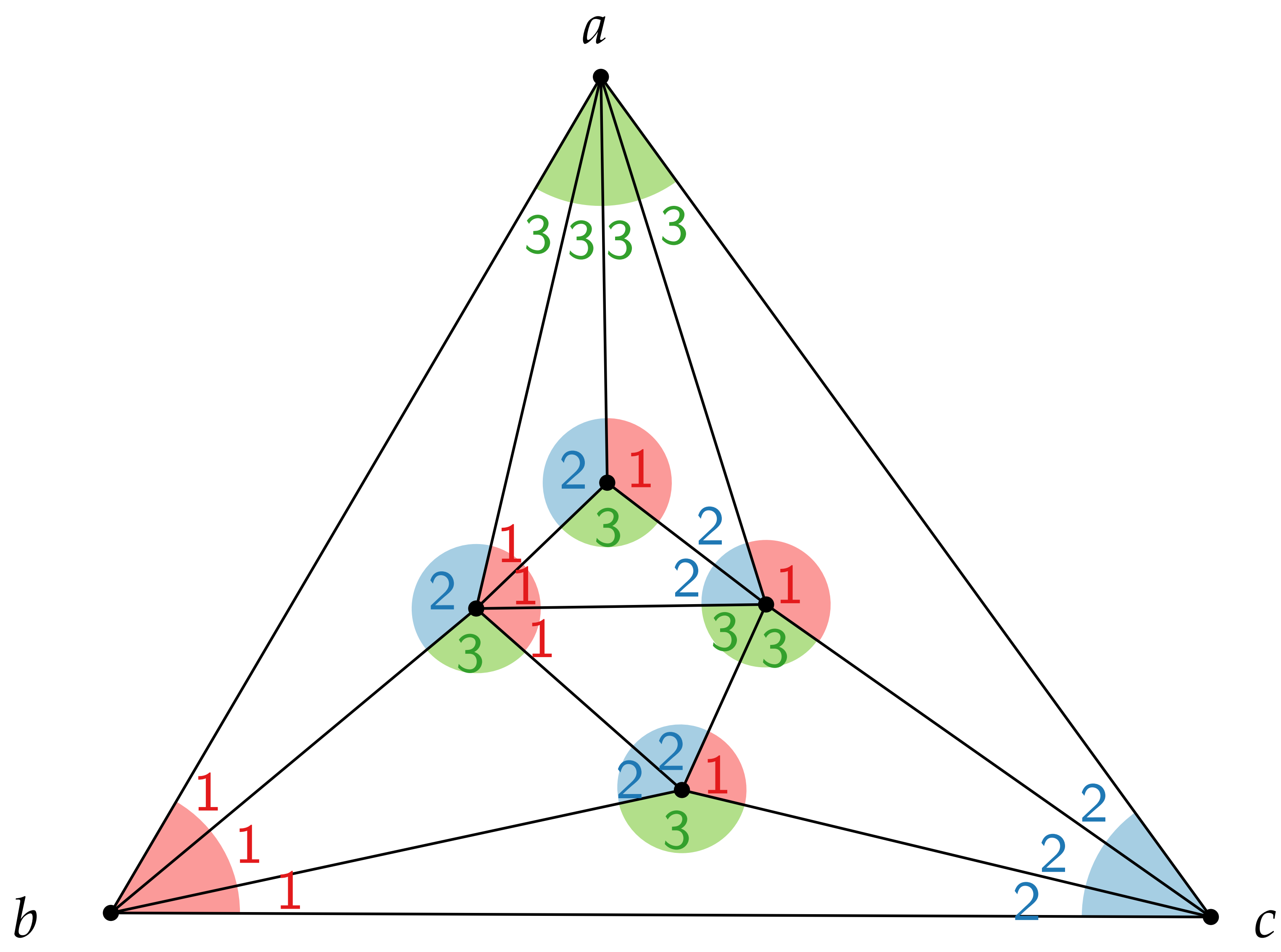

Schnyder realiser

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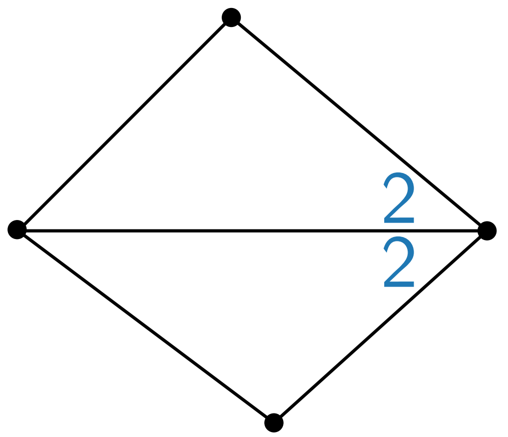

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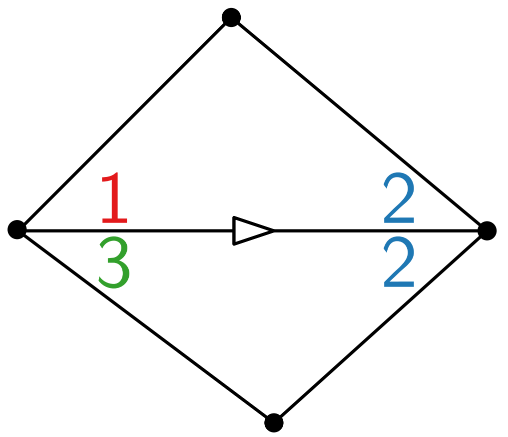

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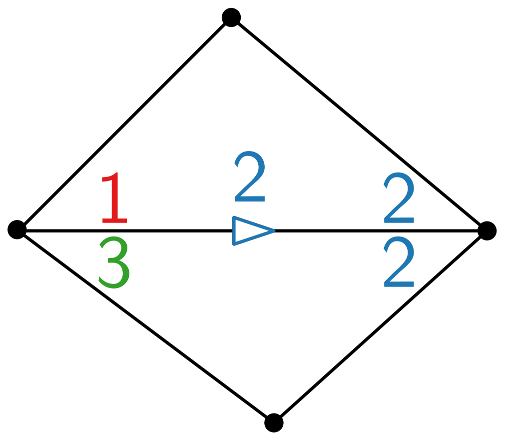

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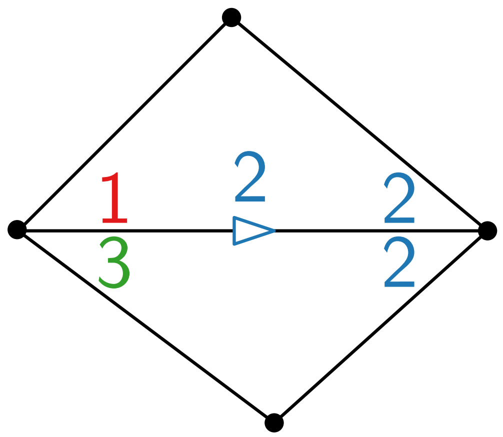

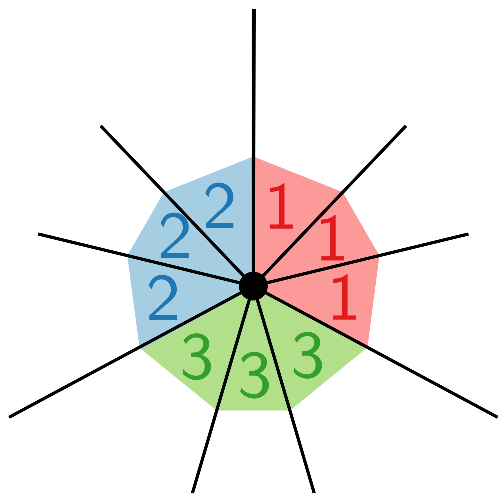

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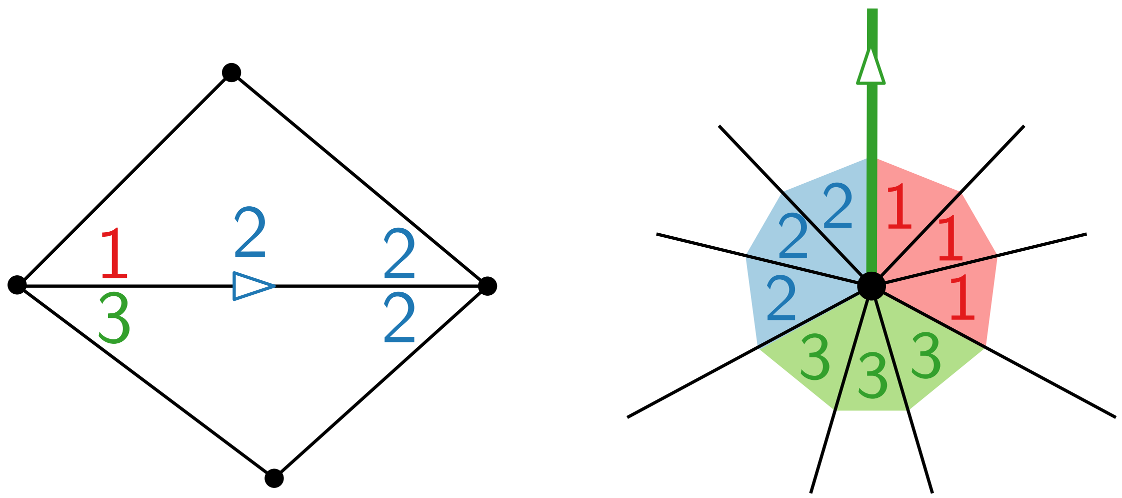

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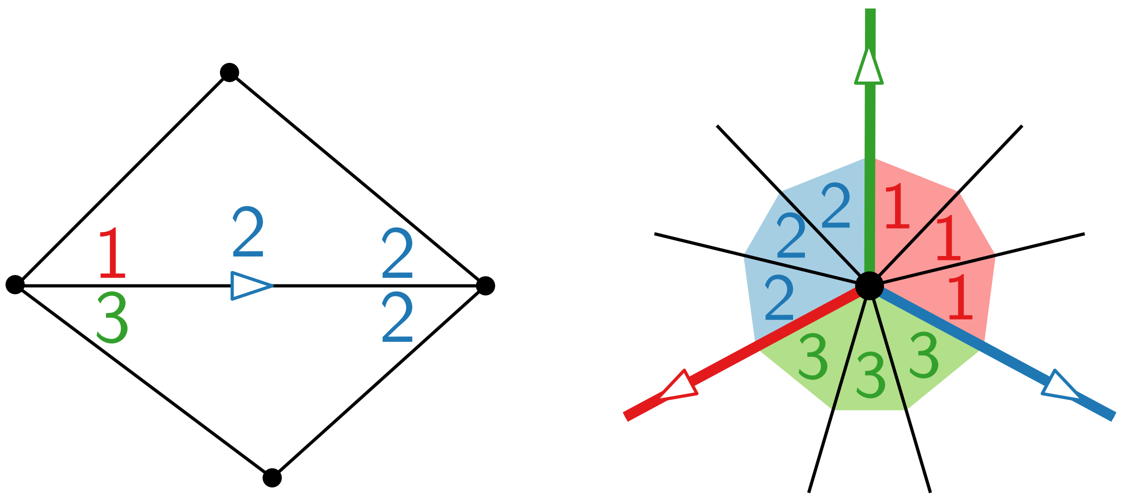

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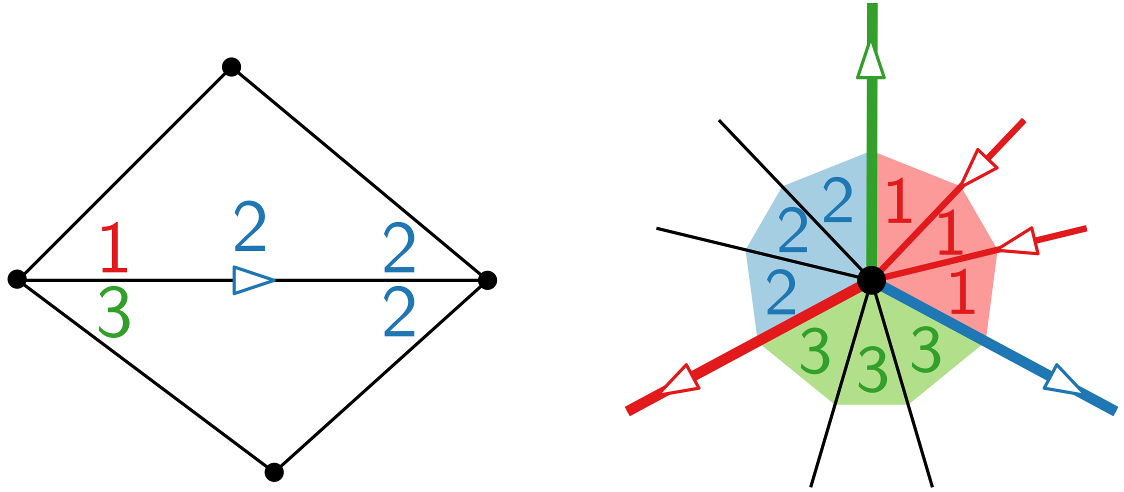

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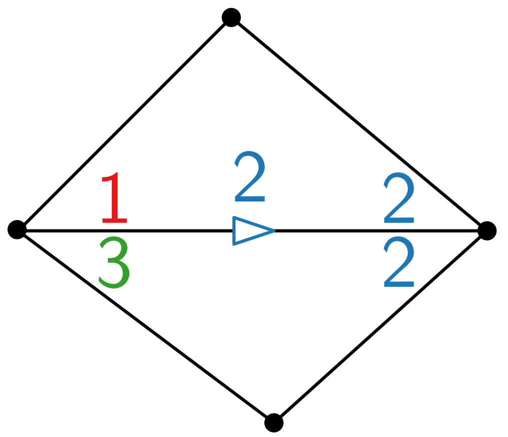

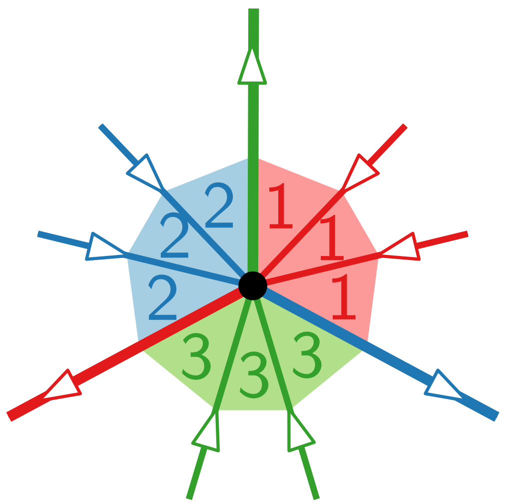

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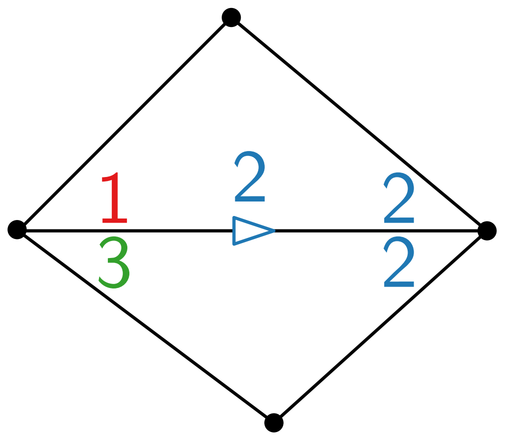

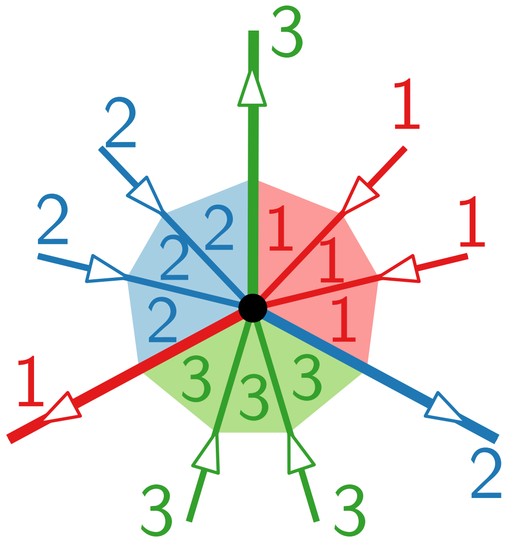

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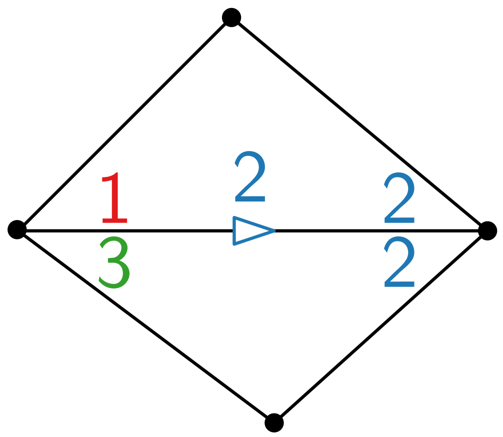

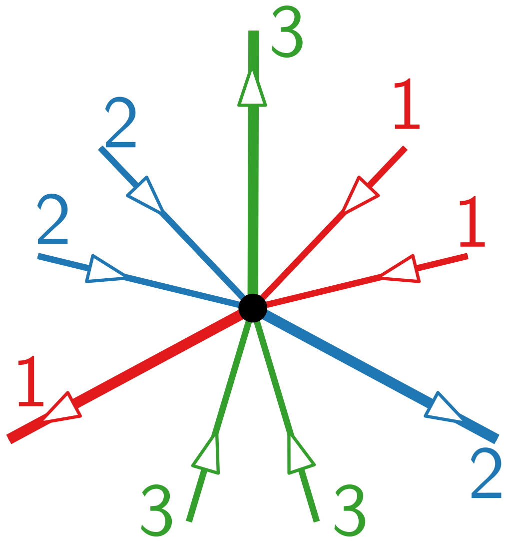

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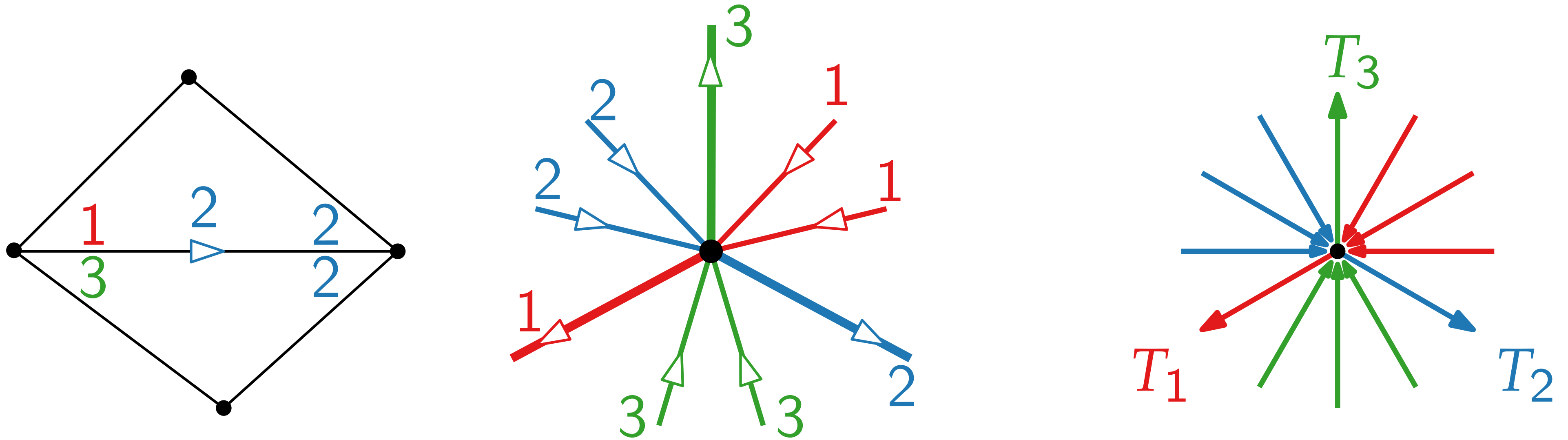

Definition.
A **Schnyder forest** or **realiser** of a triangulated plane graph $G = (V, E)$ is a partition of the inner edges of E into three sets of oriented edges T_1, T_2, T_3 such that for each inner vertex $v \in V$ holds:

- v has one outgoing edge in each of T_1, T_2, and T_3.
- The ccw order of edges around v is: leaving in T_1, entering in T_3, leaving in T_2, entering in T_1, leaving in T_3, entering in T_2.

Schnyder realiser – existence

Lemma. [Kampen 1976]
Let G be a triangulated plane graph with vertices a, b, c on the outer face. There exists a **contractible edge** $\{a, x\}$ in G, $x \neq b, c$.

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Edge $\{a, x\}$, where $x \neq b, c$, is a **contractible** edge in G, if

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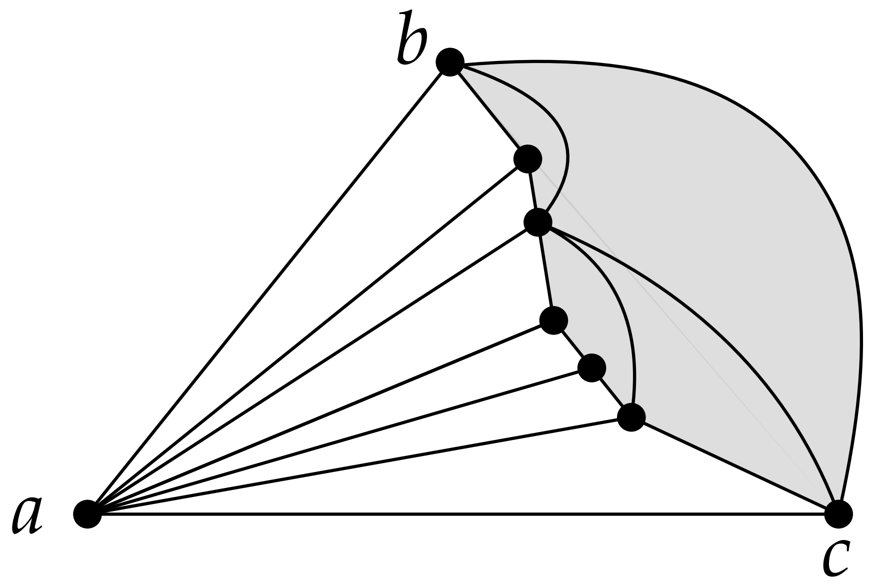

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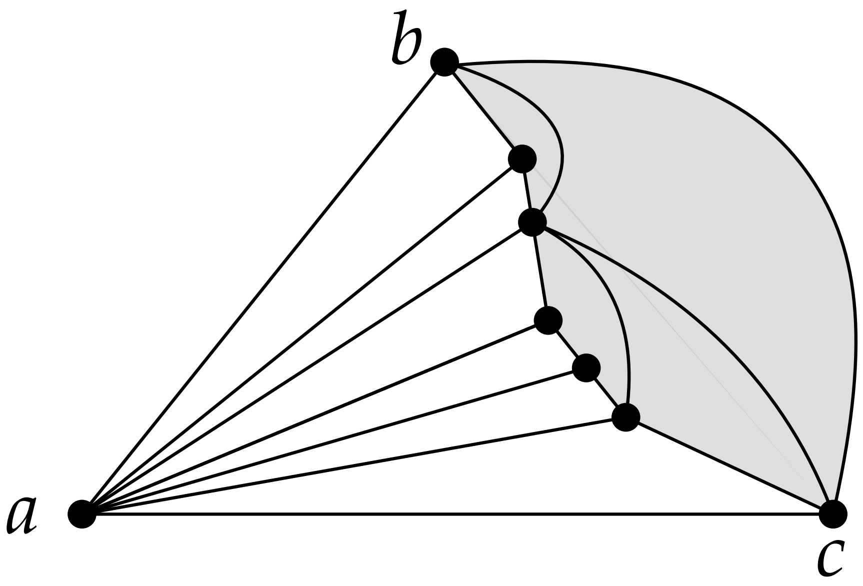

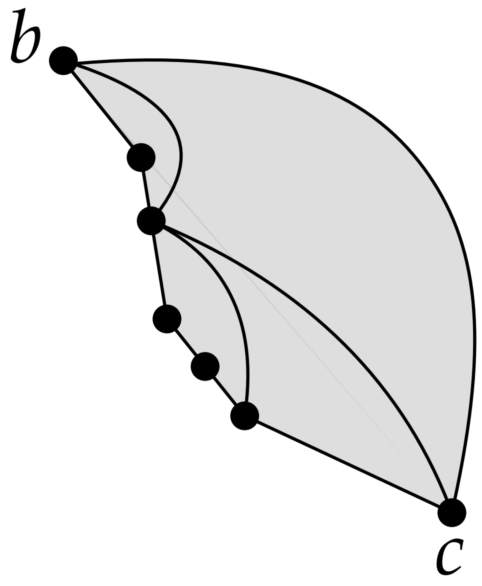

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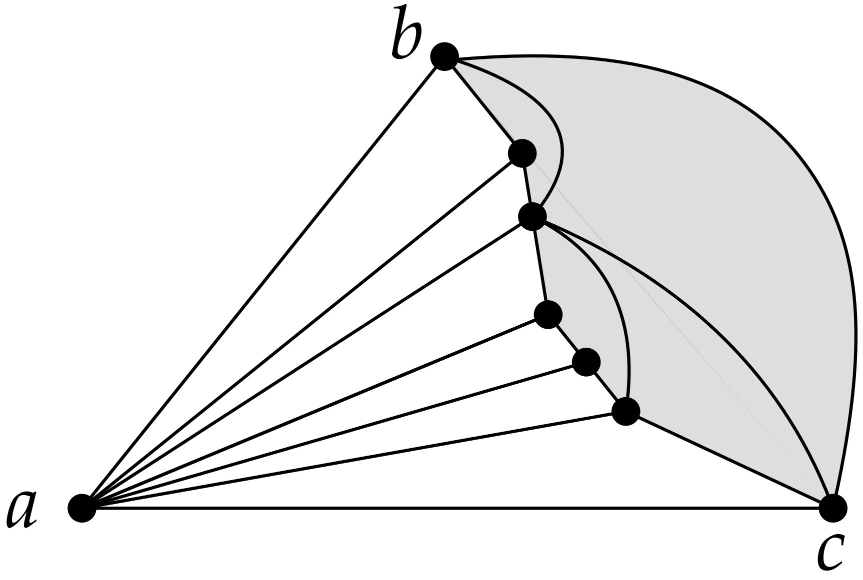

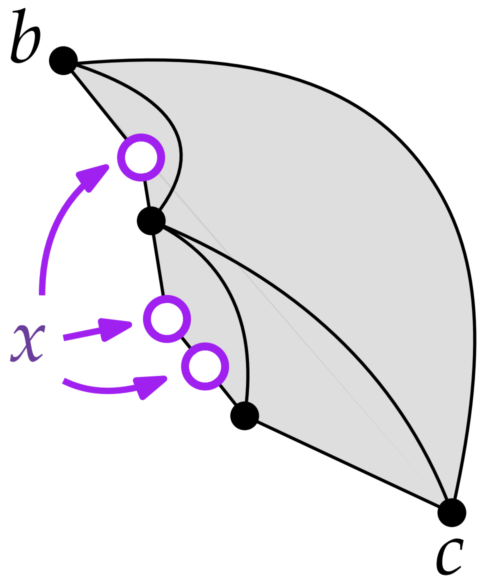

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- There exists $x \neq b, c$ with degree 2

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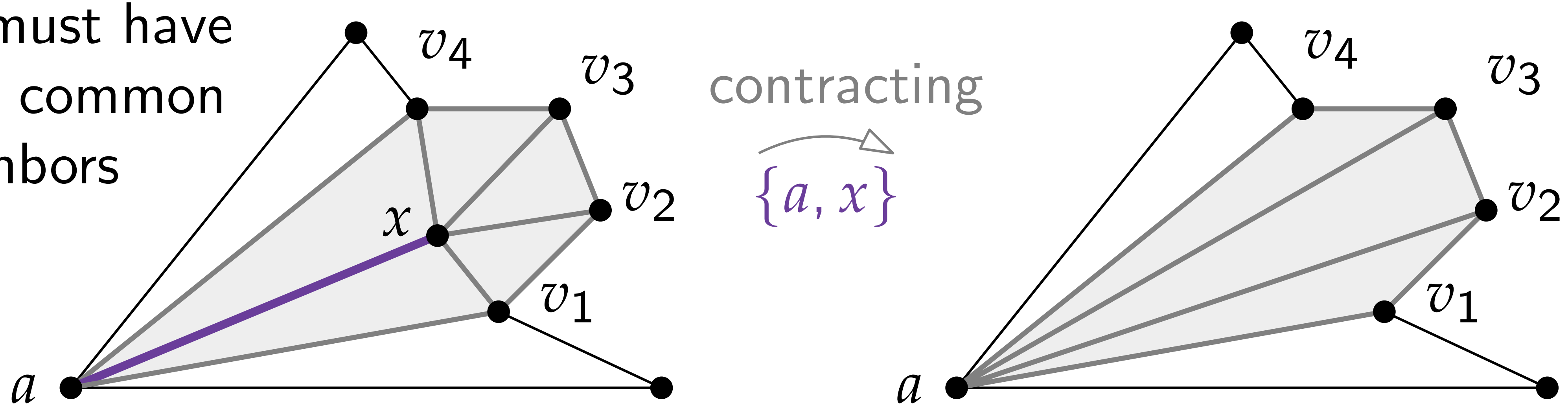

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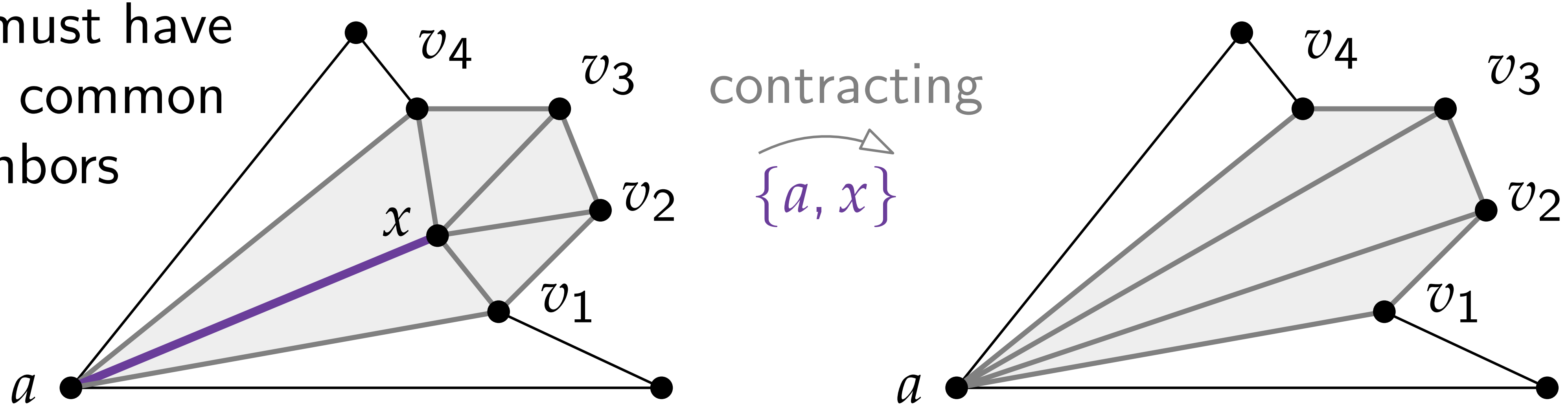

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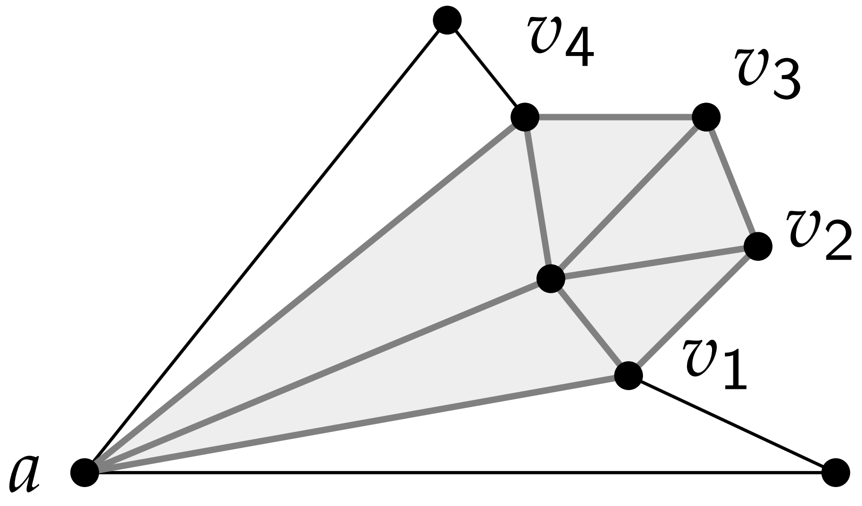

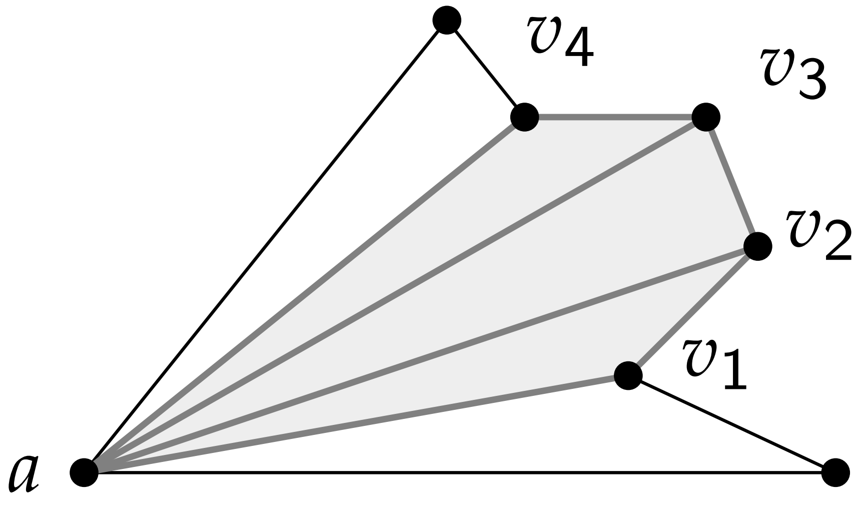

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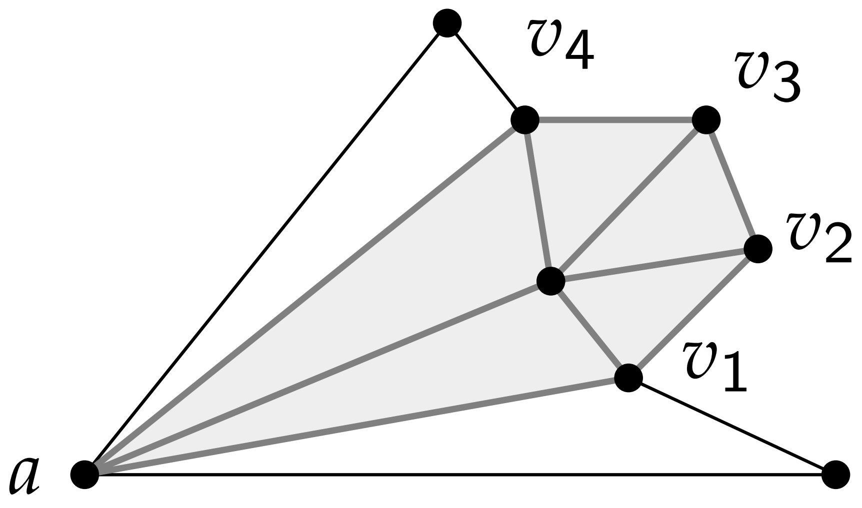

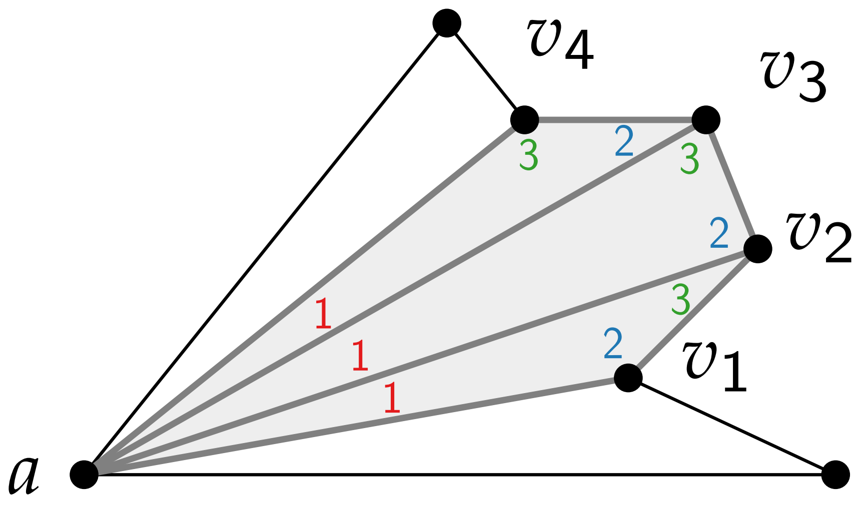

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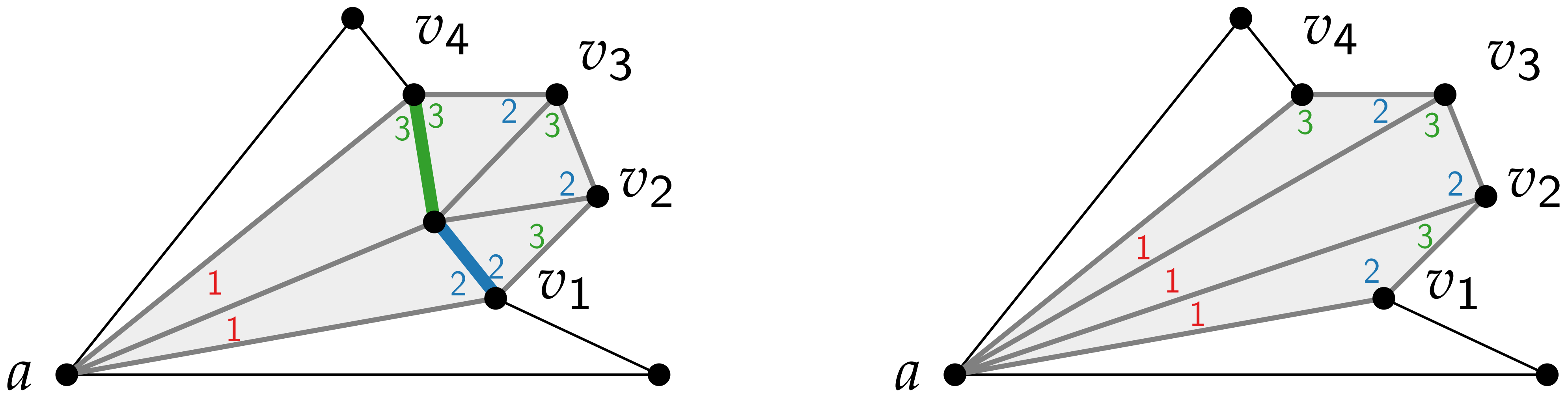

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Lemma. [Kampen 1976]
Let G be a triangulated plane graph with vertices a, b, c on the outer face. There exists a **contractible edge** $\{a, x\}$ in G, $x \neq b, c$.

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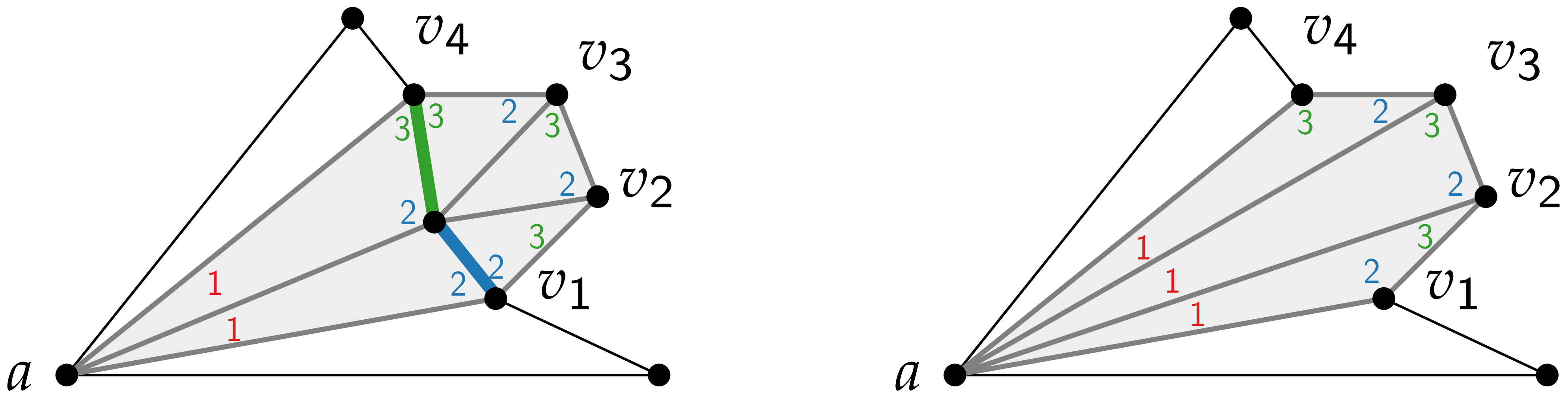

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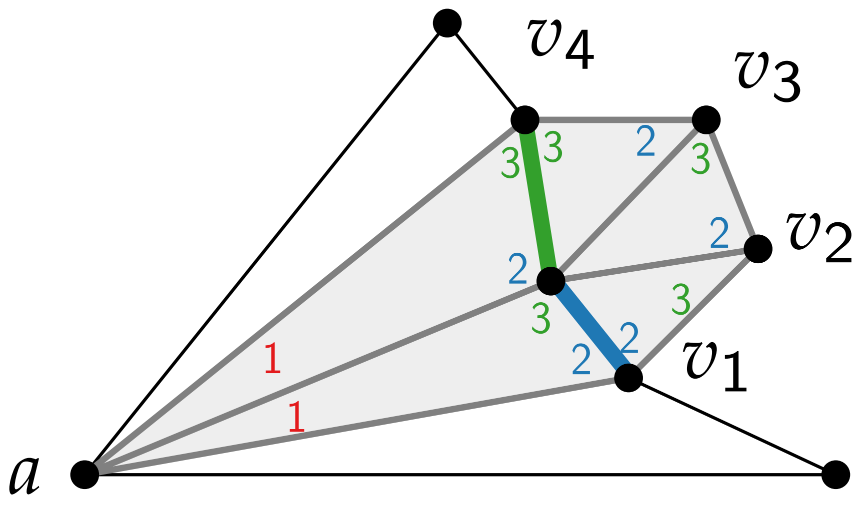

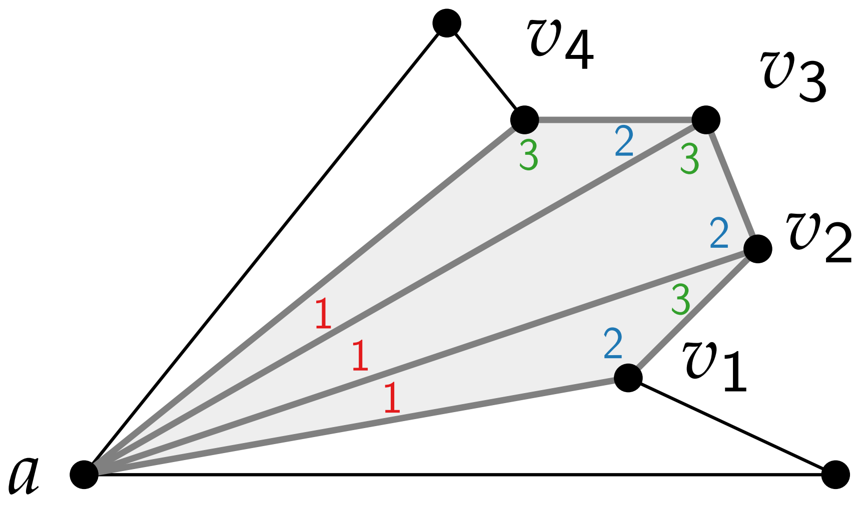

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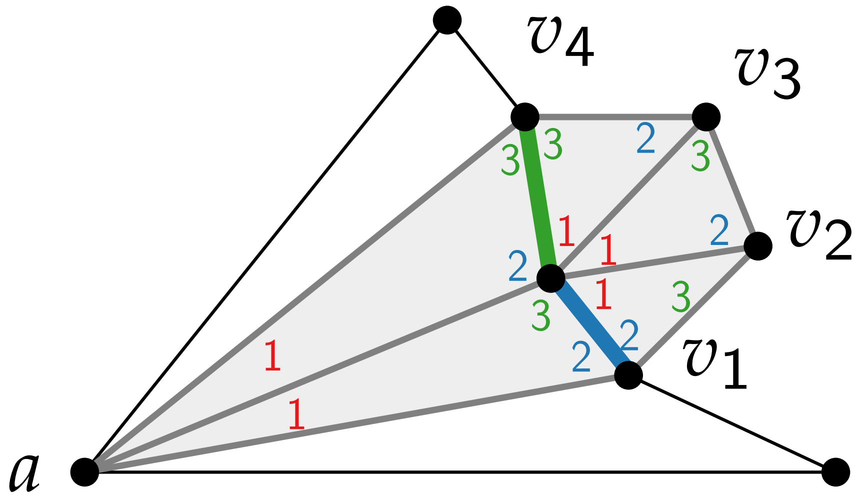

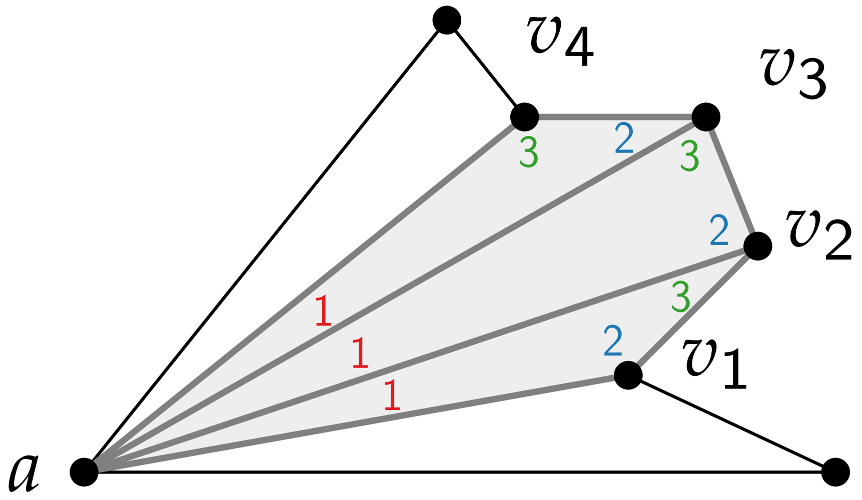

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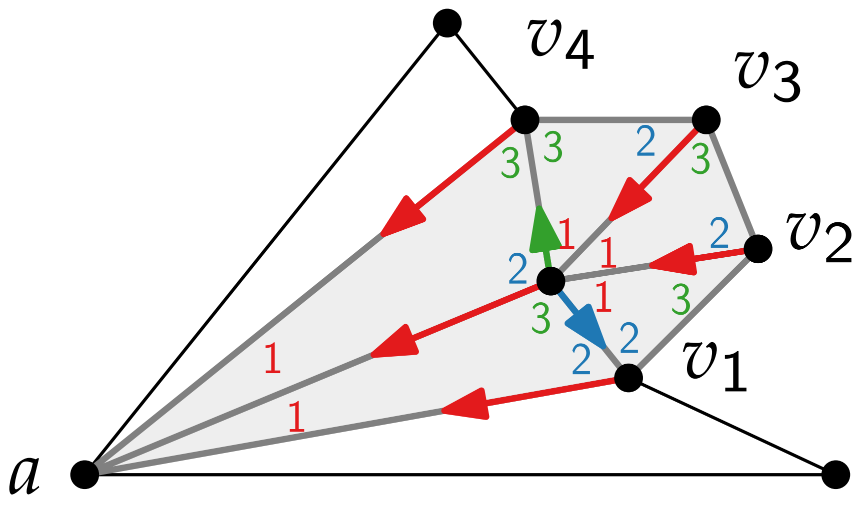

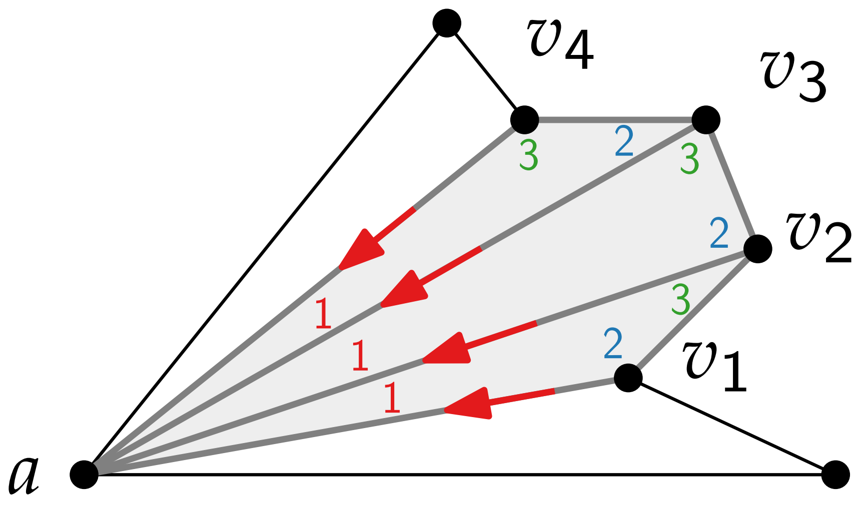

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It can be implemented in $\mathcal{O}(n)$ time ... as exercise.

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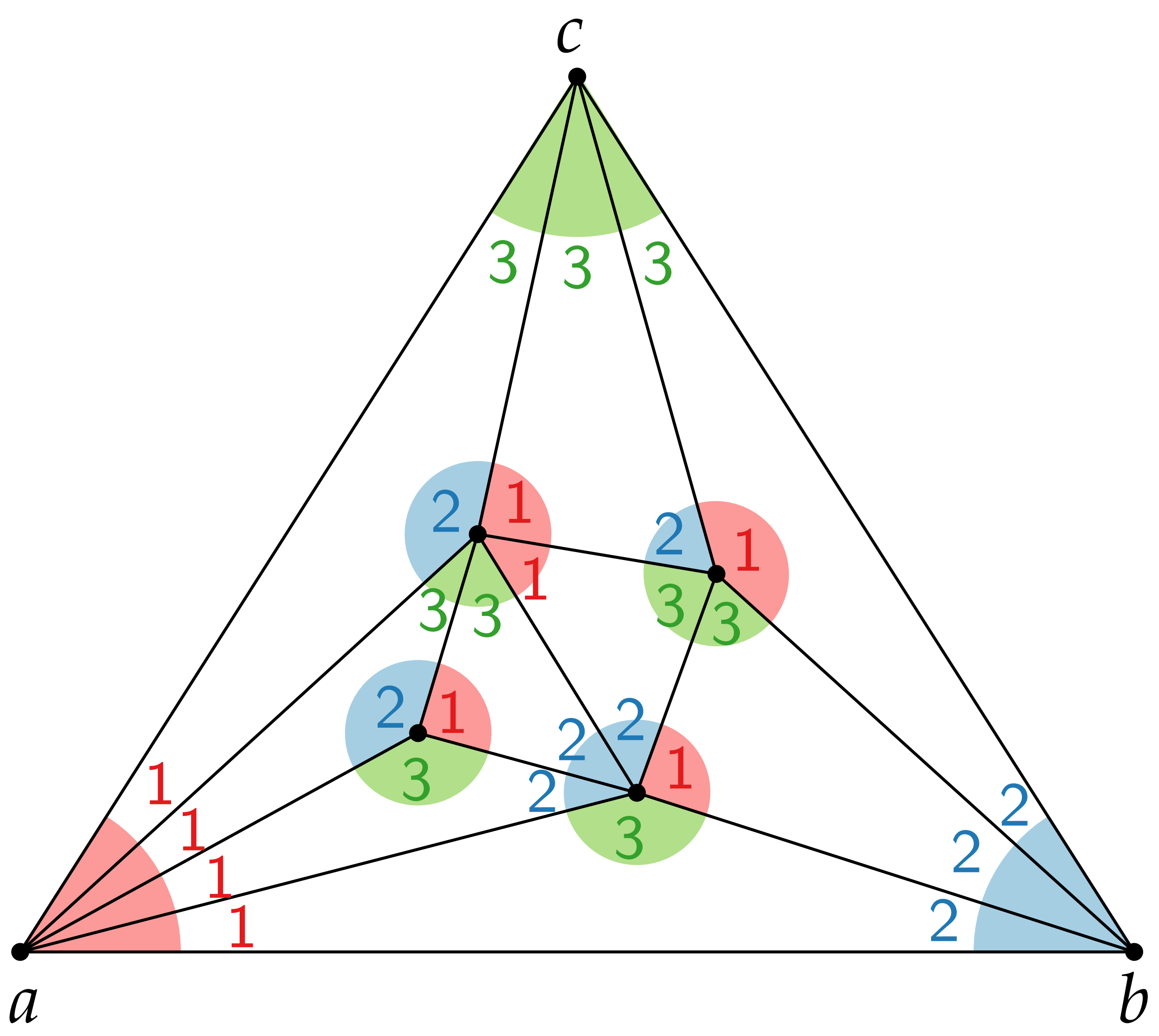
Theorem and previous construction imply:

Corollary.
Every triangulated plane graph has a Schnyder realiser.

Schnyder realiser – properties



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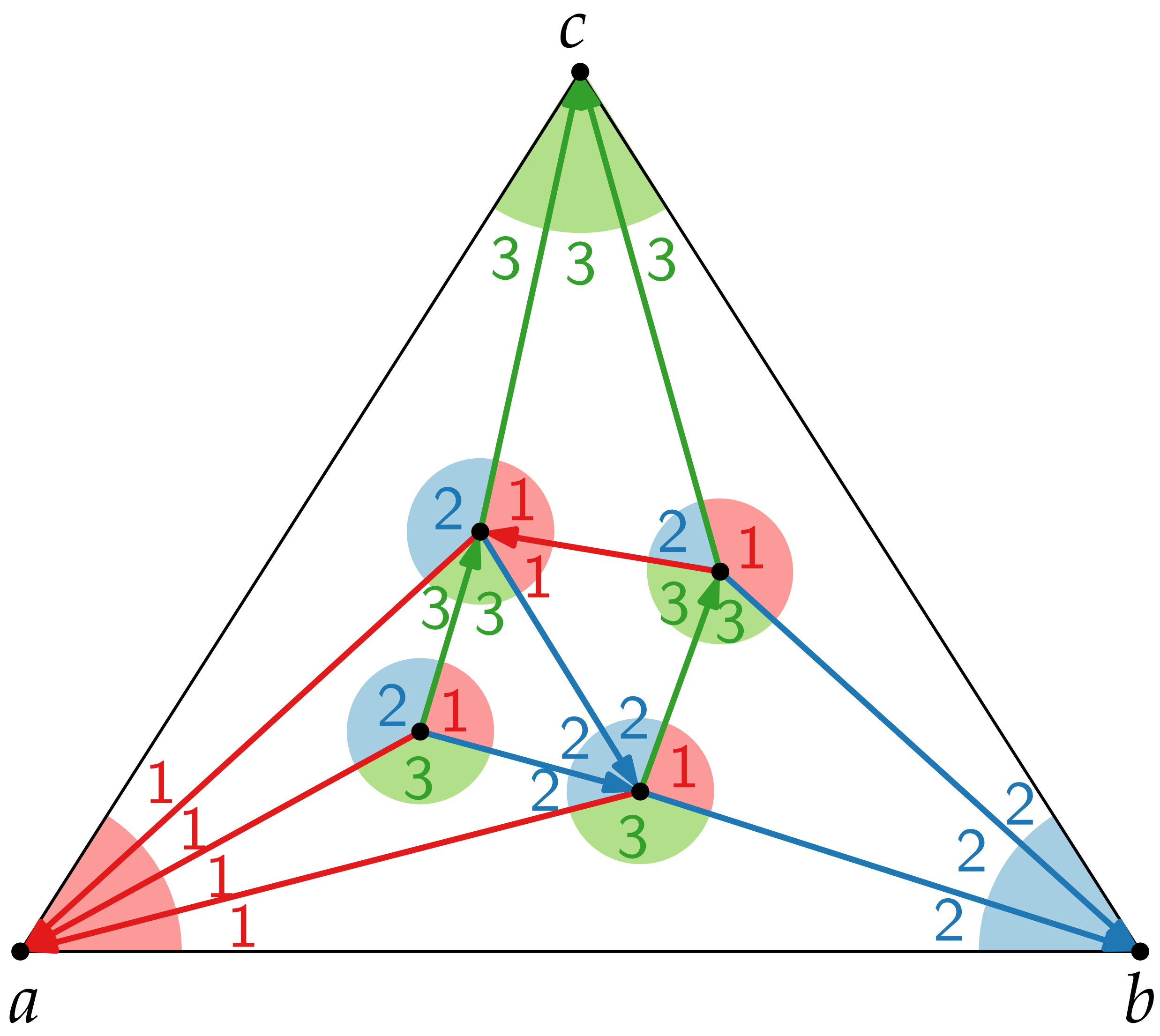

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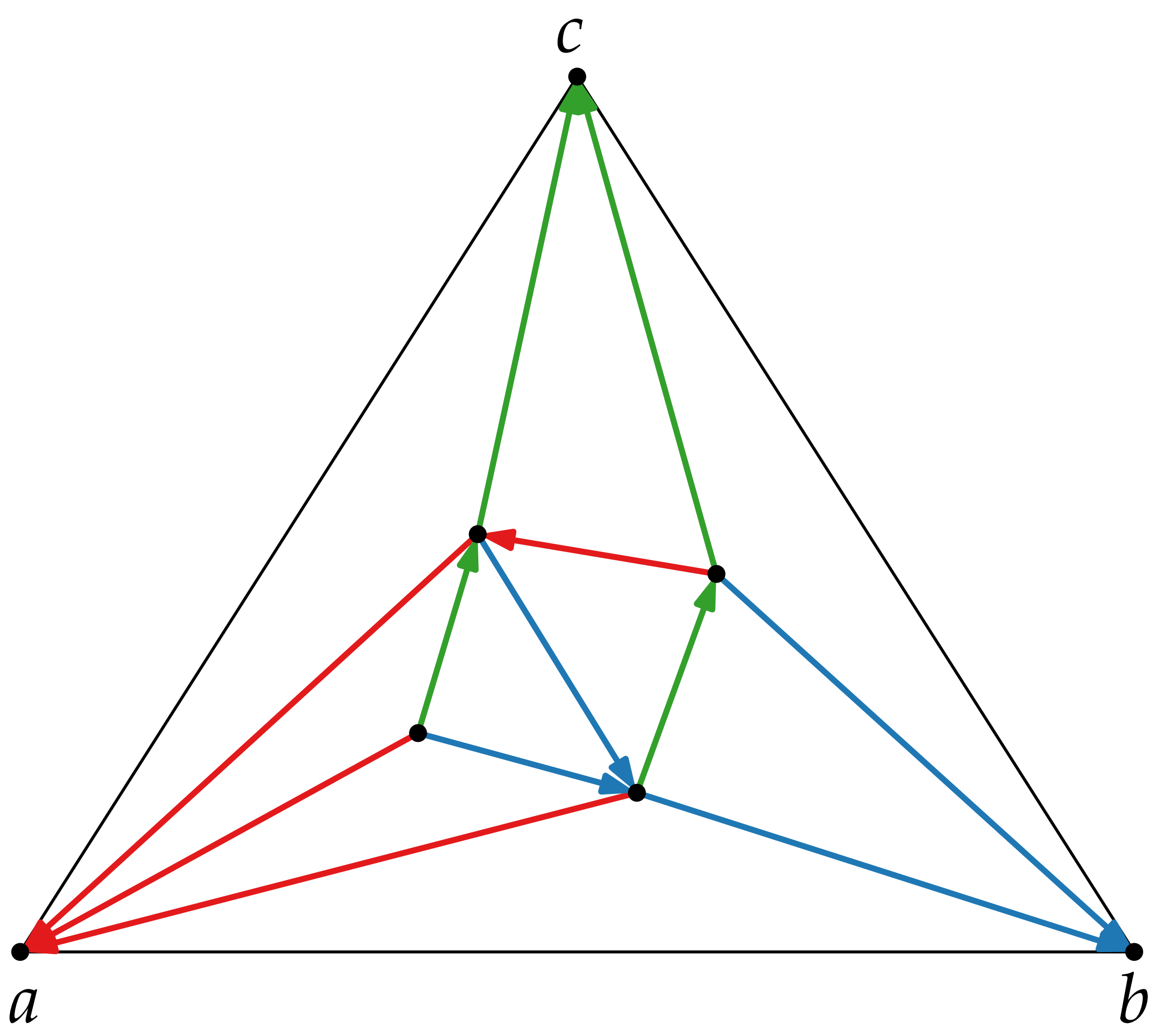

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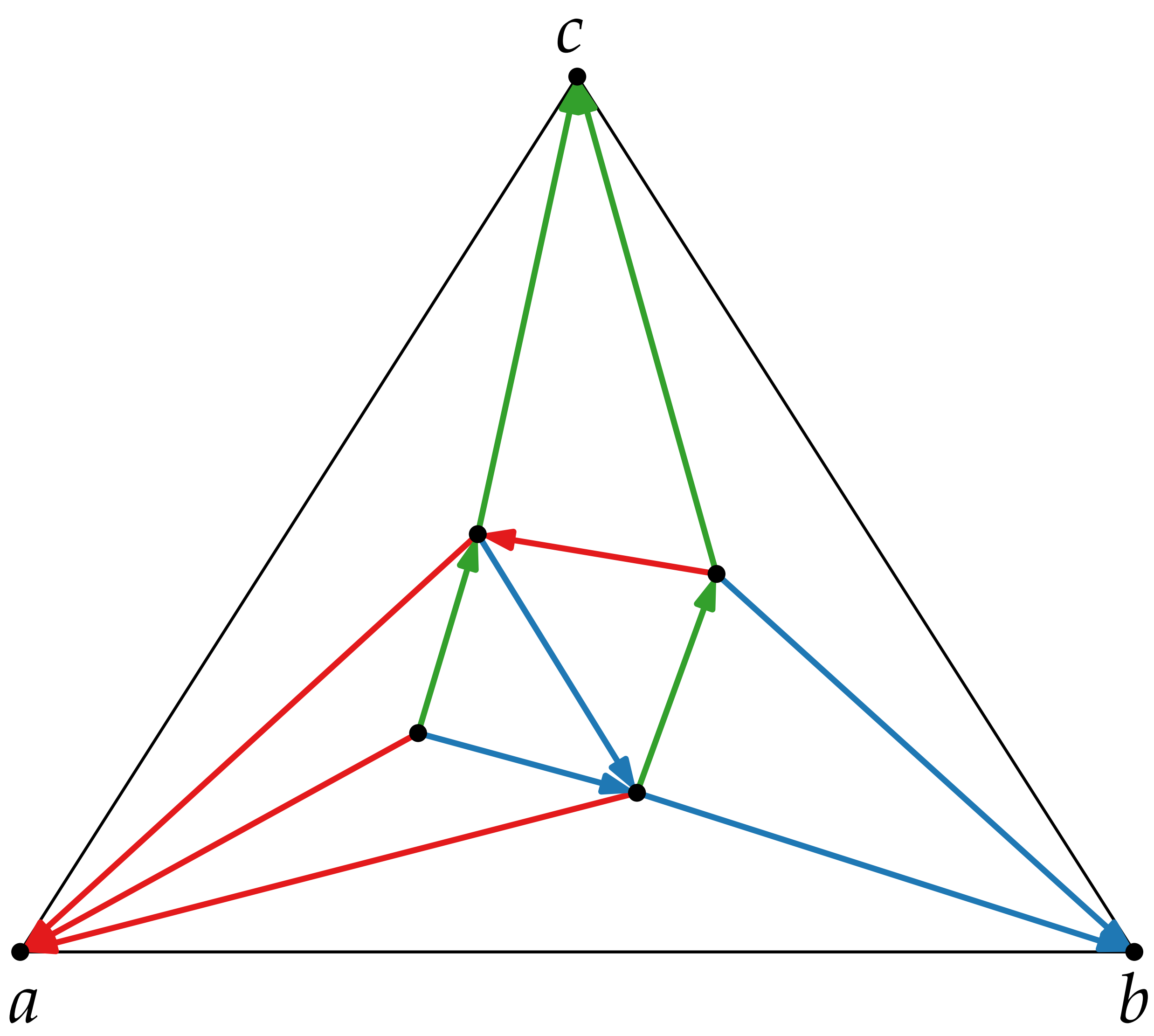

- For each v there exists a directed red, blue, green path from v to a, b, c, respectively.

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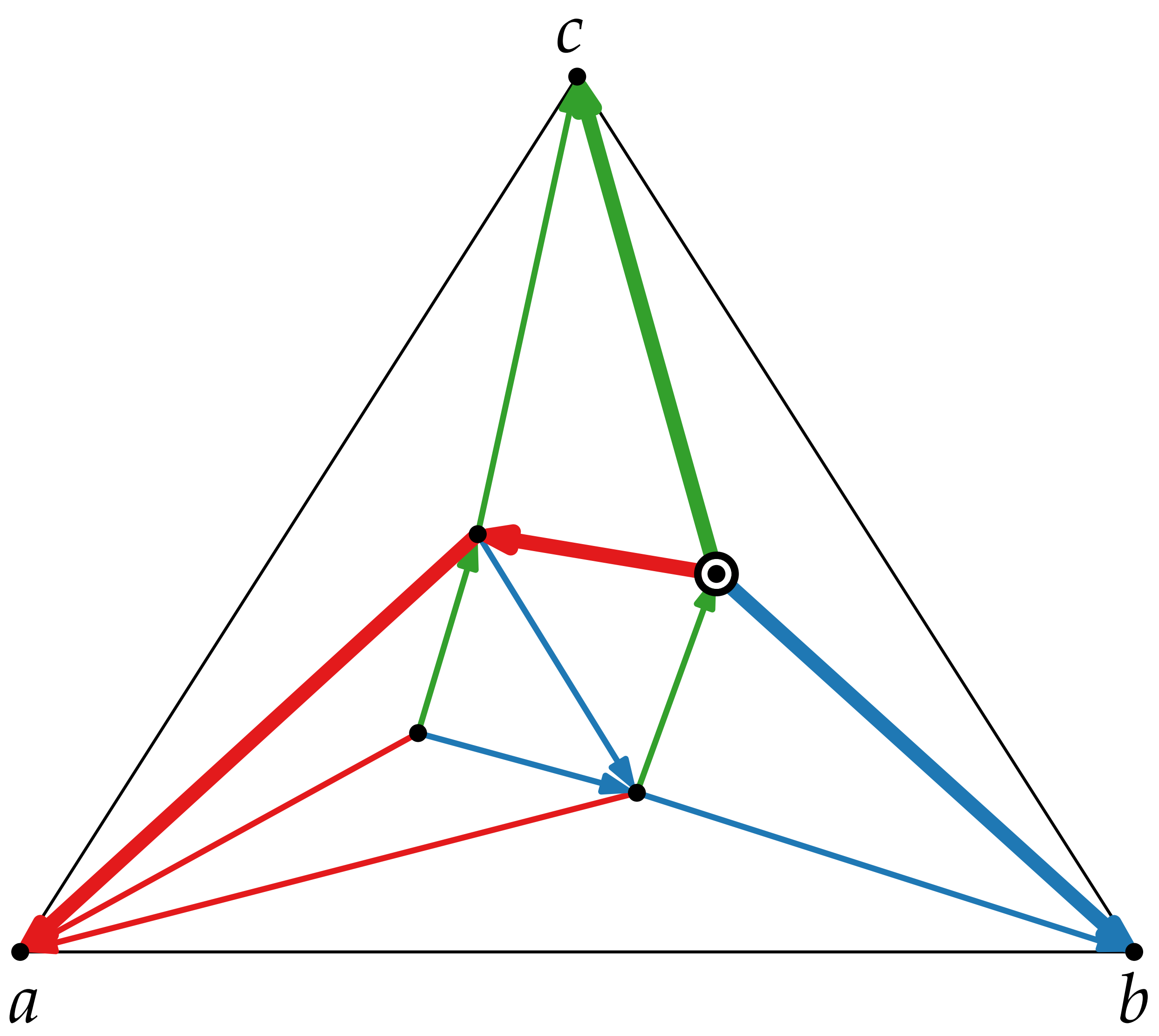

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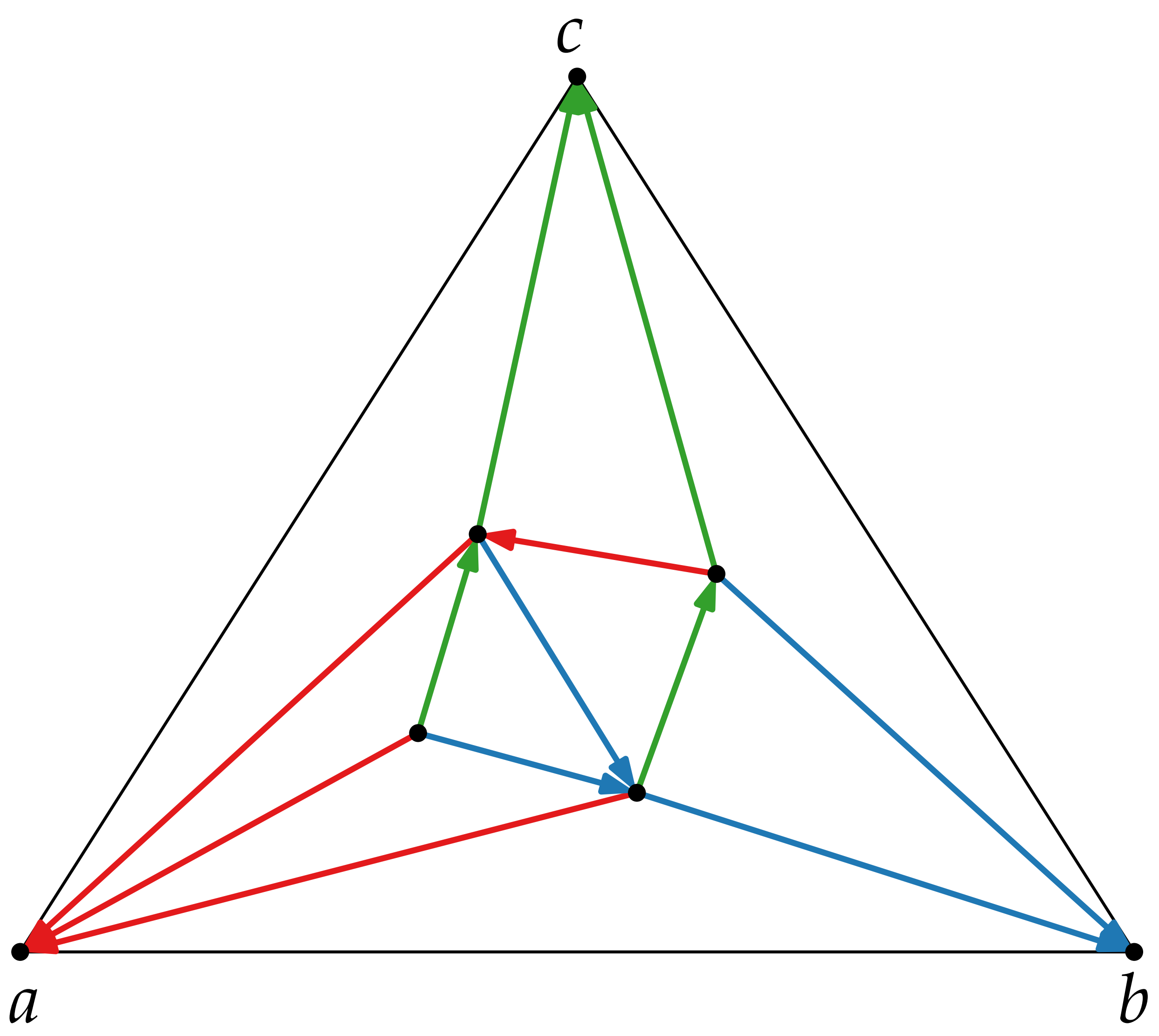

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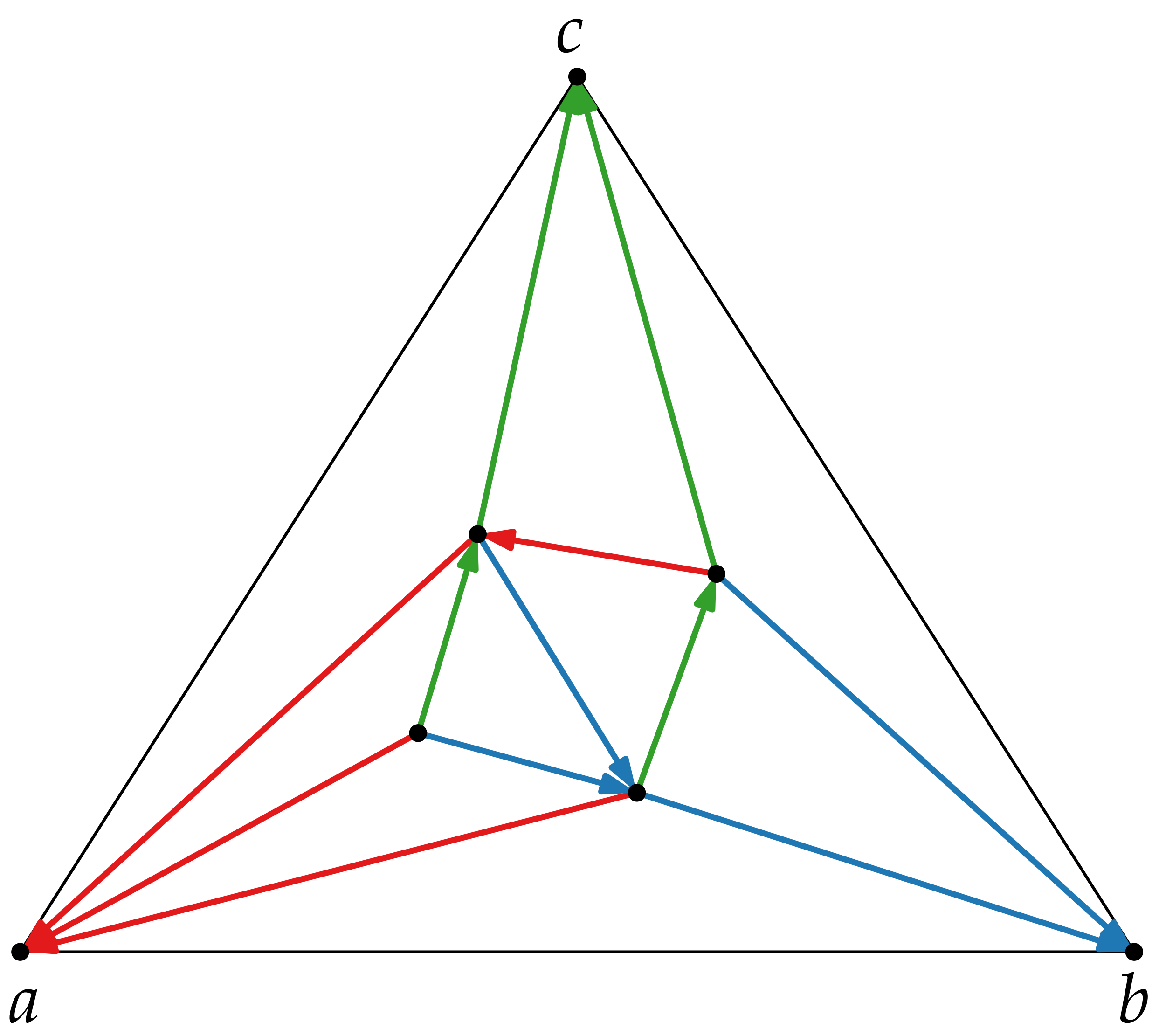

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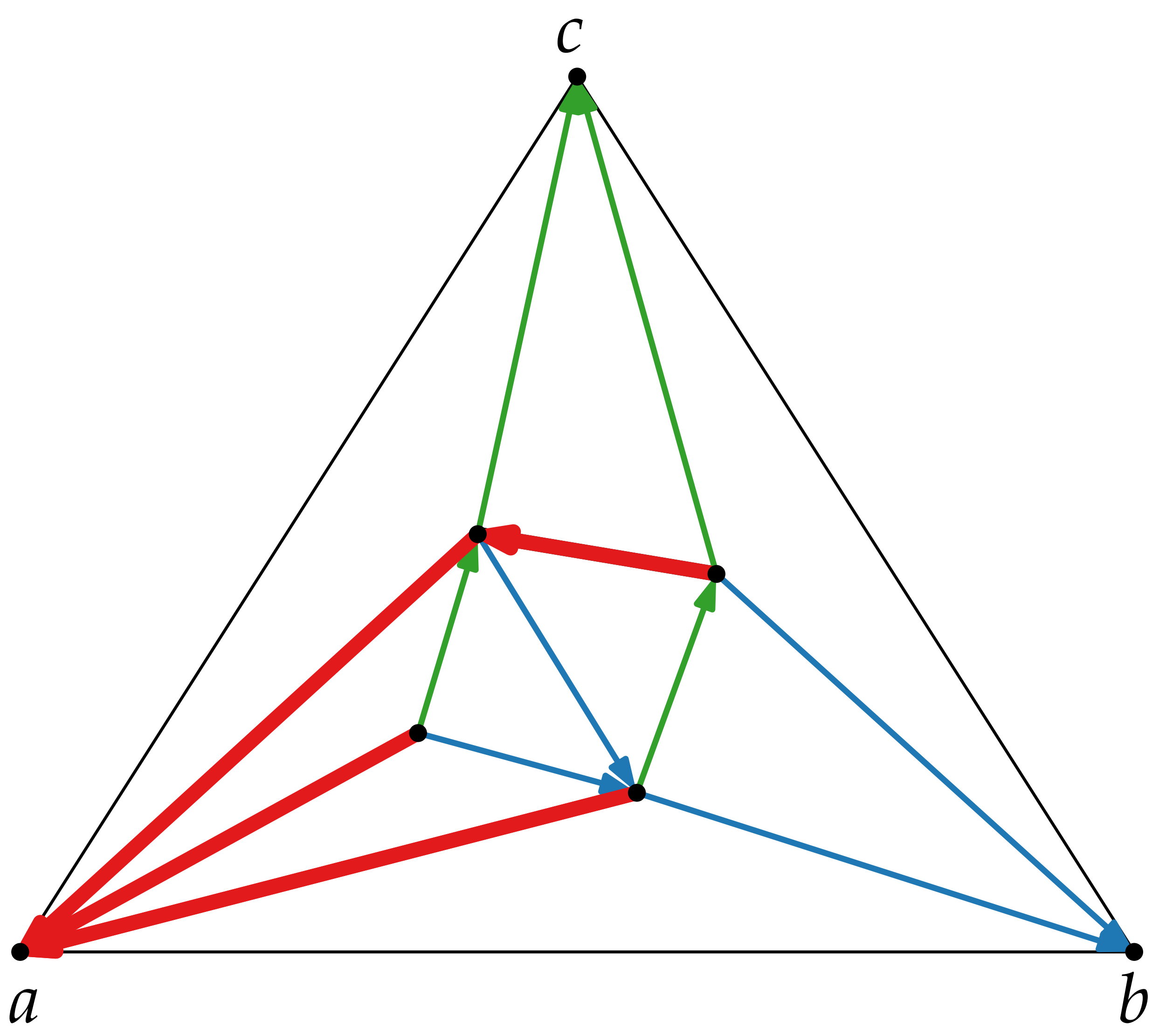

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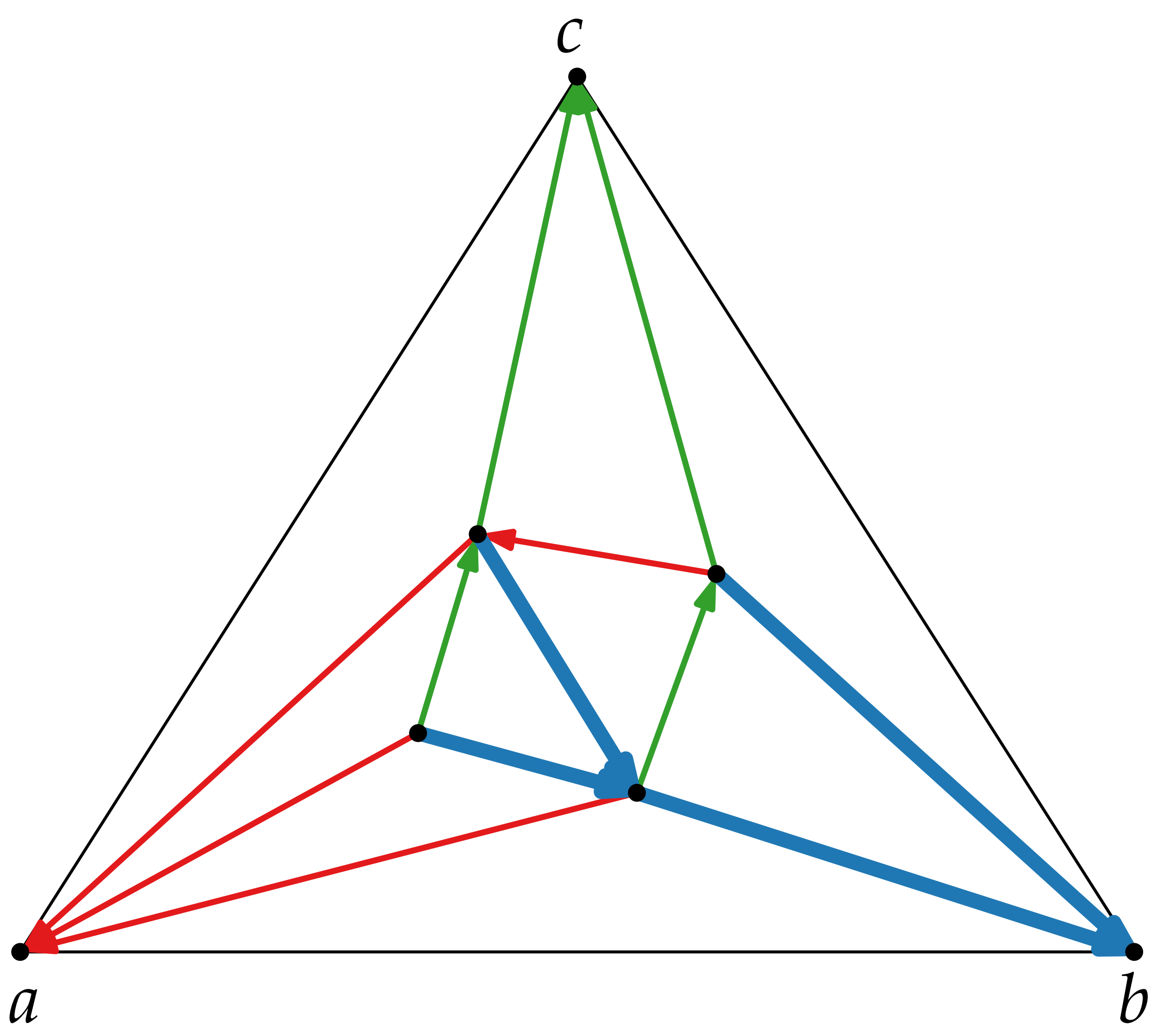

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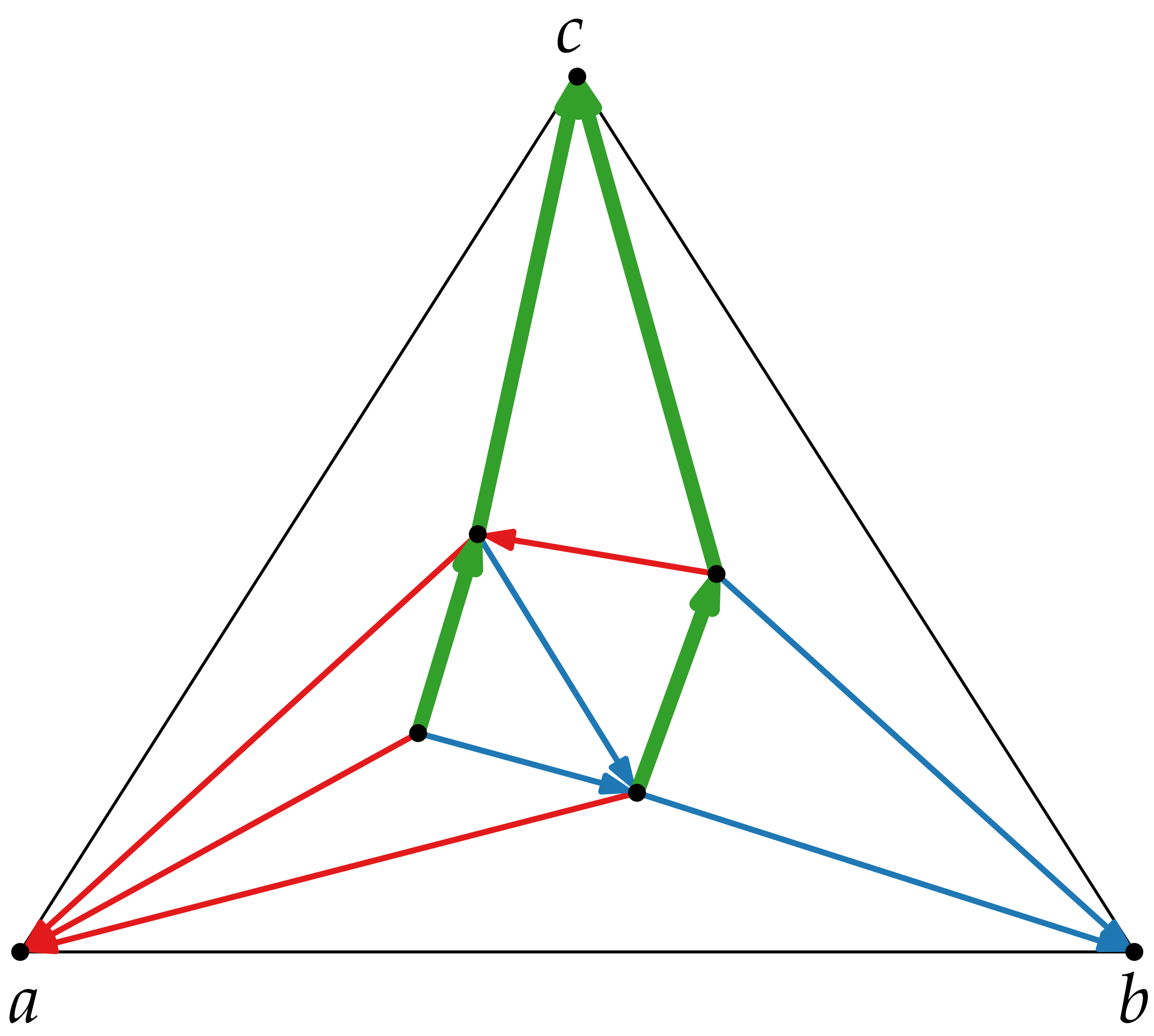

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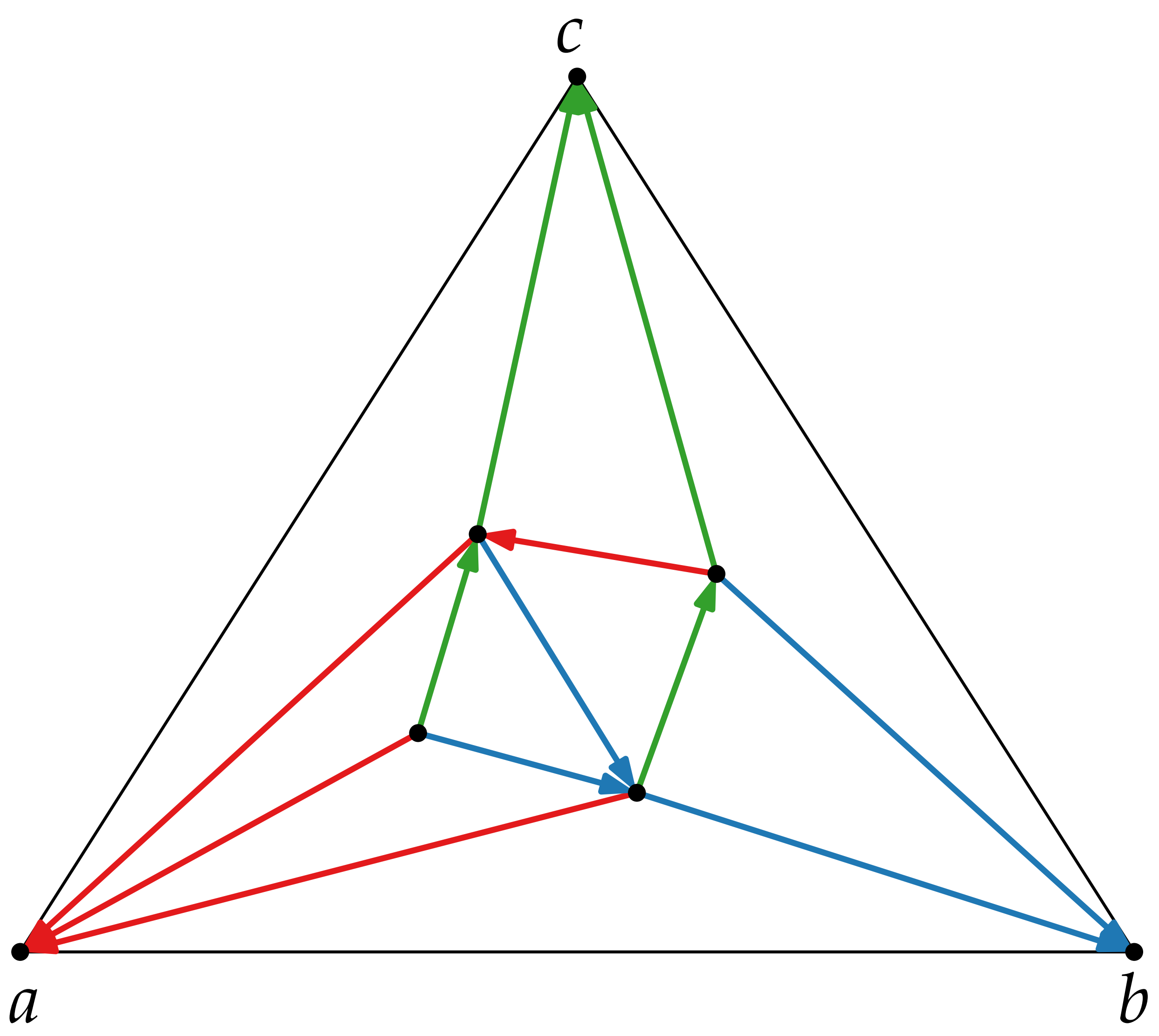

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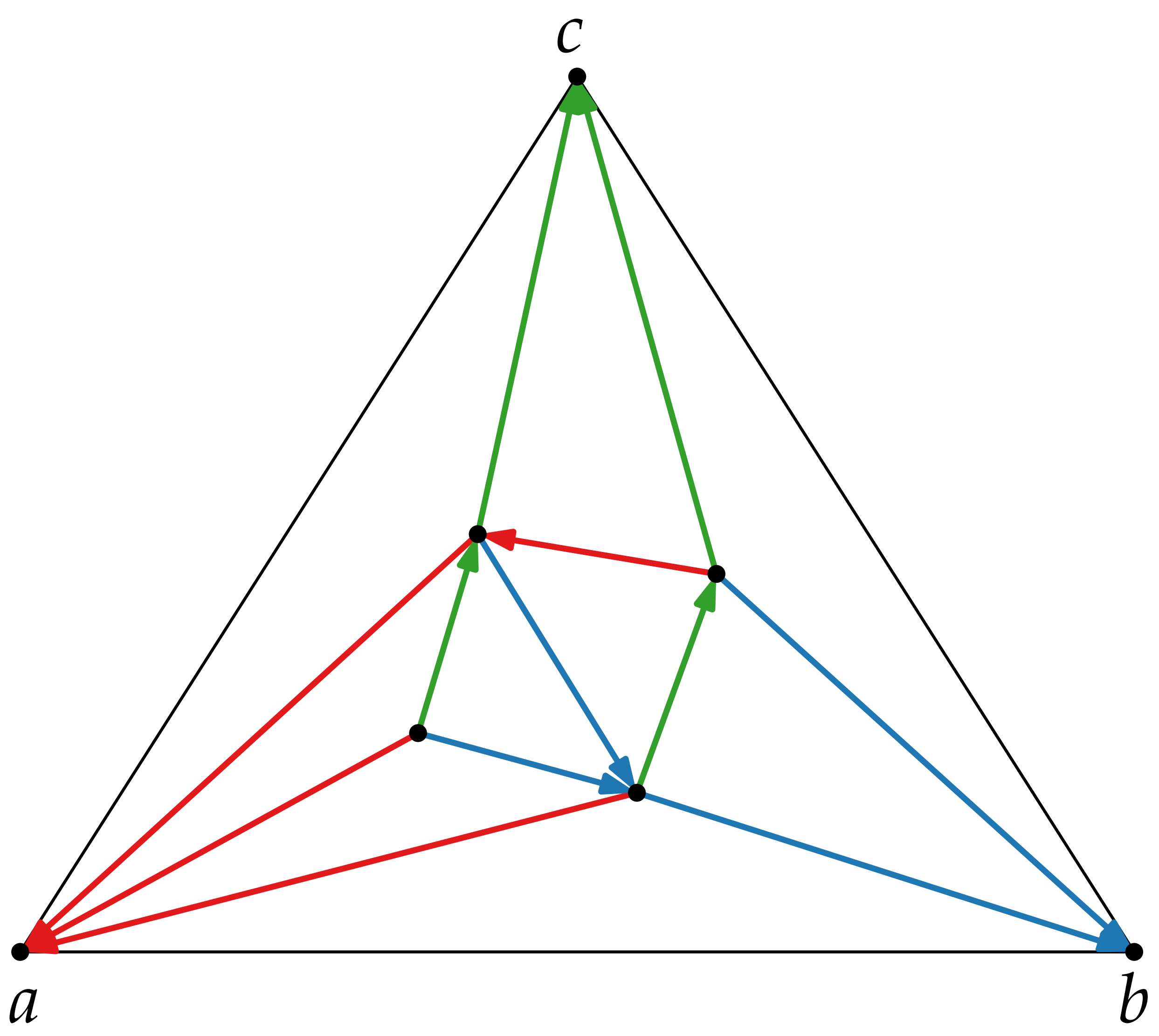

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This is ensured by construction via contraction operation.

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Adding v_{k+1} to graph G_k

- $v_{k+1}w_p \in T_1$
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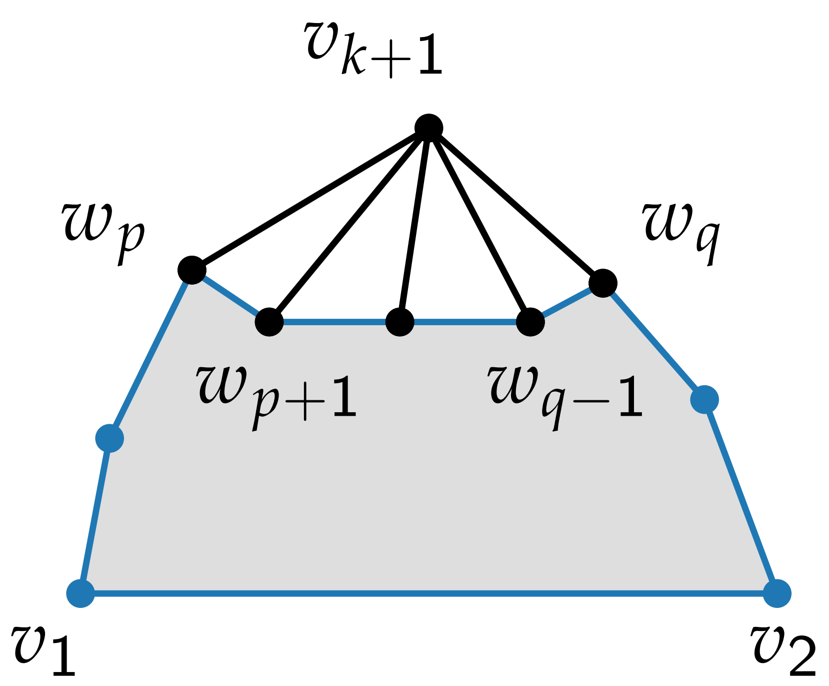

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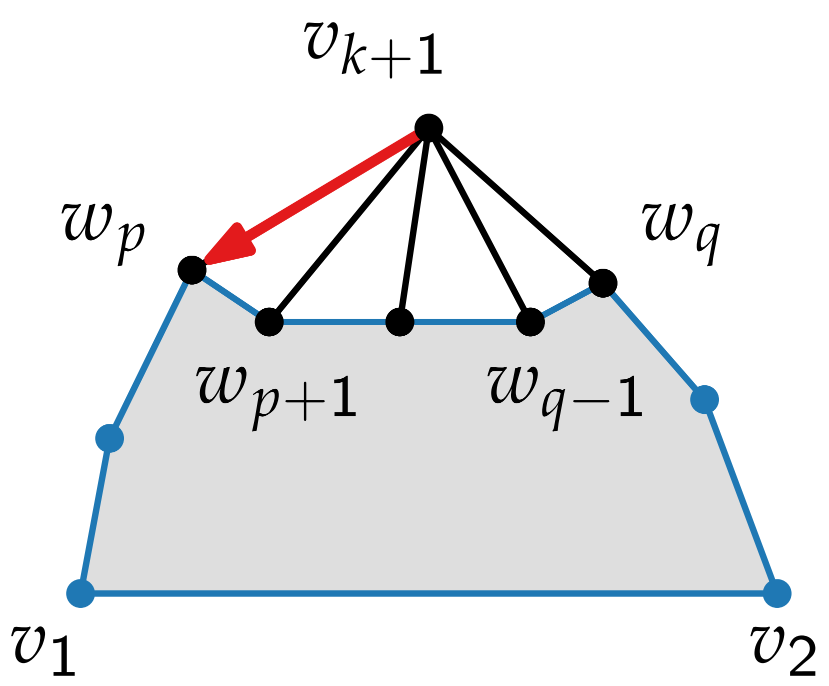

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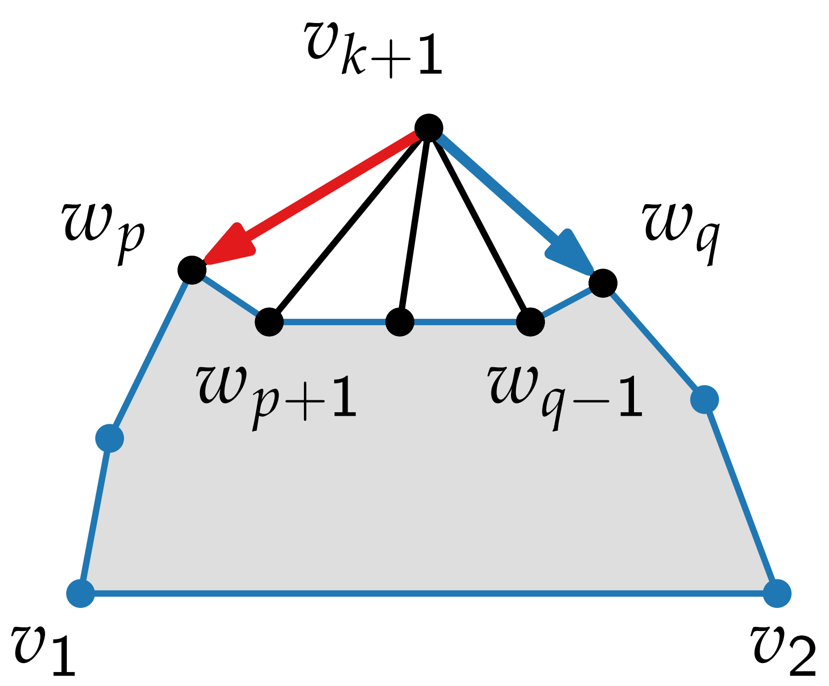

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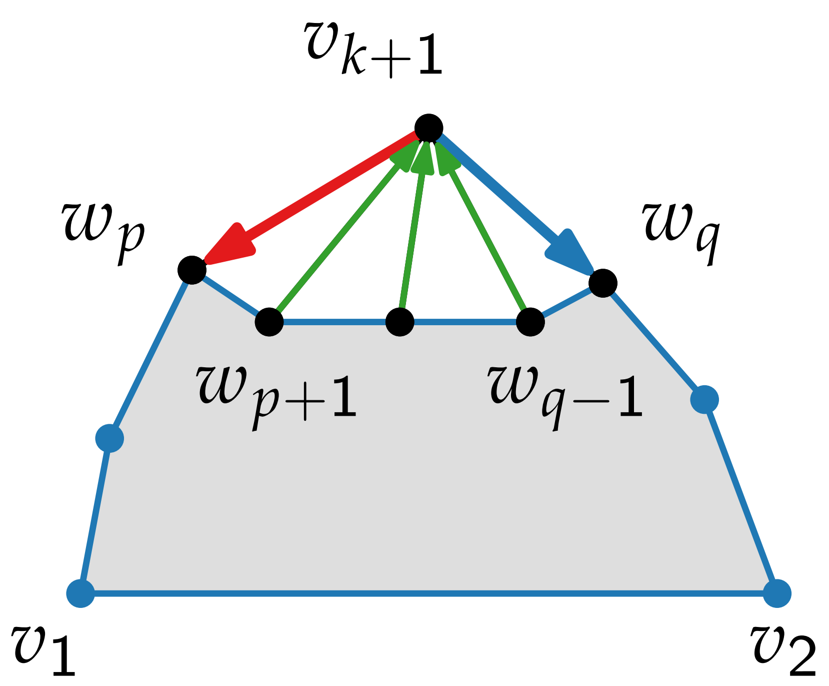

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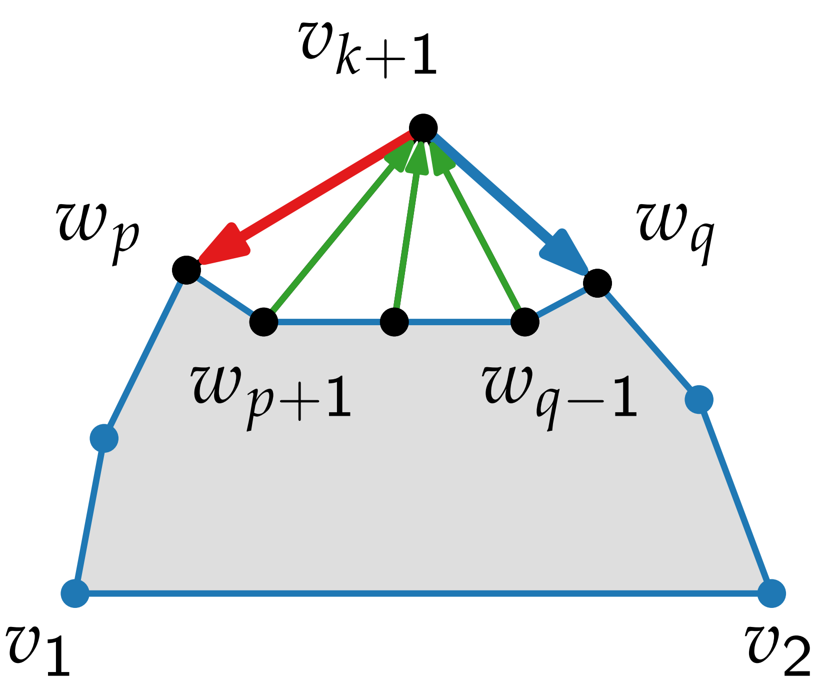

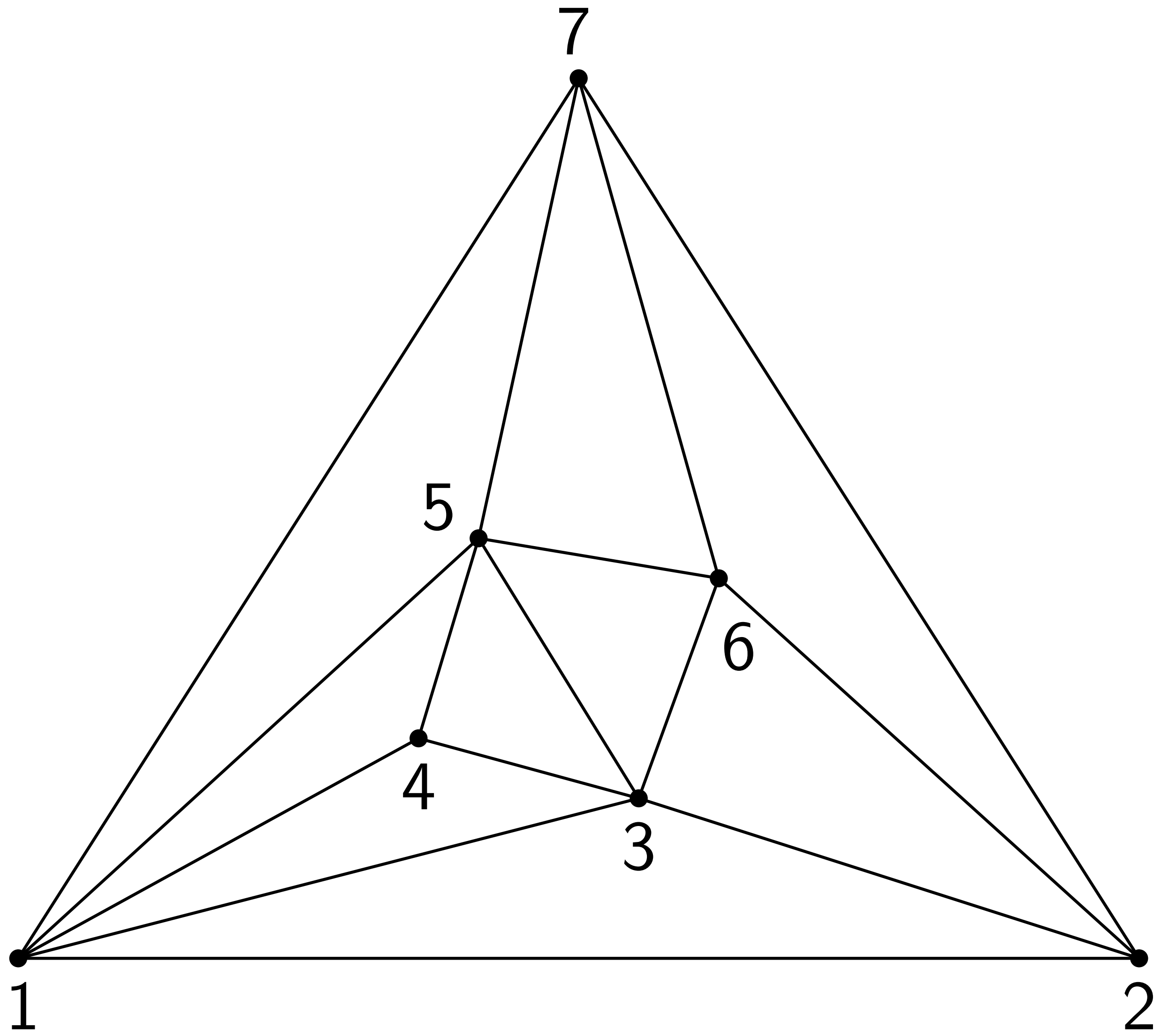

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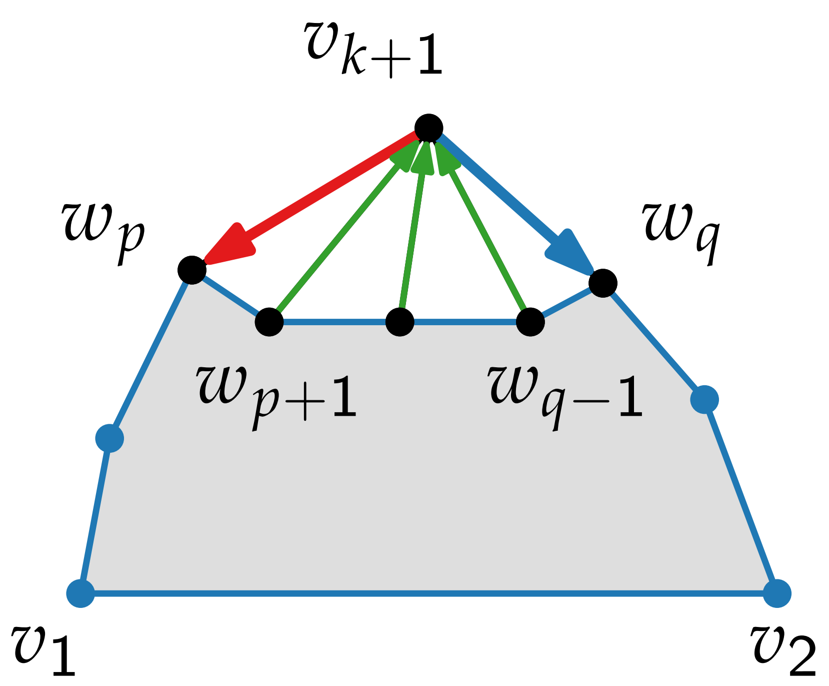

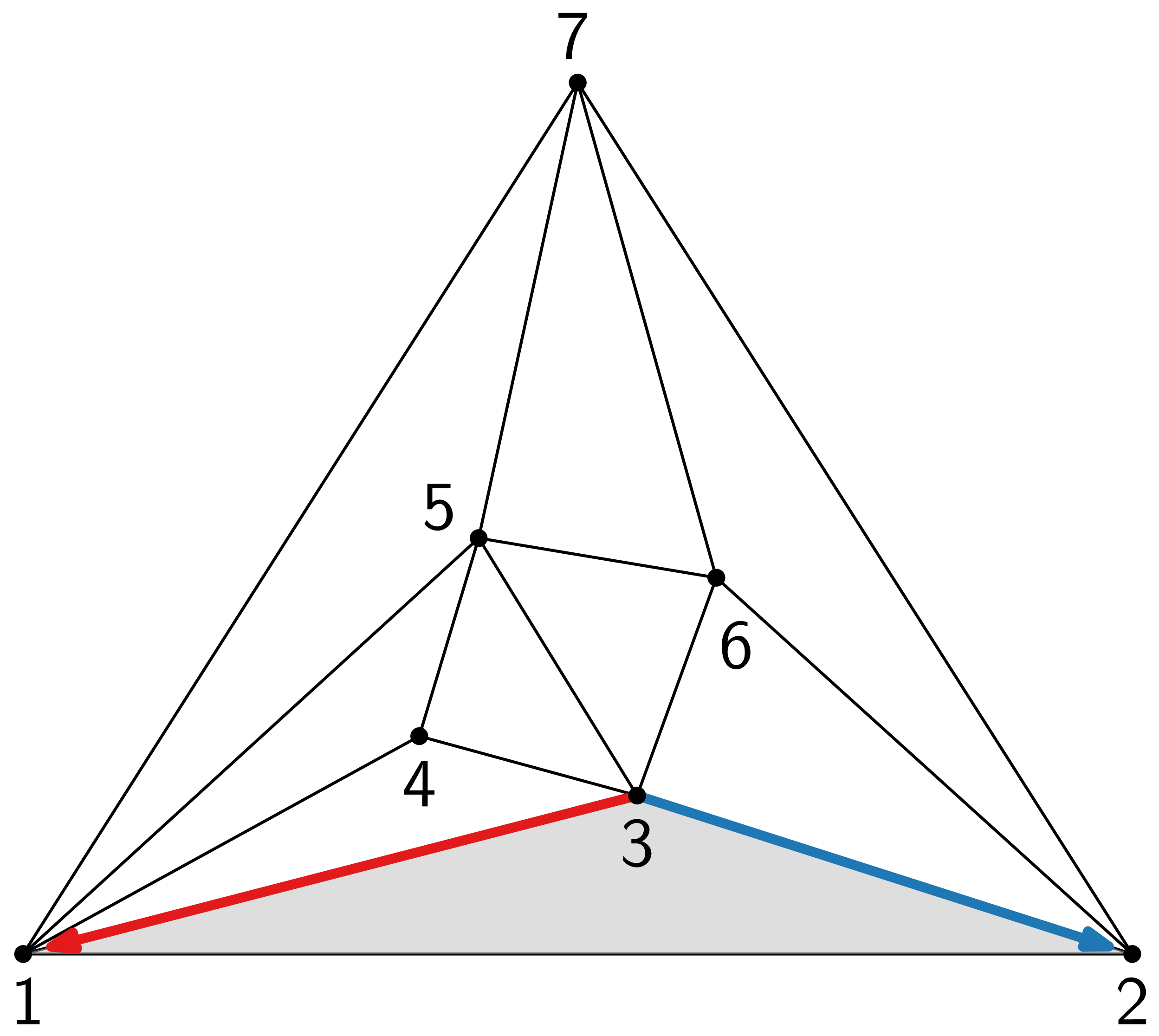

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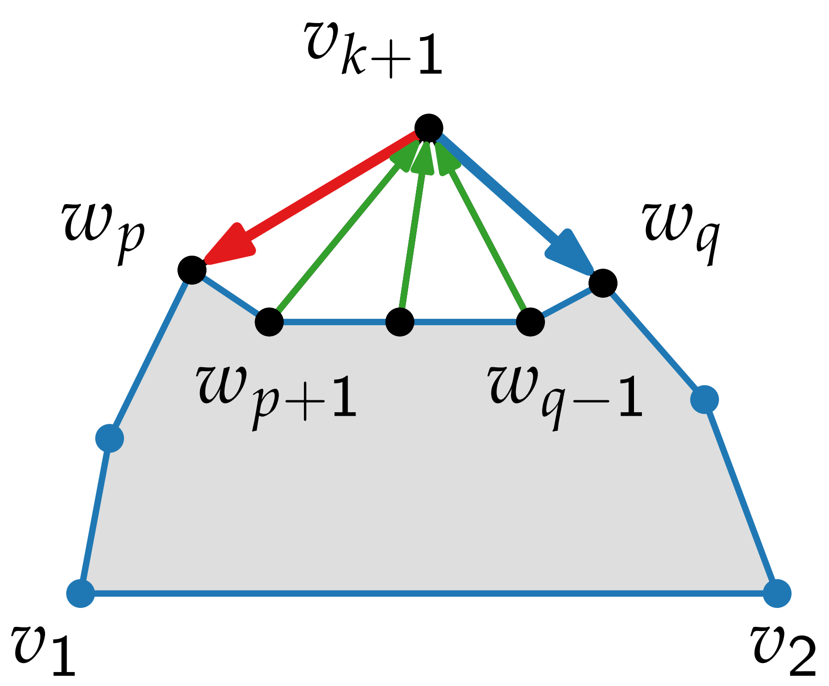

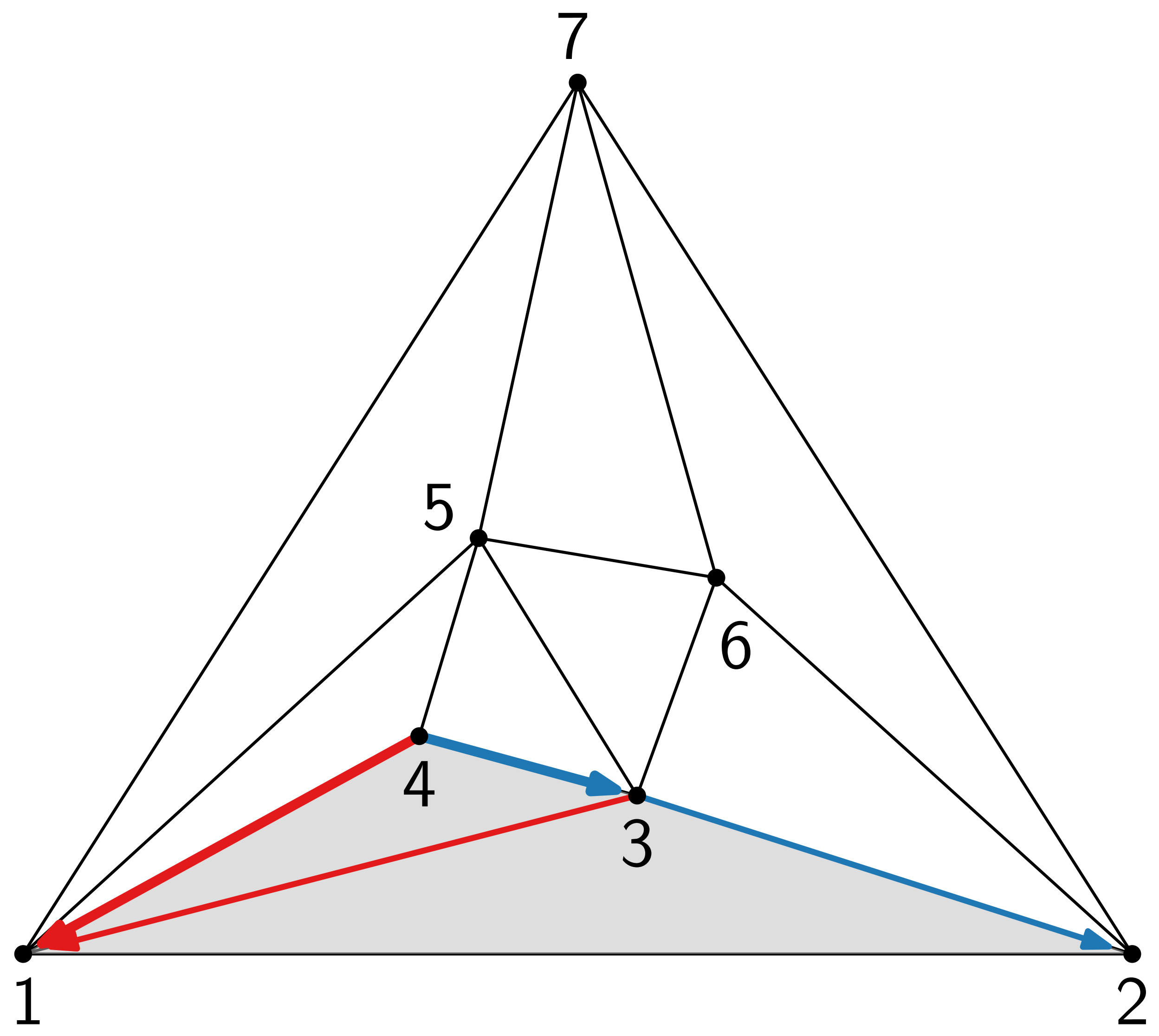

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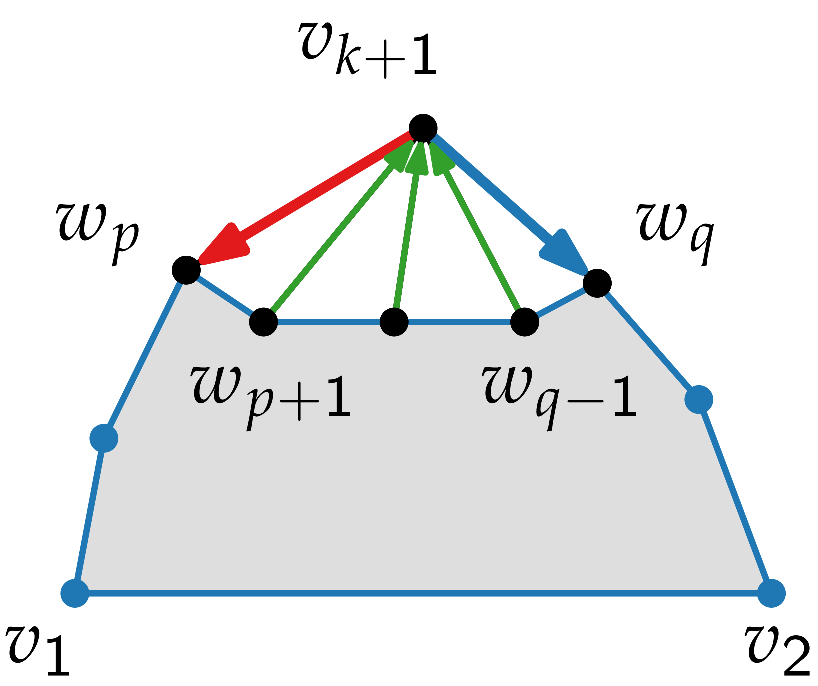

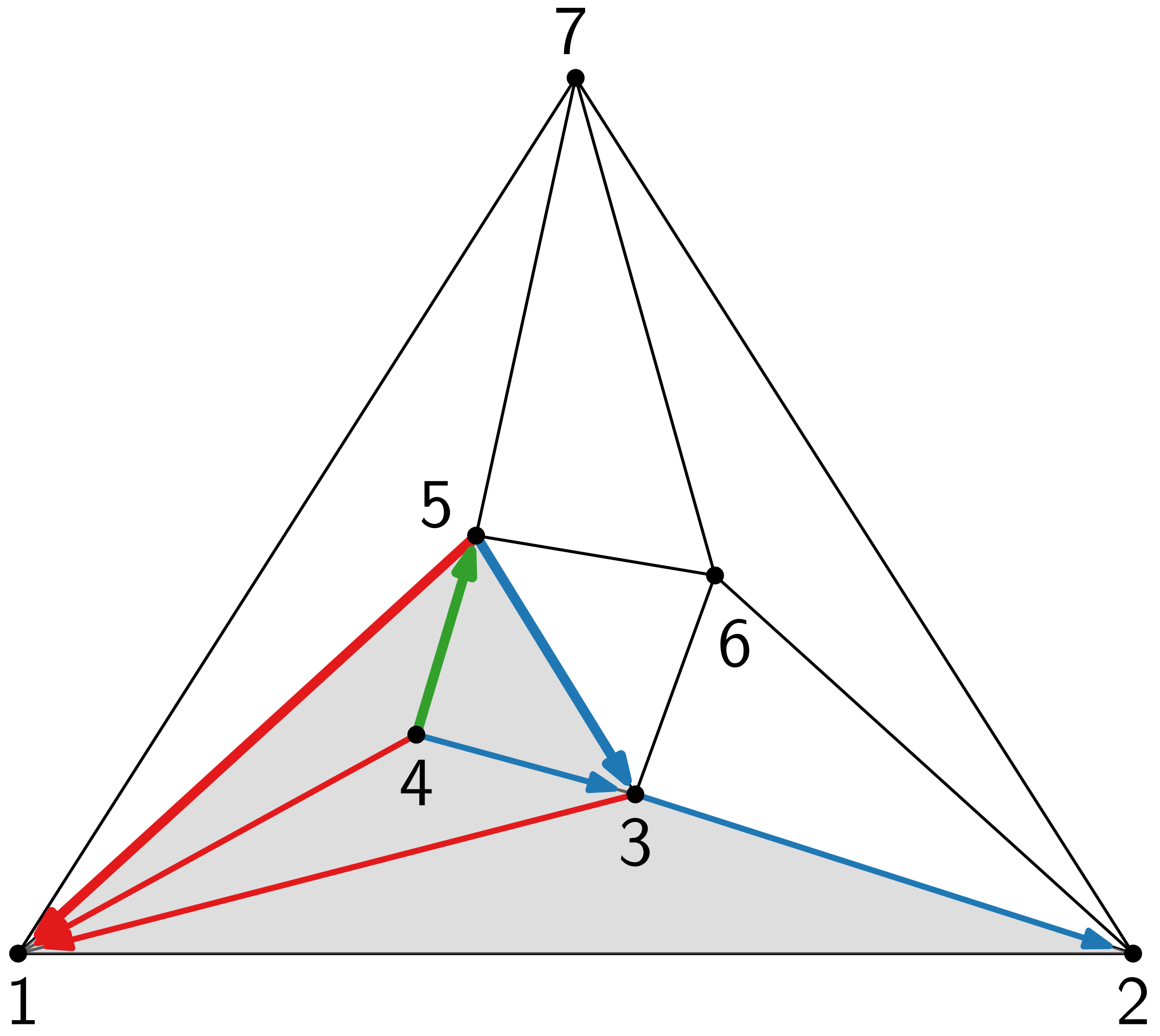

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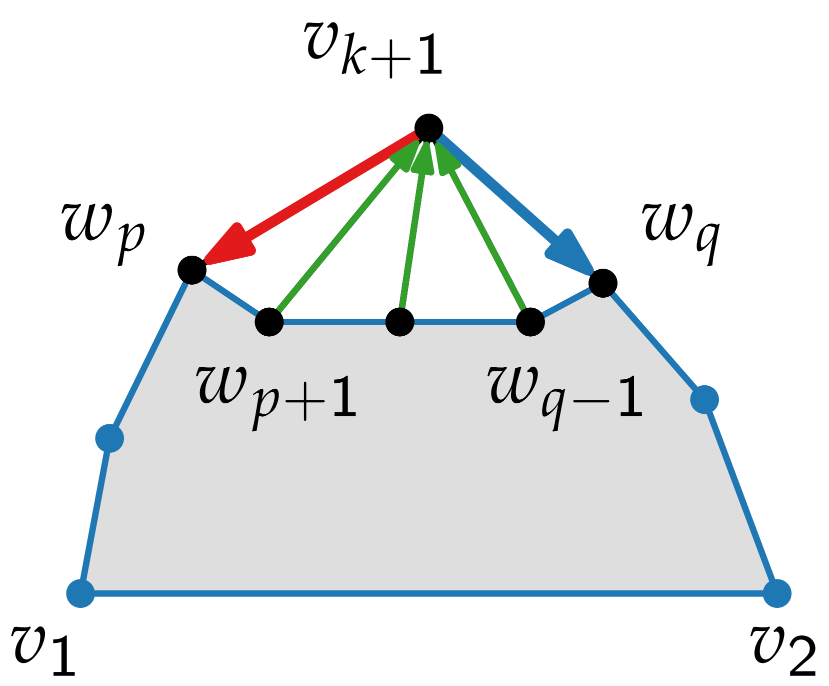

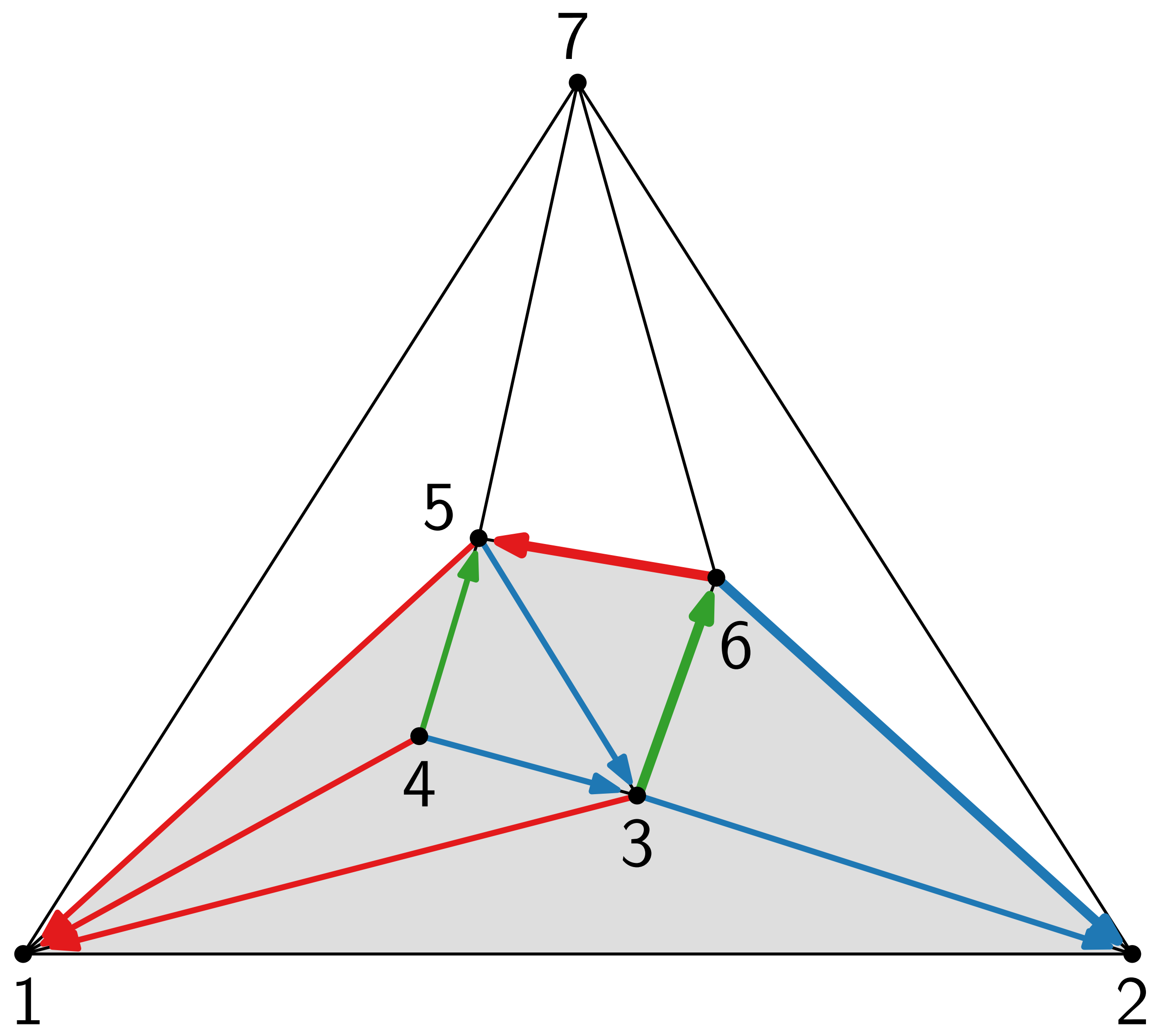

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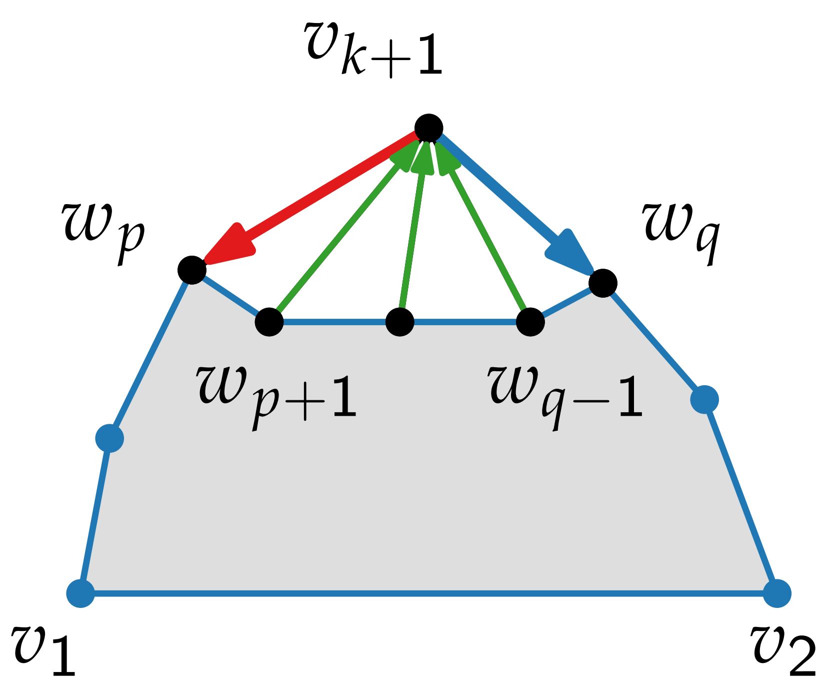

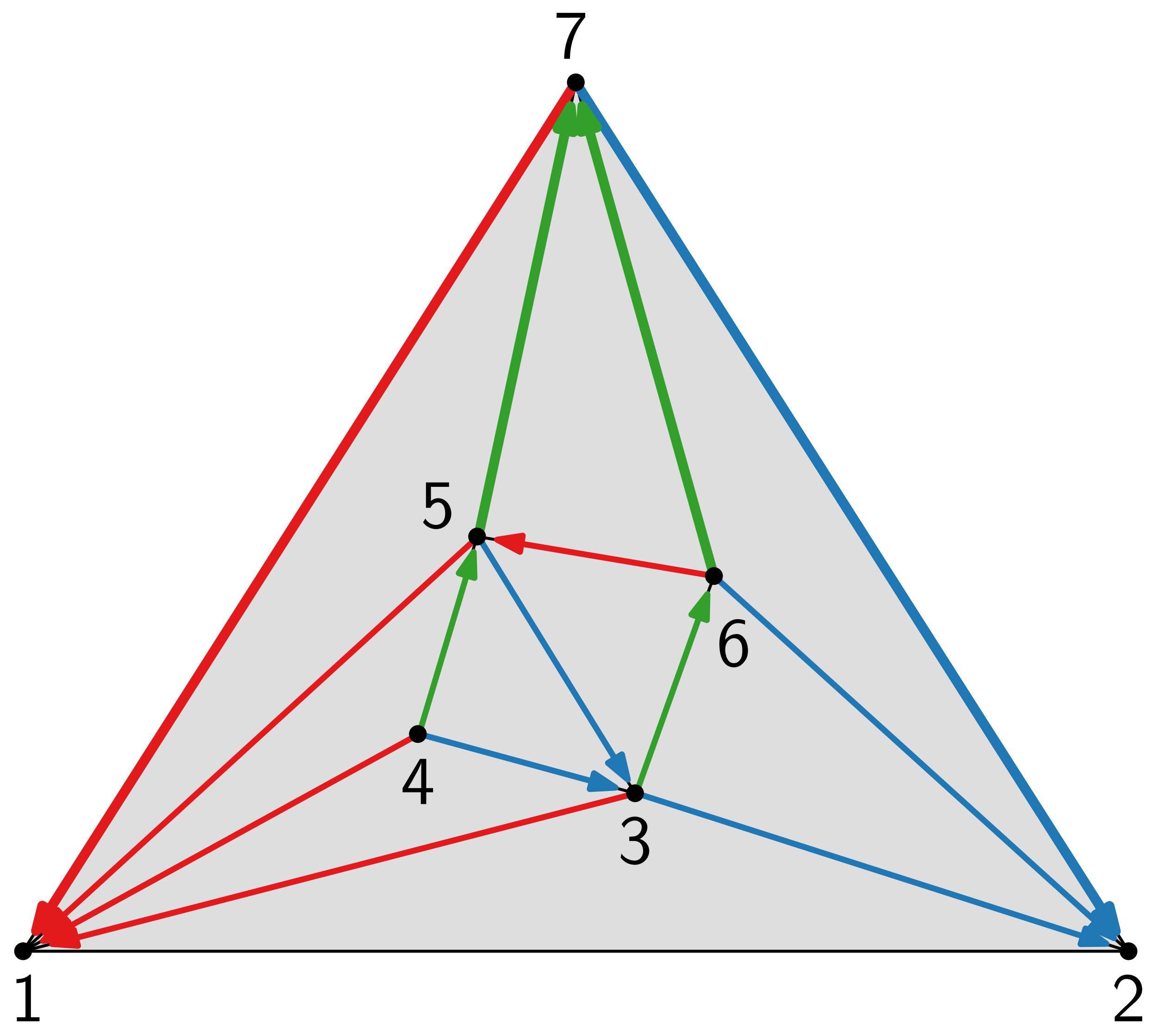

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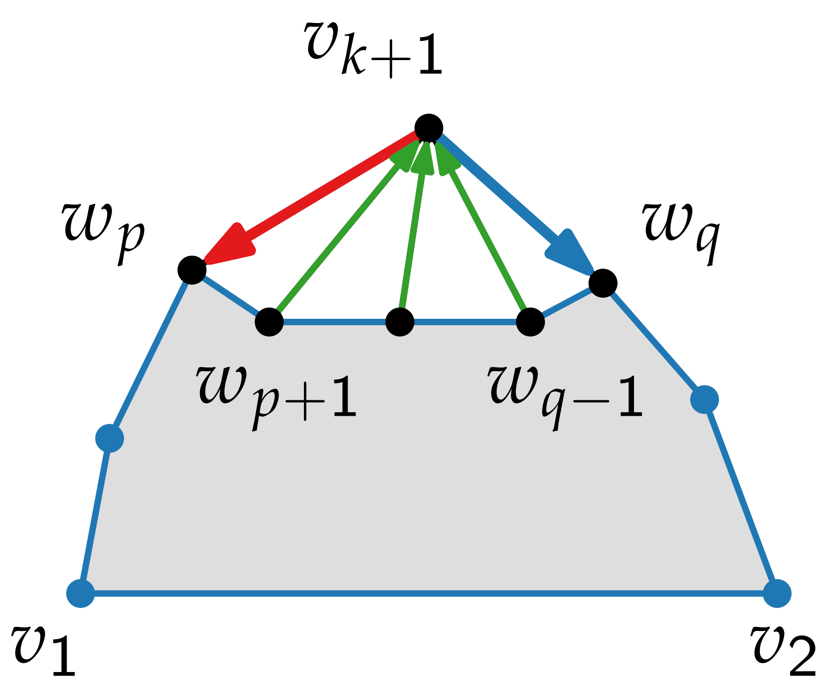
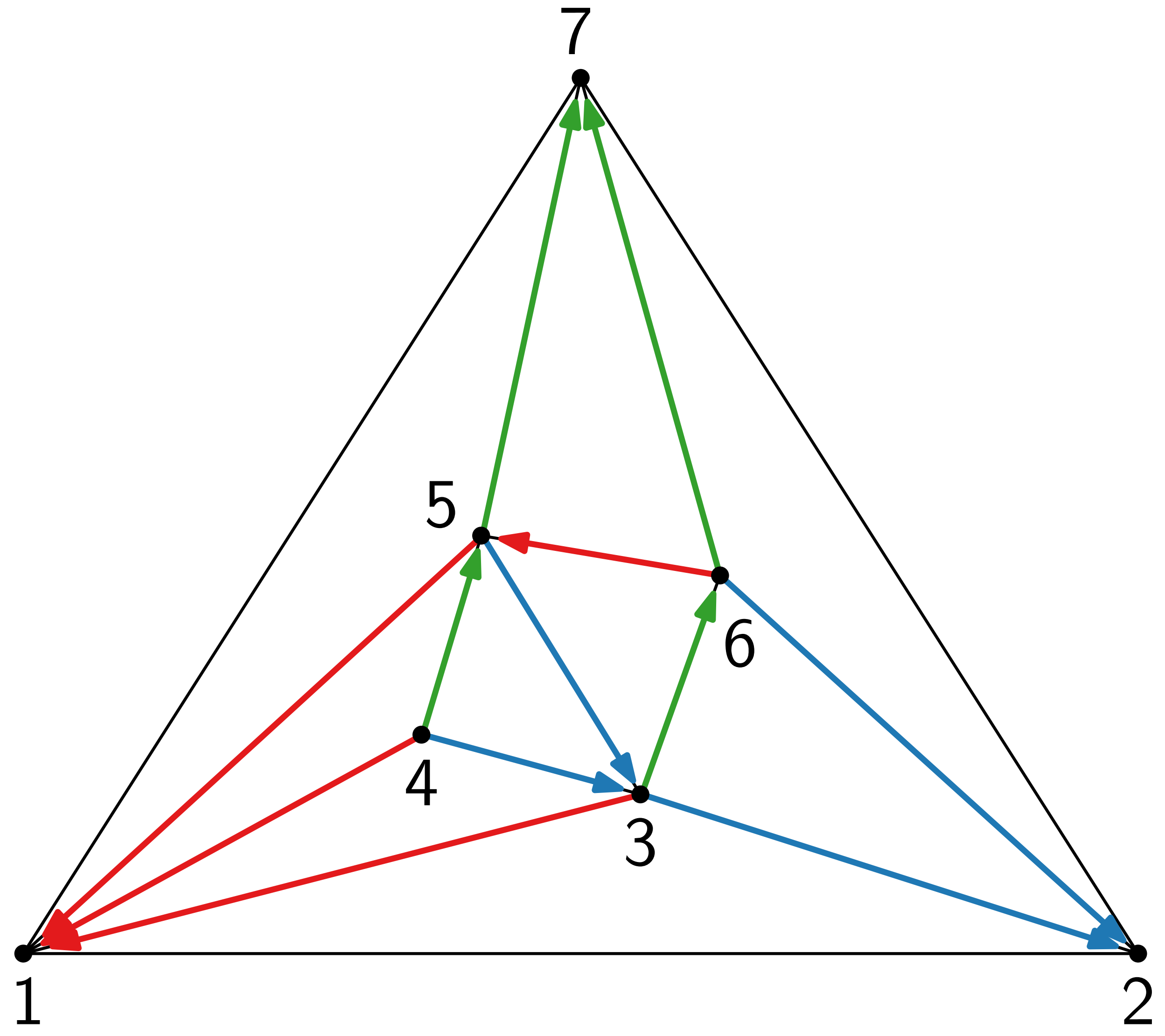
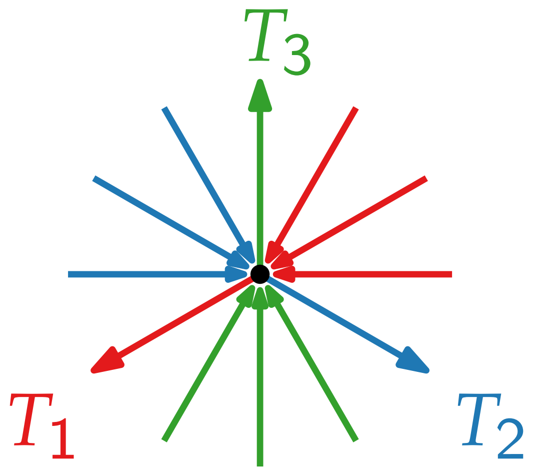




Schnyder drawing

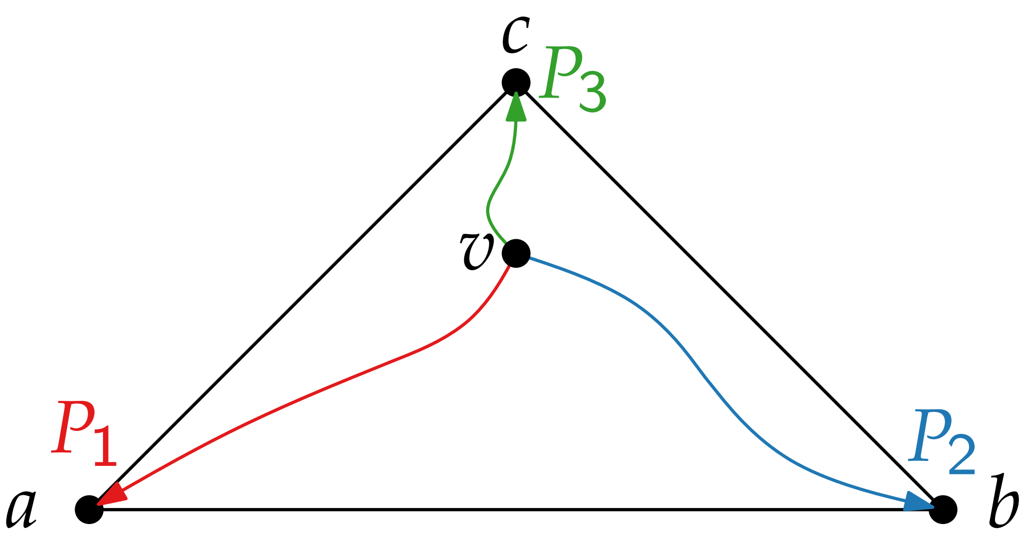
- How to get from Schnyder realiser to barycentric representation



$$f : v \in V \mapsto v_1 A + v_2 B + v_3 C$$

Face regions

- $P_i(v)$ path from v to source of T_i



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- $P_i(v)$ path from v to source of T_i
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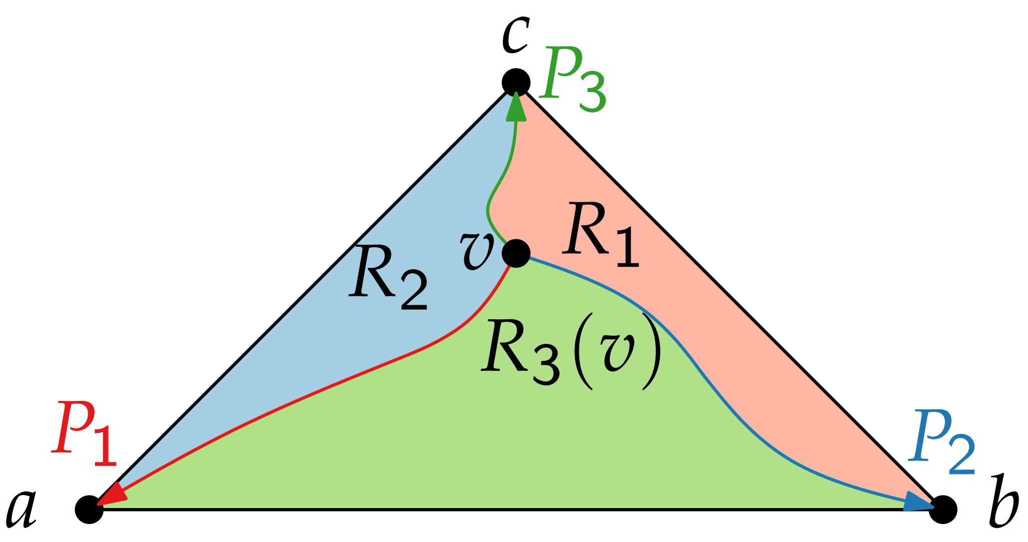

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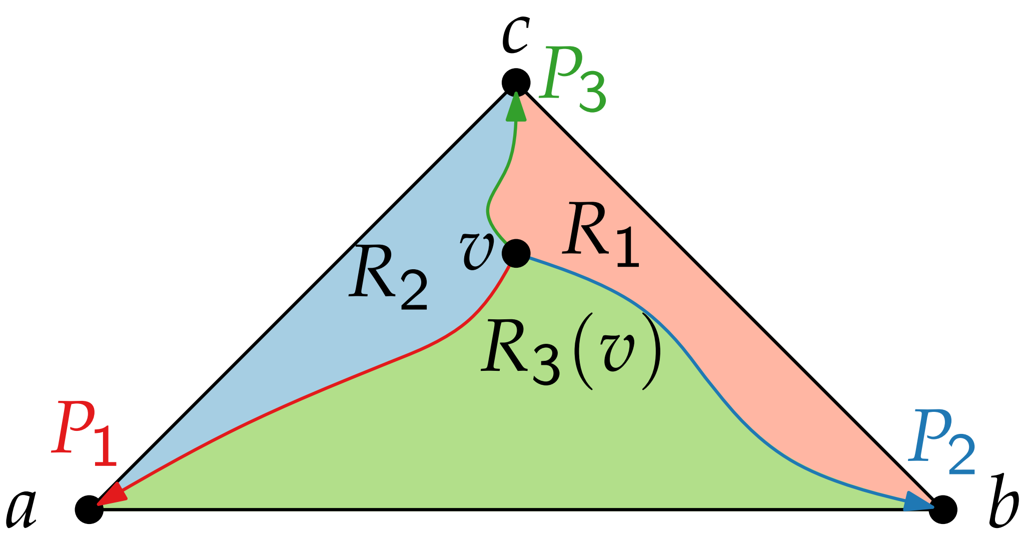

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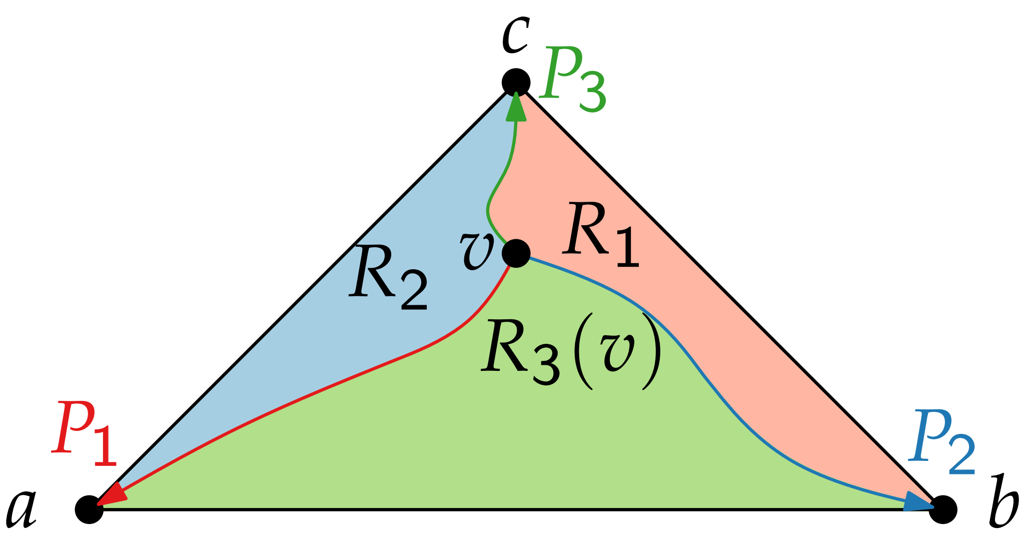

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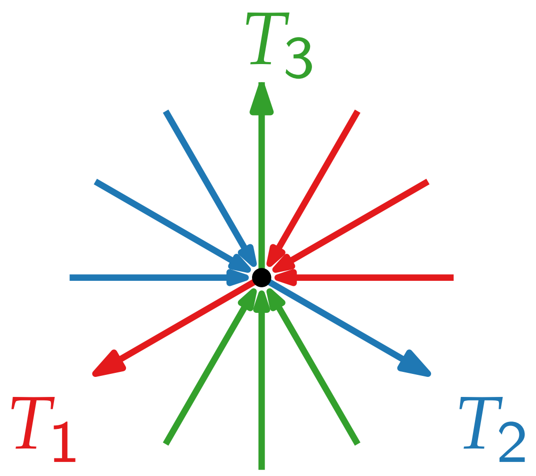

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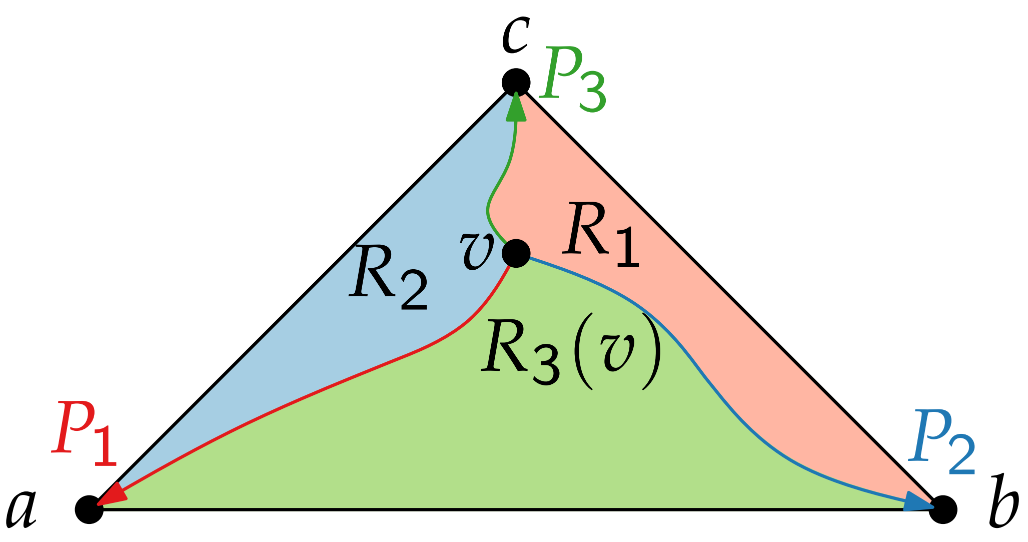

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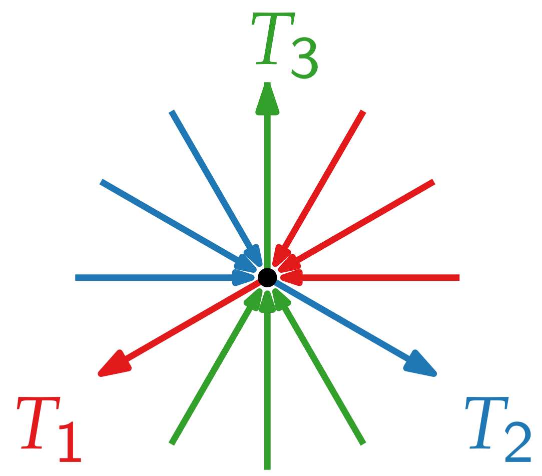

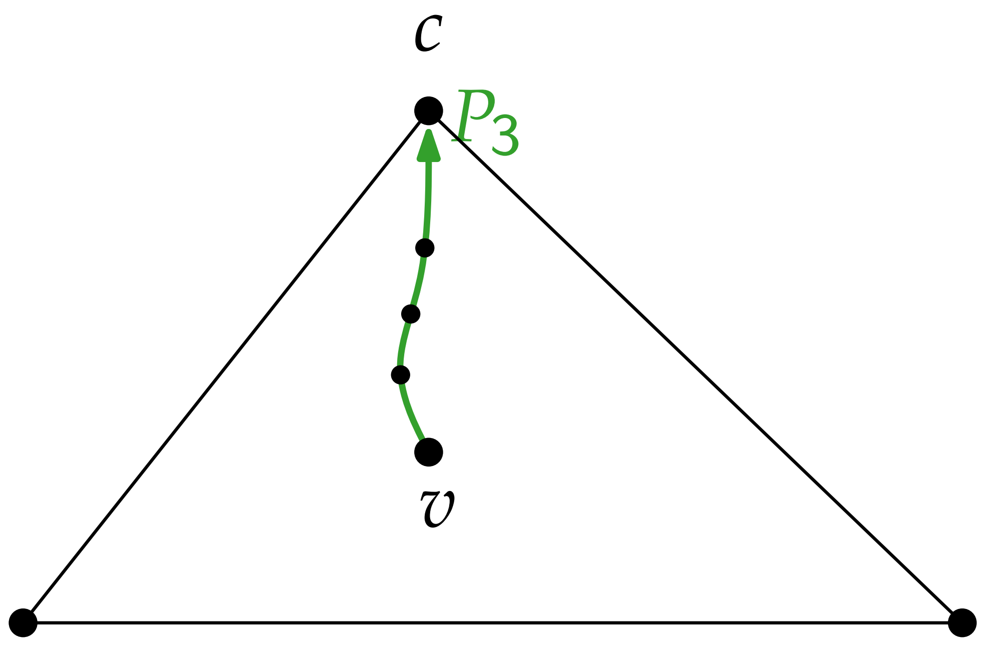

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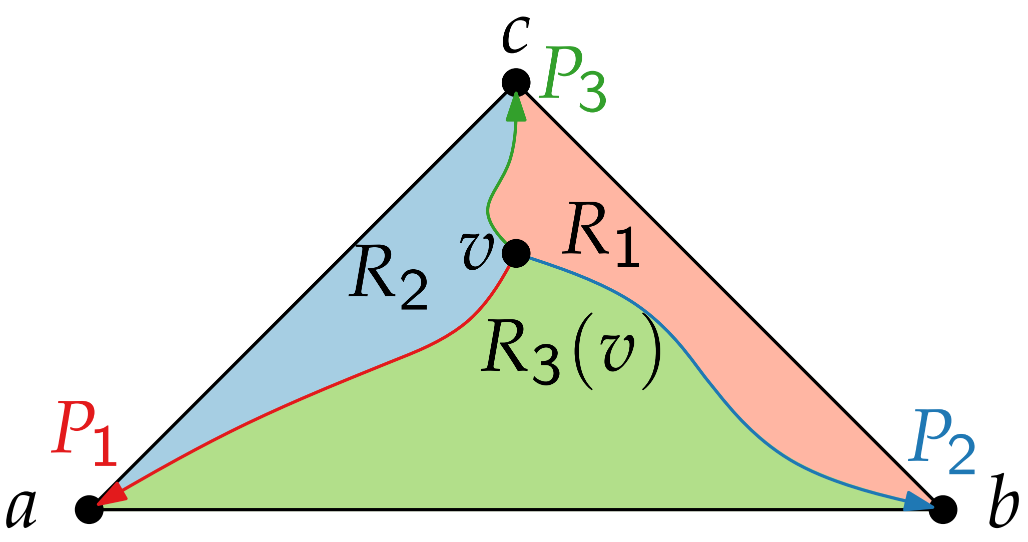

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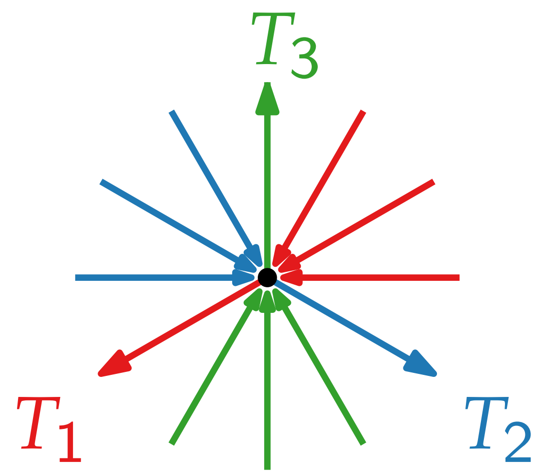

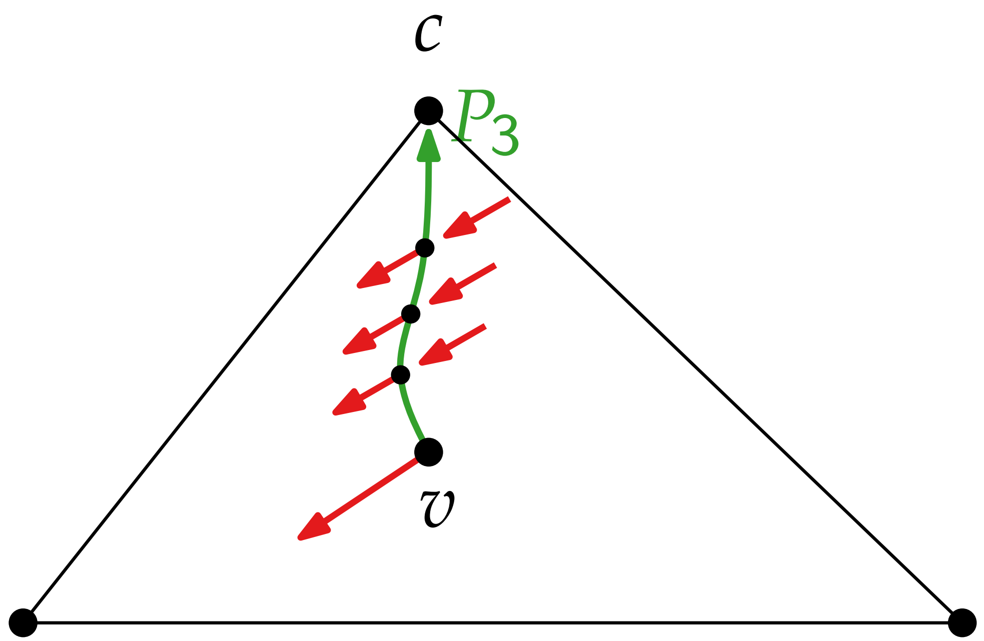

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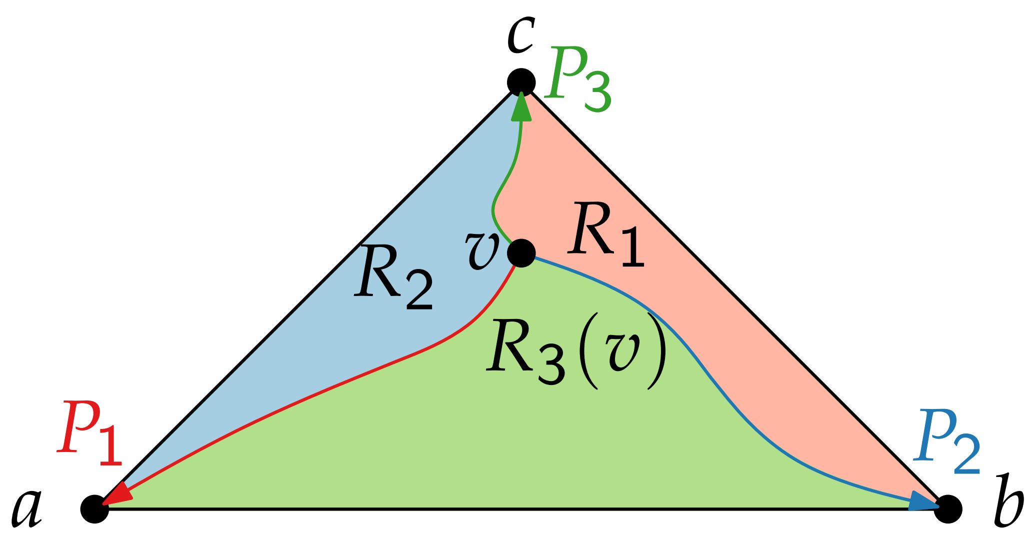

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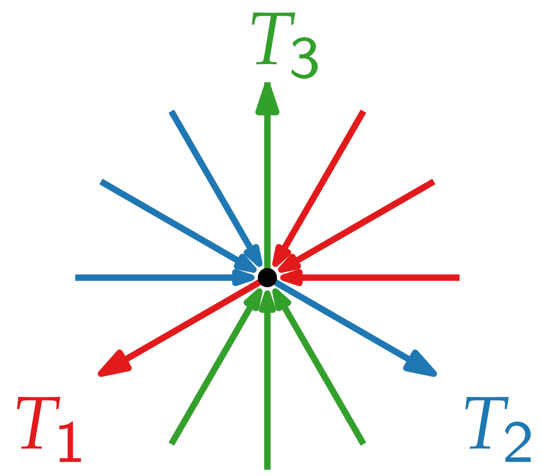

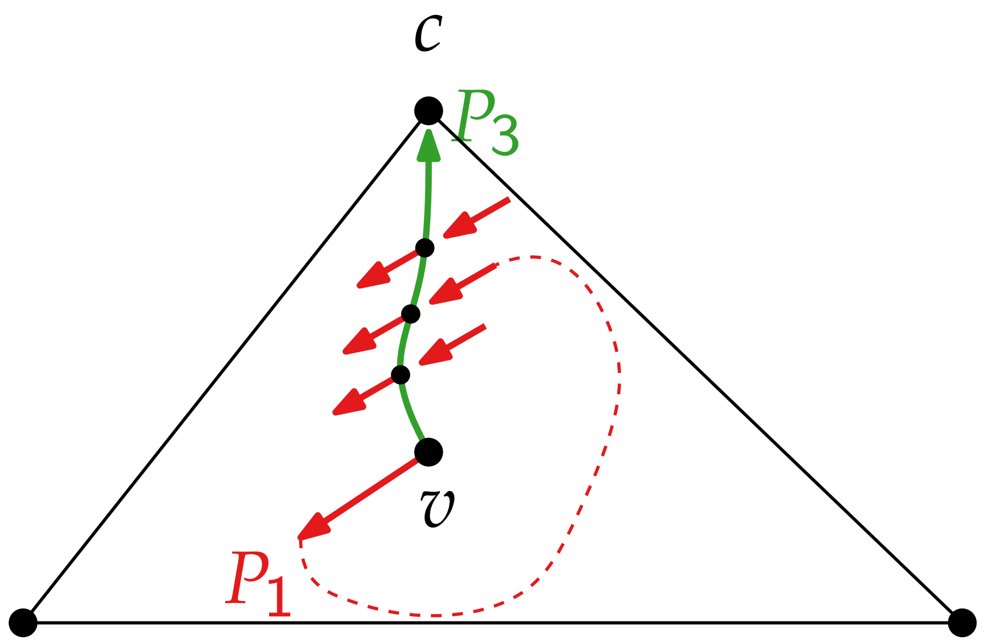

Face regions

- $P_i(v)$ path from v to source of T_i
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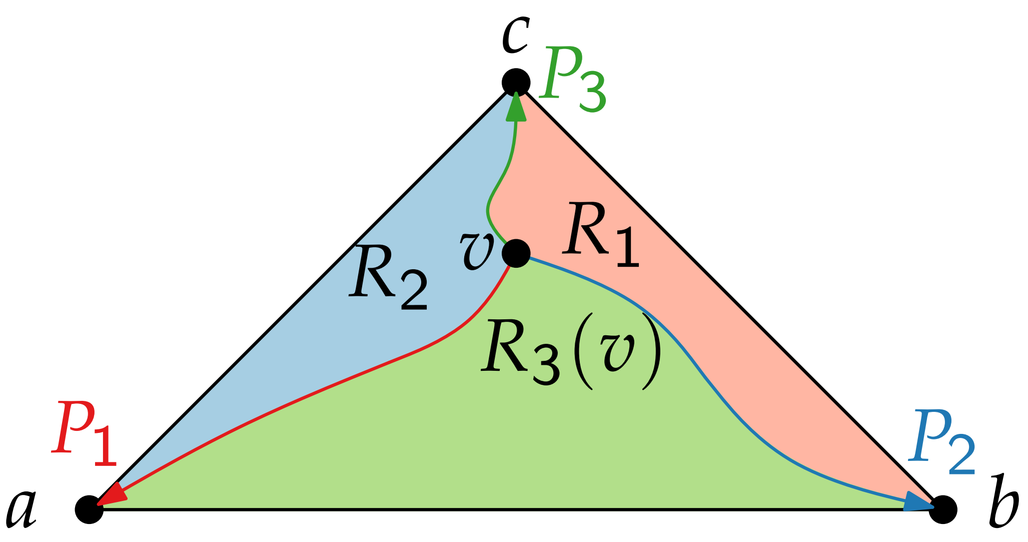
Lemma.

- Paths $P_1(v)$, $P_2(v)$, $P_3(v)$ cross only at vertex v.



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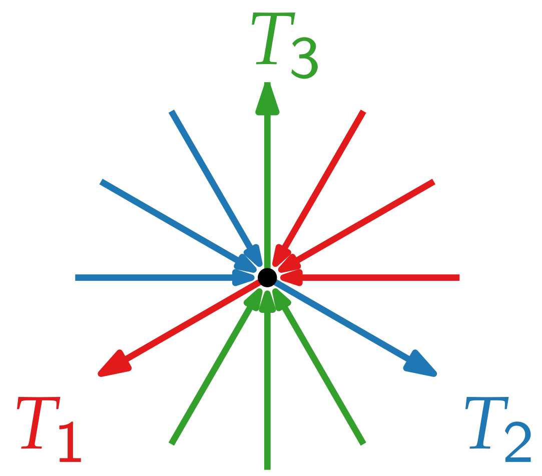

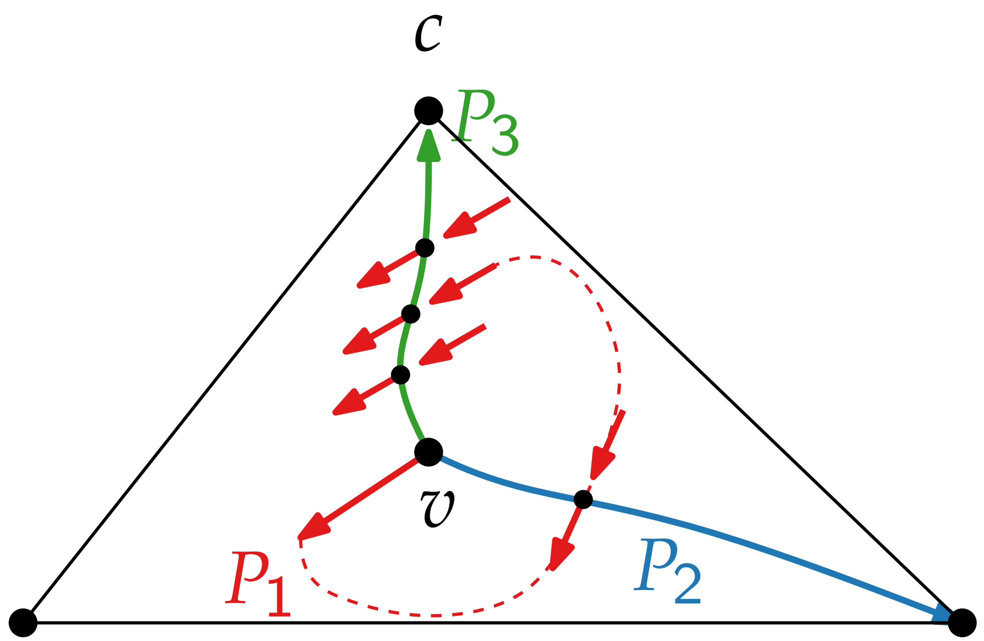

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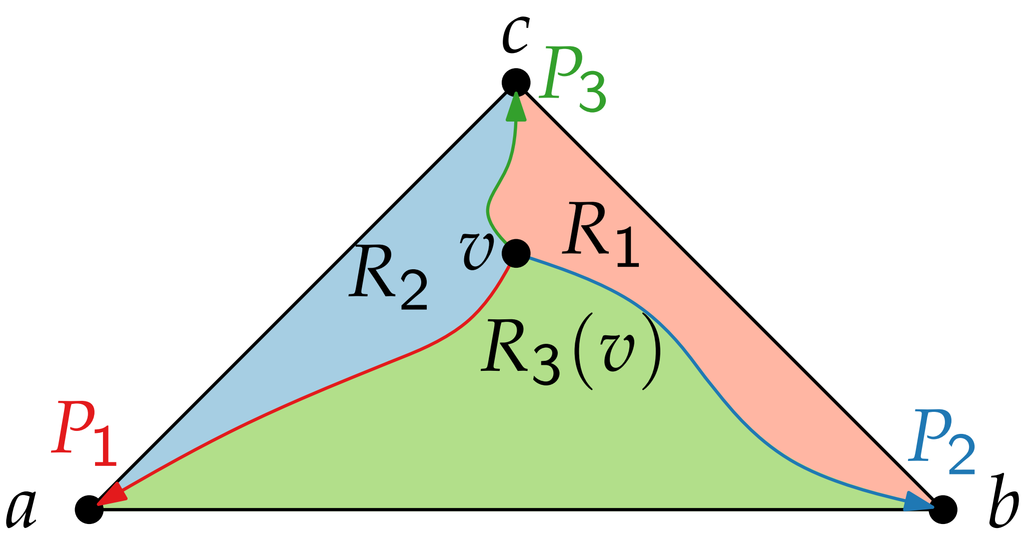

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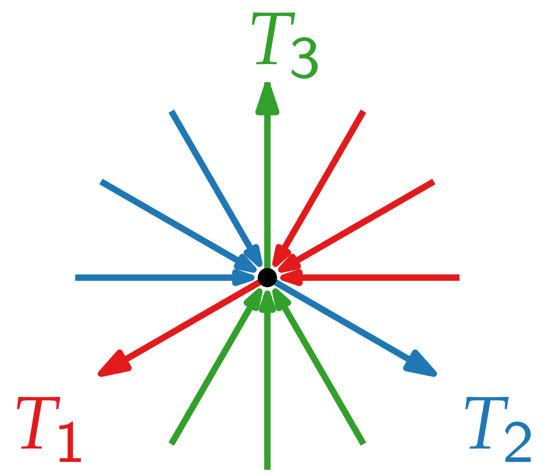

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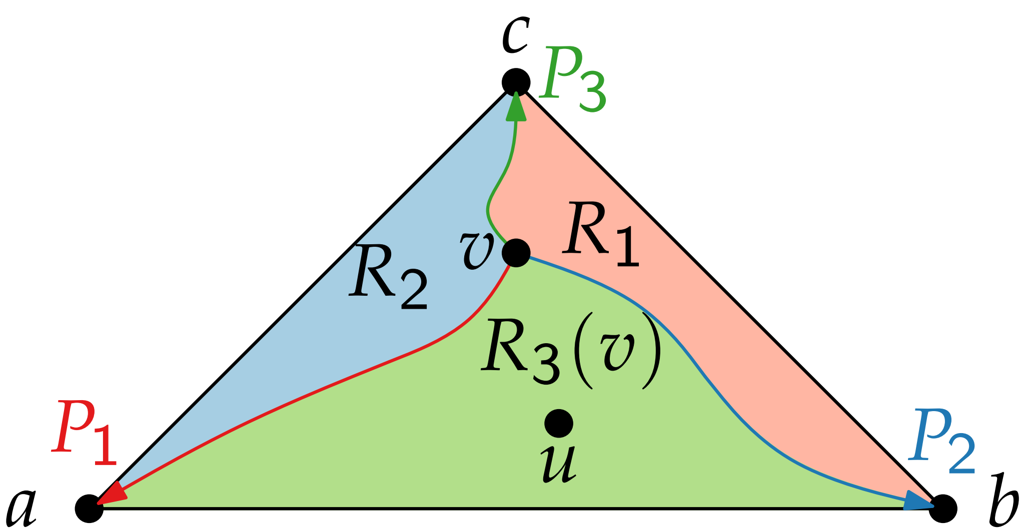

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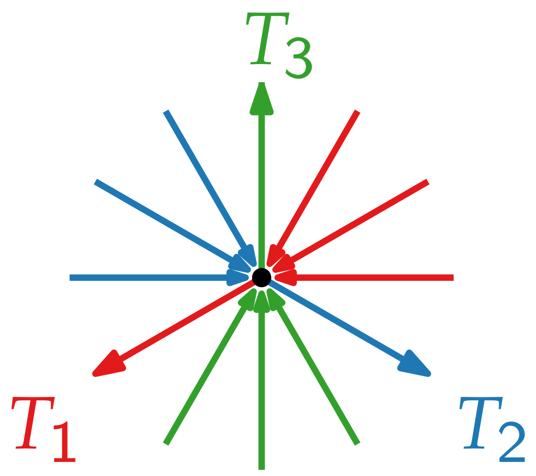

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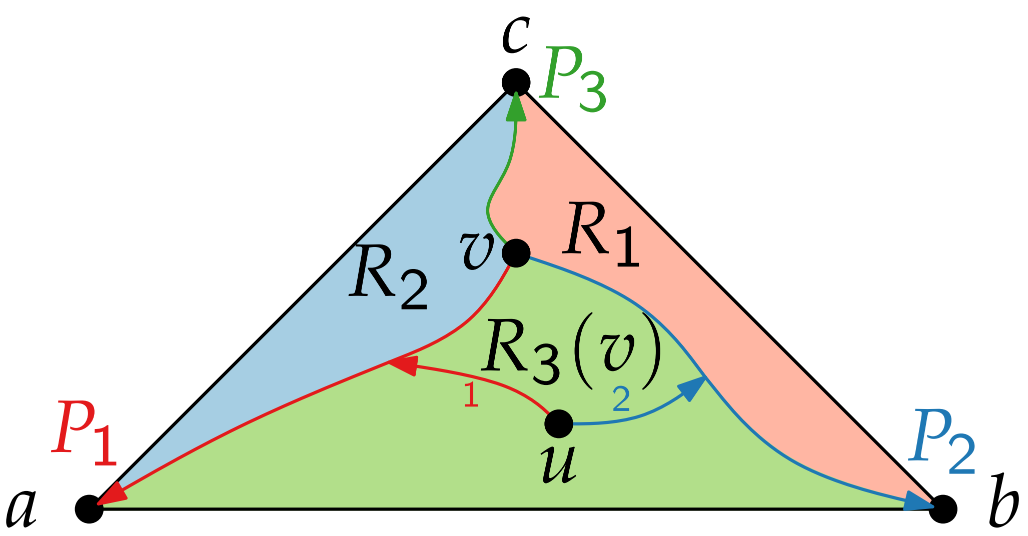

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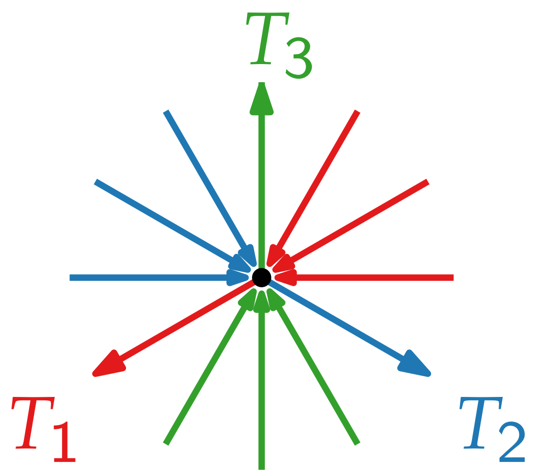

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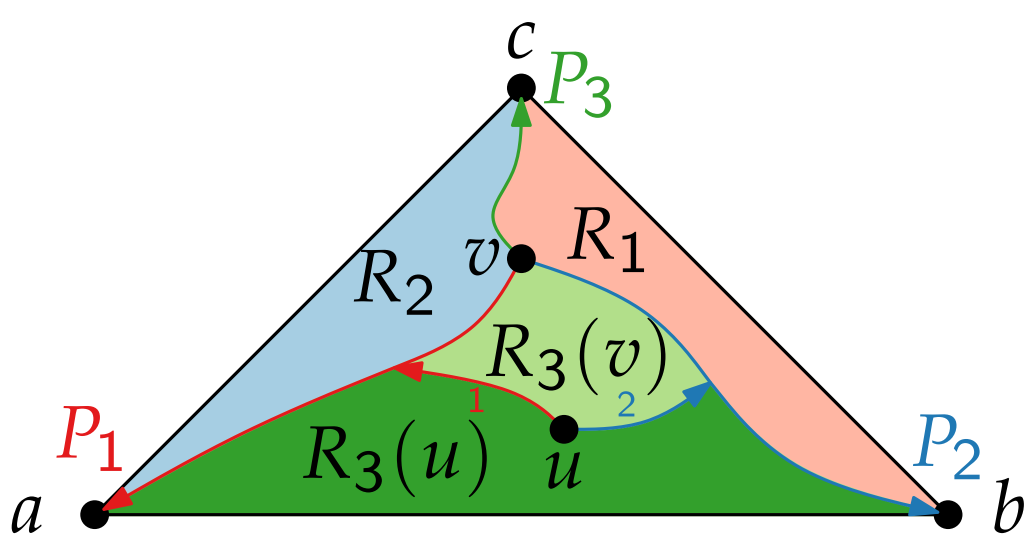

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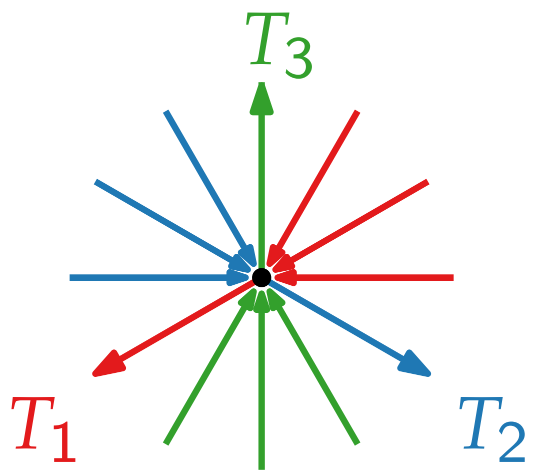

Schnyder drawing

- Let barycentric coordinates of $v \in G \setminus \{a, b, c\}$ be (v_1, v_2, v_3), where $v_1 = |R_1(v)|/(2n-5)$, $v_2 = |R_2(v)|/(2n-5)$ and $v_3 = |R_3(v)|/(2n-5)$.

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Theorem.
The mapping

$$f\colon v \mapsto (v_1, v_2, v_3) = \frac{1}{2n-5}(|R_1(v)|, |R_2(v)|, |R_3(v)|)$$

is a barycentric representation of G, which thus gives a planar straight-line drawing of G in a $(2n-5) \times (2n-5)$ grid.

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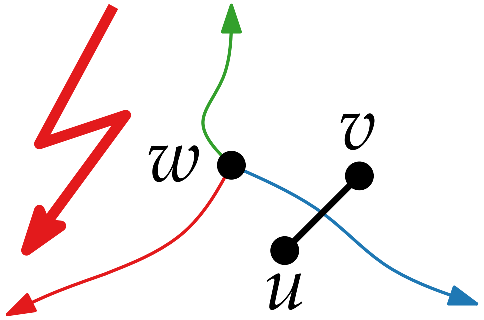

Proof.
- Condition 1: $v_1 + v_2 + v_3 = 1$
- Condition 2: For each edge $\{u, v\}$ and vertex $w \neq u, v$ at least one of three is true: $w_1 > u_1, v_1$, $w_2 > u_2, v_2$, $w_3 > u_3, v_3$.

Weak barycentric representation

Definition.
A **weak barycentric representation** of a graph $G = (V, E)$ is an *injective* map $v \in V \mapsto (v_1, v_2, v_3) \in \mathbb{R}^3$ with the following properties:

- $v_1 + v_2 + v_3 = 1$ for every $v \in V$
- for every $\{x, y\} \in E$ and every $z \in V \setminus \{x, y\}$ there is $k \in \{1, 2, 3\}$ with $(x_k, x_{k+1}) <_{\text{lex}} (z_k, z_{k+1})$ and $(y_k, y_{k+1}) <_{\text{lex}} (z_k, z_{k+1})$.

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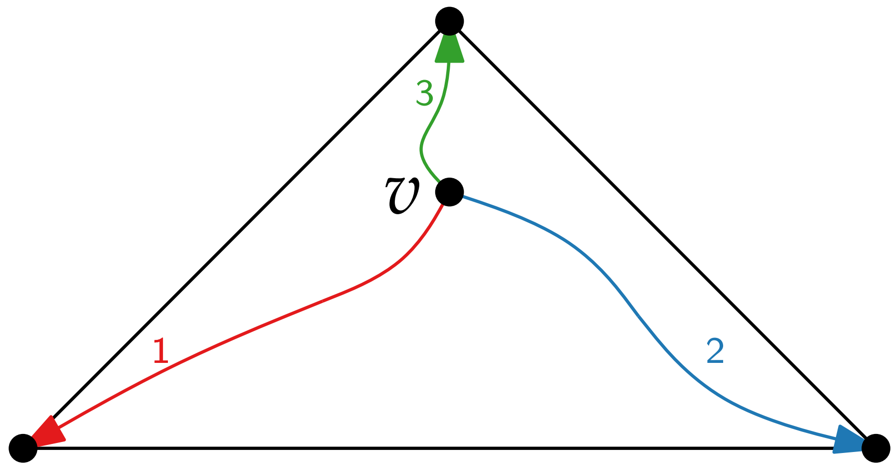
Proof is similar to before.. and thus an exercise.

New barycentric coordinates



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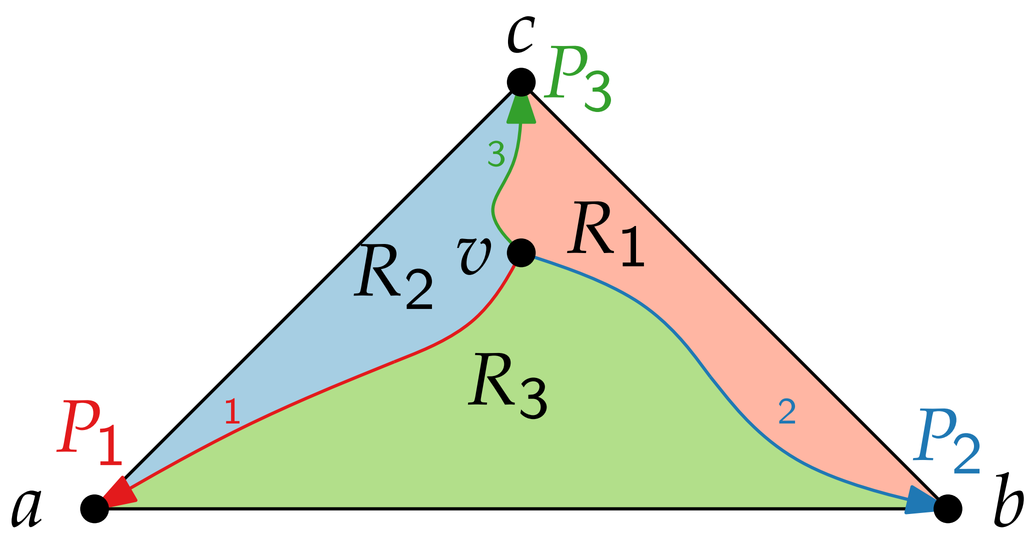
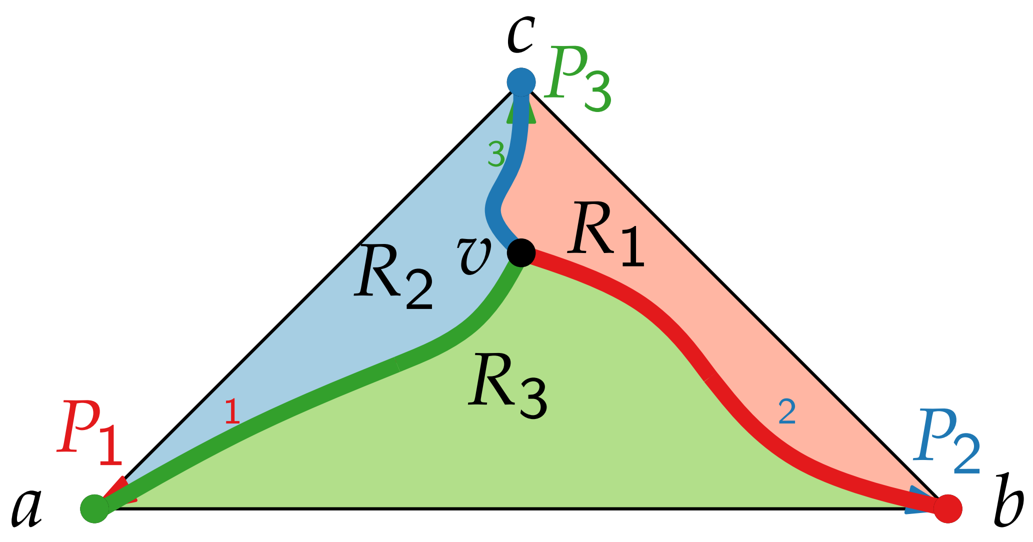


New barycentric coordinates

- Set $v'_i = |V(R_i(v))| - |P_{i-1}(v)|$



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- Set $v'_i = |V(R_i(v))| - |P_{i-1}(v)|$
- Additionally, for outer vertices set
  - $a'_1 = n - 2$
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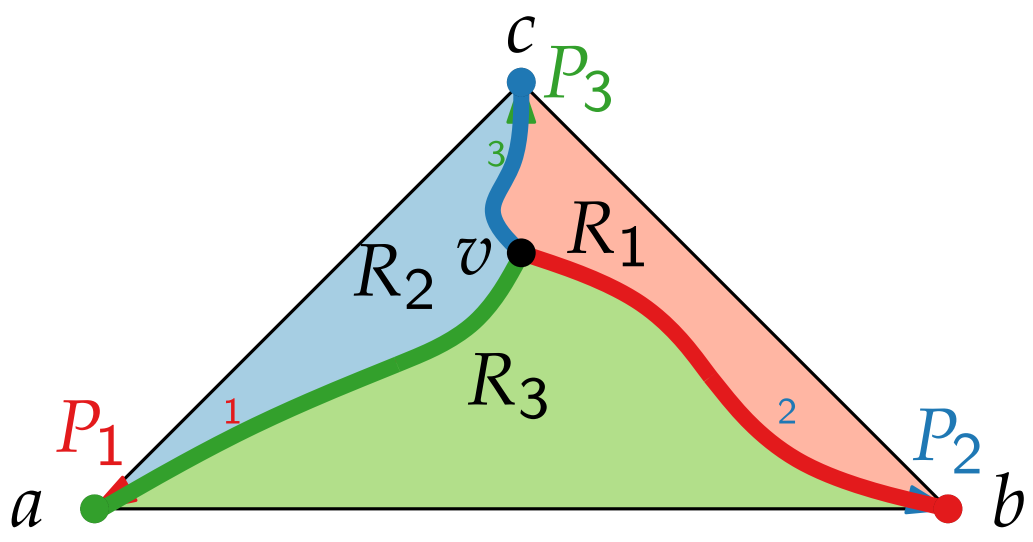
  and analogously for b' and c'



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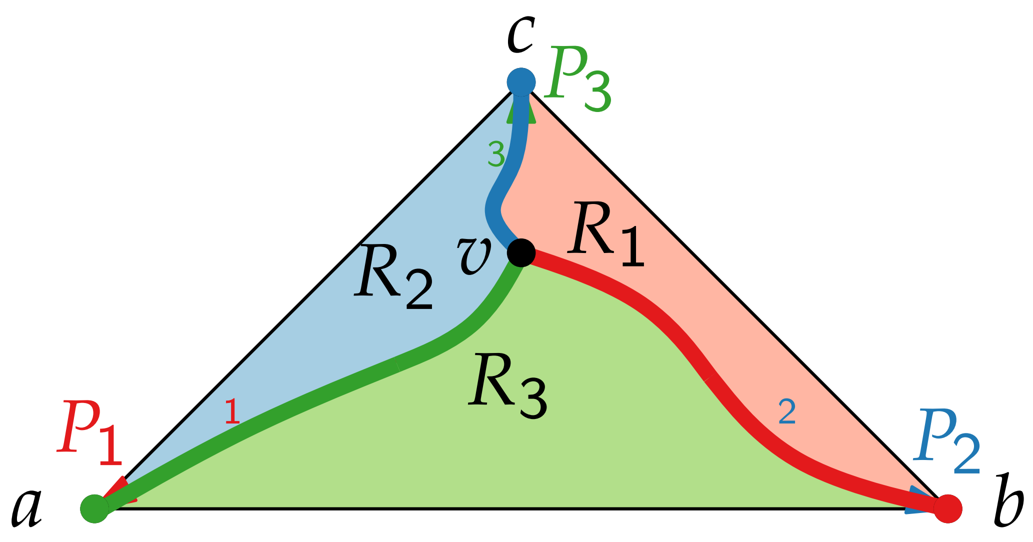

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For inner vertices $u \neq v$ it holds that

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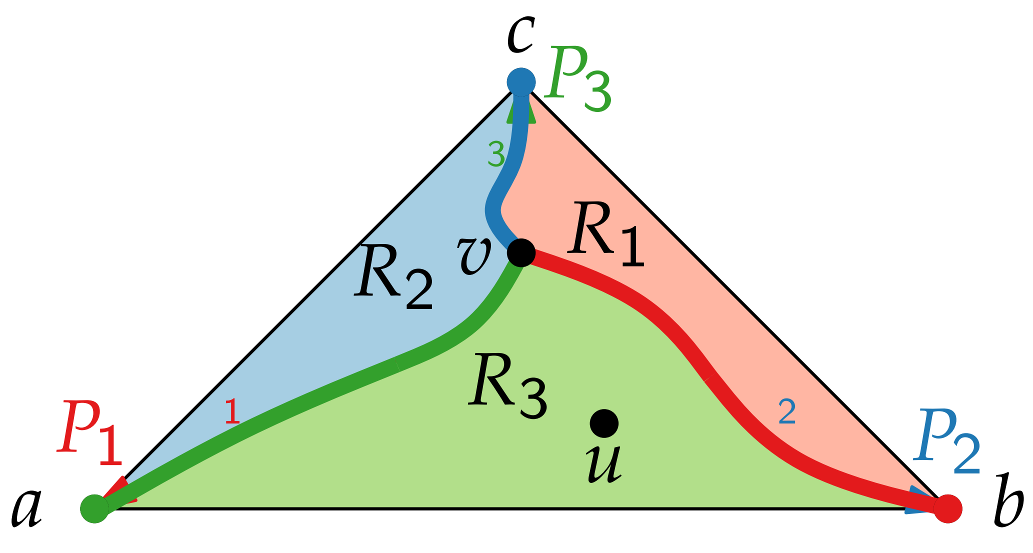

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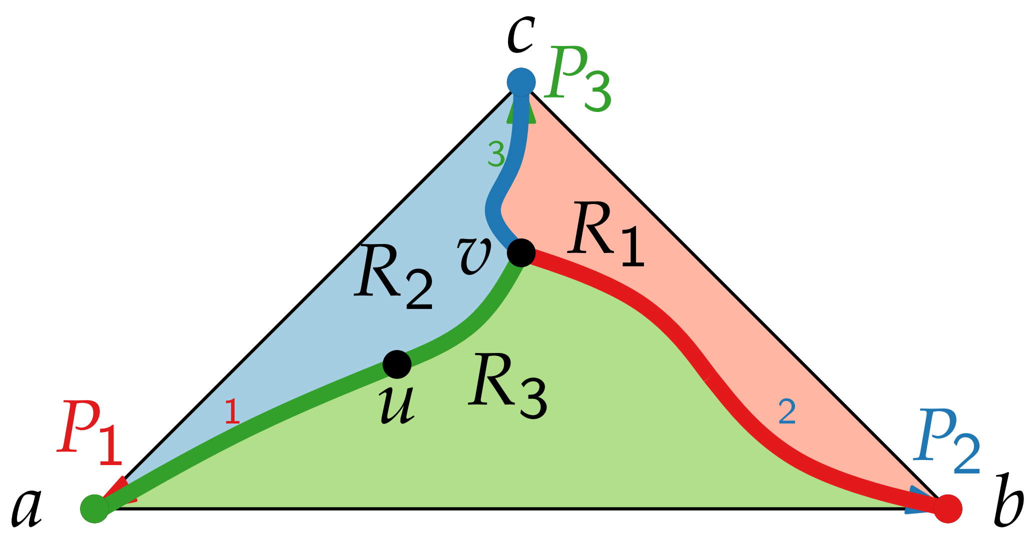

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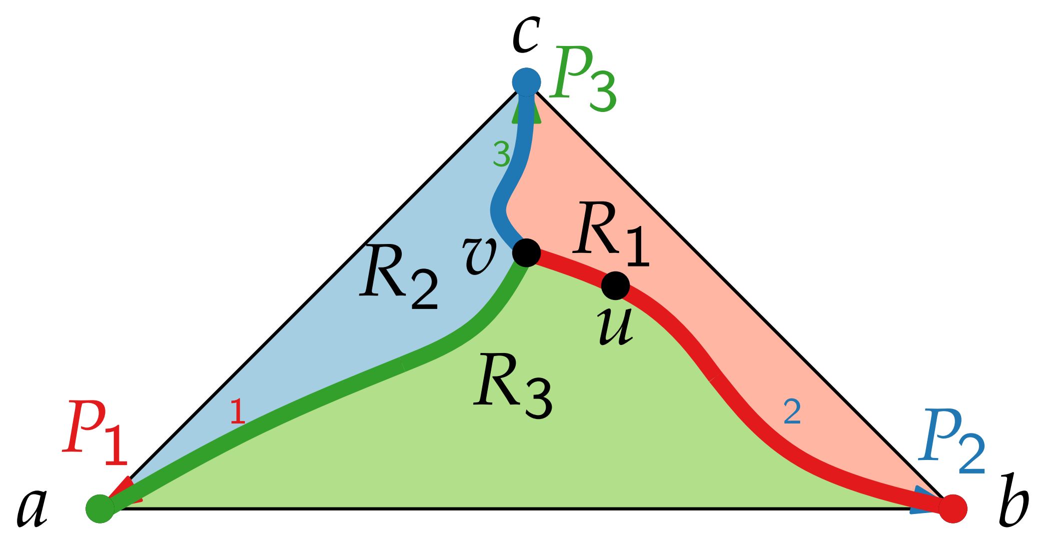

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- To calculate all the coordinates, a constant number of tree traversals are enough.

Calculations

Compute:

- $p_i(v) = |P_i(v)|$ vertices on i-path from v
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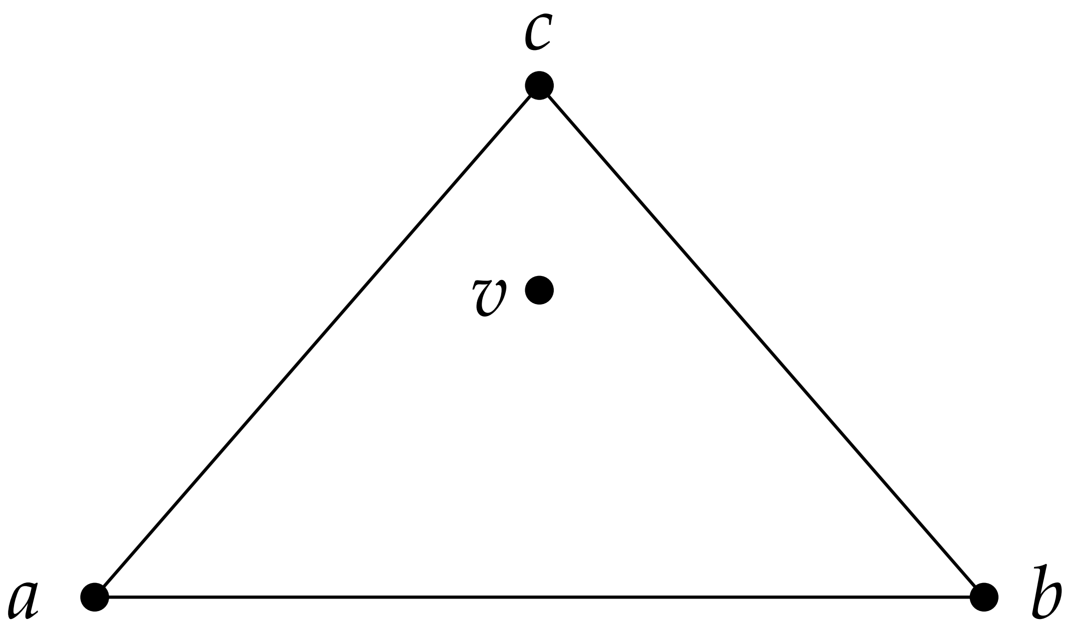

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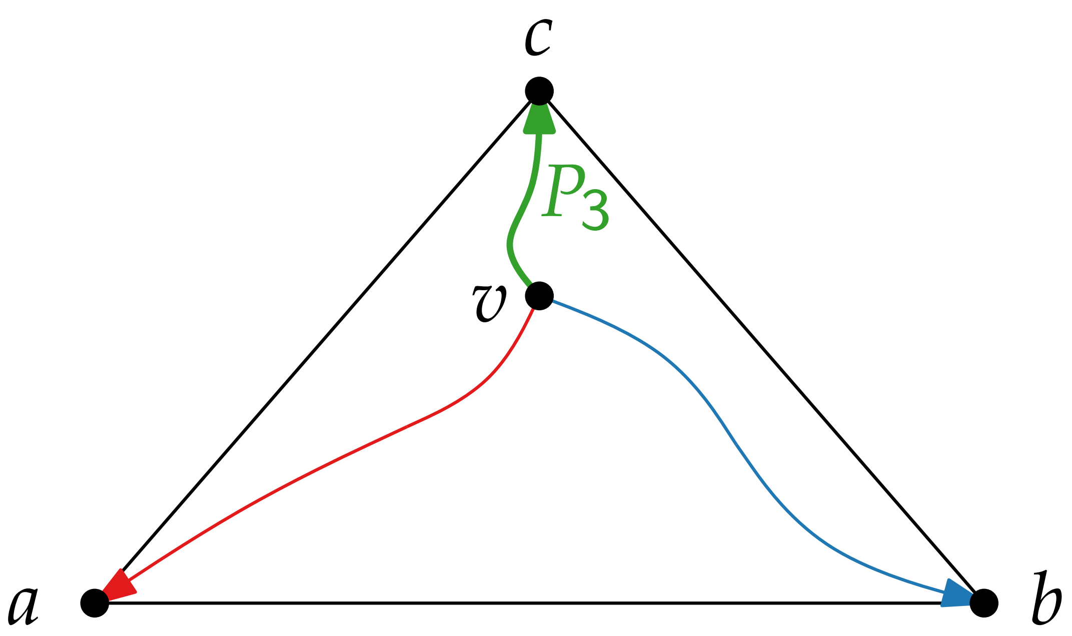

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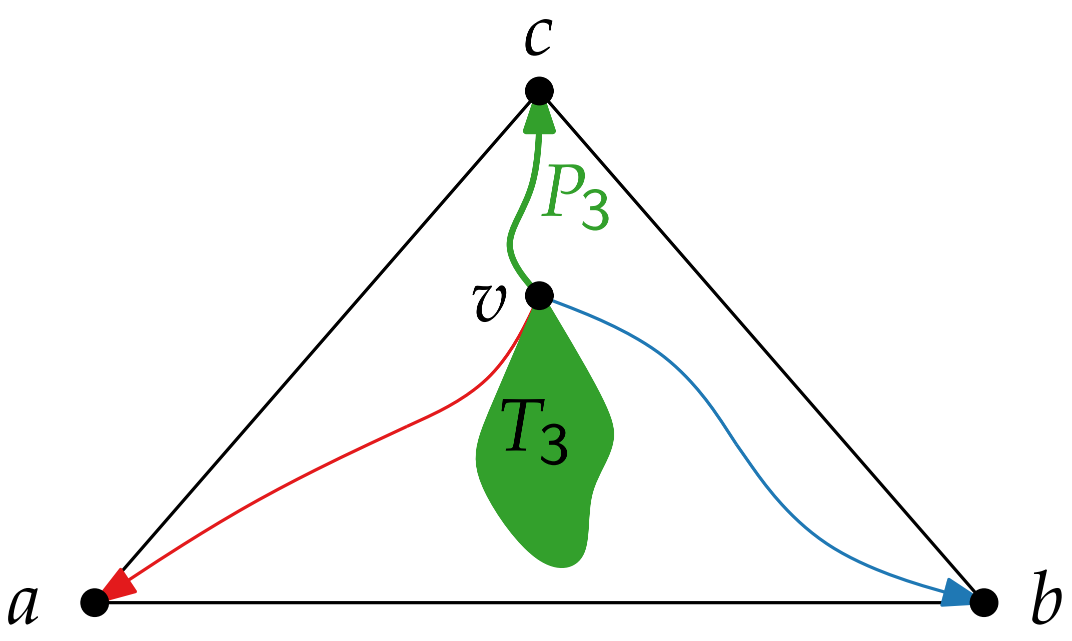

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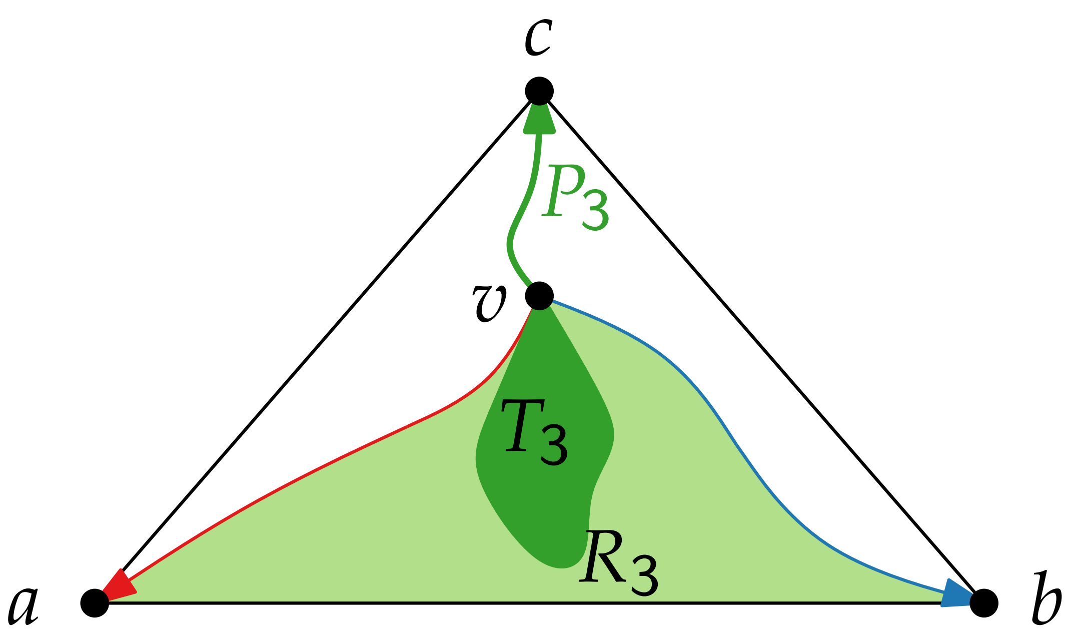

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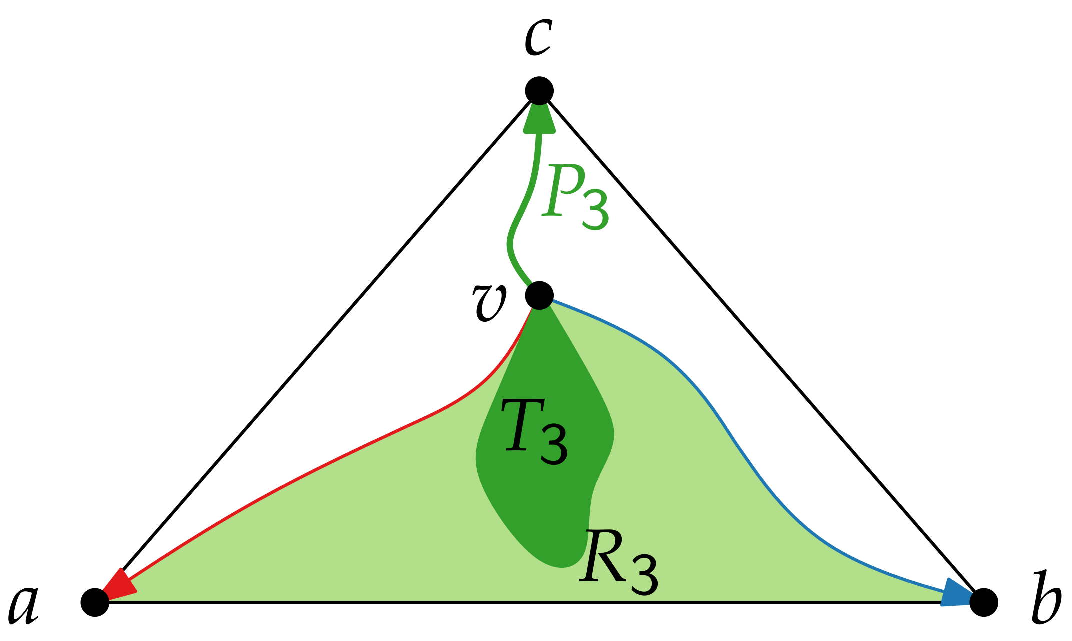

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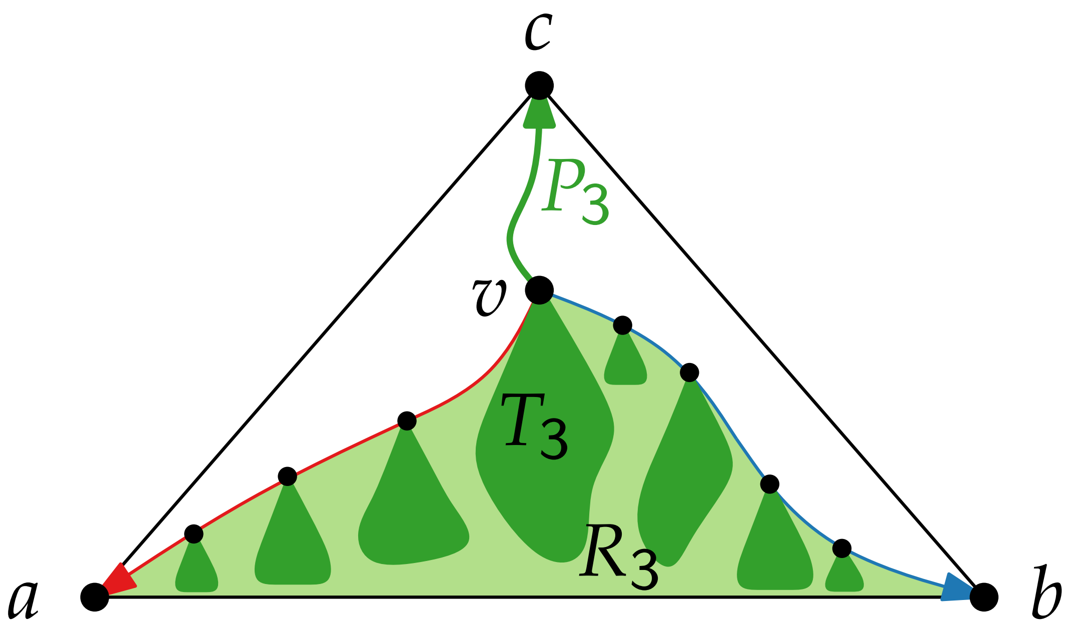

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- $r_i(v) = pt_i^{i-1}(v) + pt_i^{i+1}(v) - t_i(v)$
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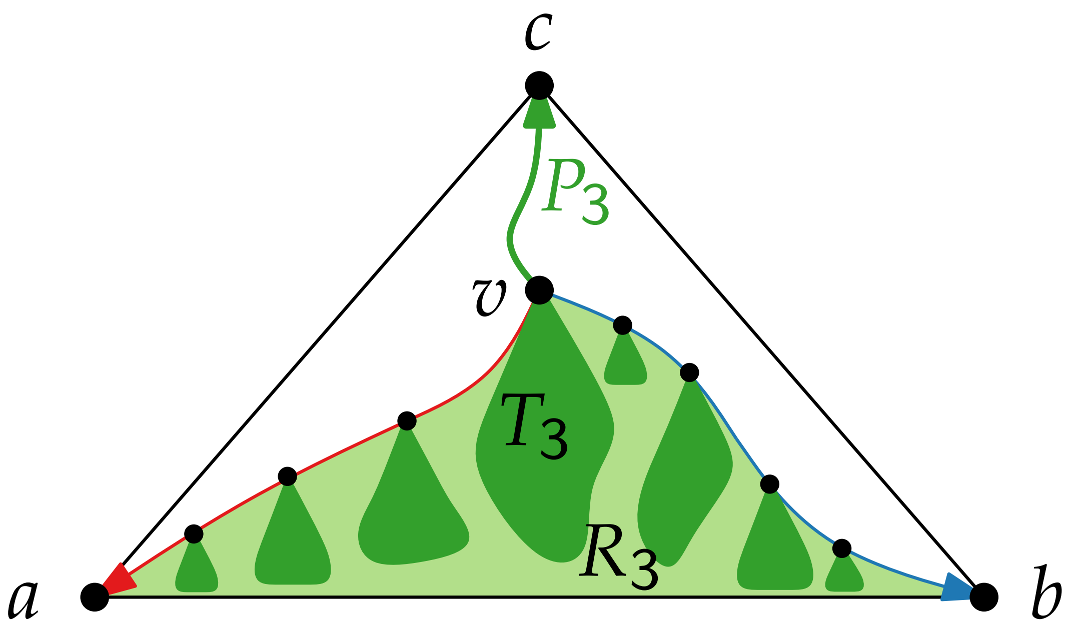

Literature

- [Sch90] Schnyder “Embedding planar graphs on the grid” 1990 – original paper on Schnyder realiser method