

Bitonic *st*-orderings of biconnected planar graphs

Martin Gronemann

Institut für Informatik
Universität zu Köln, Germany

September 24, 2014

Bitonic *st*-orderings of **biconnected planar graphs**

Martin Gronemann

Institut für Informatik
Universität zu Köln, Germany

September 24, 2014

Bitonic *st*-orderings of biconnected planar graphs

Martin Gronemann

Institut für Informatik
Universität zu Köln, Germany

September 24, 2014

Bitonic *st*-orderings of biconnected planar graphs

Martin Gronemann

Institut für Informatik
Universität zu Köln, Germany

September 24, 2014

Backstory

- ▶ Drawing undirected planar graphs

Backstory

- ▶ Drawing undirected planar graphs
- ▶ Canonical ordering for incremental drawing algorithms

Backstory

- ▶ Drawing undirected planar graphs
- ▶ Canonical ordering for incremental drawing algorithms
- ▶ Limited to triconnected (Kant) or maximal planar (FPP)

Backstory

- ▶ Drawing undirected planar graphs
- ▶ Canonical ordering for incremental drawing algorithms
- ▶ Limited to triconnected (Kant) or maximal planar (FPP)
- ▶ What about biconnected?

Backstory

- ▶ Drawing undirected planar graphs
- ▶ Canonical ordering for incremental drawing algorithms
- ▶ Limited to triconnected (Kant) or maximal planar (FPP)
- ▶ What about biconnected?

Solutions for triconnected \Rightarrow biconnected

Backstory

- ▶ Drawing undirected planar graphs
- ▶ Canonical ordering for incremental drawing algorithms
- ▶ Limited to triconnected (Kant) or maximal planar (FPP)
- ▶ What about biconnected?

Solutions for triconnected \Rightarrow biconnected

1. Augmentation to triconnected or maximal planar

Backstory

- ▶ Drawing undirected planar graphs
- ▶ Canonical ordering for incremental drawing algorithms
- ▶ Limited to triconnected (Kant) or maximal planar (FPP)
- ▶ What about biconnected?

Solutions for triconnected \Rightarrow biconnected

1. Augmentation to triconnected or maximal planar
⚡ maximum degree related problems ⚡

Backstory

- ▶ Drawing undirected planar graphs
- ▶ Canonical ordering for incremental drawing algorithms
- ▶ Limited to triconnected (Kant) or maximal planar (FPP)
- ▶ What about biconnected?

Solutions for triconnected \Rightarrow biconnected

1. Augmentation to triconnected or maximal planar
⚡ maximum degree related problems ⚡
2. Biconnected canonical & shelling ordering

Backstory

- ▶ Drawing undirected planar graphs
- ▶ Canonical ordering for incremental drawing algorithms
- ▶ Limited to triconnected (Kant) or maximal planar (FPP)
- ▶ What about biconnected?

Solutions for triconnected \Rightarrow biconnected

1. Augmentation to triconnected or maximal planar
⚡ maximum degree related problems ⚡
2. Biconnected canonical & shelling ordering
⚡ not every internal node has a successor ⚡

Backstory

- ▶ Drawing undirected planar graphs
- ▶ Canonical ordering for incremental drawing algorithms
- ▶ Limited to triconnected (Kant) or maximal planar (FPP)
- ▶ What about biconnected?

Solutions for triconnected \Rightarrow biconnected

1. Augmentation to triconnected or maximal planar
⚡ maximum degree related problems ⚡
2. Biconnected canonical & shelling ordering
⚡ not every internal node has a successor ⚡
3. SPQR-tree approach

What about st -orderings?

What about st -orderings?

- ▶ Single source s and single sink t

What about st -orderings?

- ▶ Single source s and single sink t
- ▶ Every $v \in V \setminus \{s, t\}$ has at least one predecessor and at least one successor

What about st -orderings?

- ▶ Single source s and single sink t
- ▶ Every $v \in V \setminus \{s, t\}$ has at least one predecessor and at least one successor
- ▶ Works for (not necessarily planar) biconnected graphs

What about st -orderings?

- ▶ Single source s and single sink t
- ▶ Every $v \in V \setminus \{s, t\}$ has at least one predecessor and at least one successor
- ▶ Works for (not necessarily planar) biconnected graphs
- ▶ Planar: s and t incident to the same face (here: $(s, t) \in E$)

What about st -orderings?

- ▶ Single source s and single sink t
- ▶ Every $v \in V \setminus \{s, t\}$ has at least one predecessor and at least **one successor**
- ▶ Works for (not necessarily planar) **biconnected** graphs
- ▶ Planar: s and t incident to the same face (here: $(s, t) \in E$)

What about st -orderings?

- ▶ Single source s and single sink t
- ▶ Every $v \in V \setminus \{s, t\}$ has at least one predecessor and at least **one successor**
- ▶ Works for (not necessarily planar) **biconnected** graphs
- ▶ Planar: s and t incident to the same face (here: $(s, t) \in E$)

Can we use st -orderings in the same way as canonical orderings?

Canonical vs. *st*-ordering

Experiment

*“Let’s use an *st*-ordering for the FPP-algorithm”* 😊

Canonical vs. *st*-ordering

Experiment

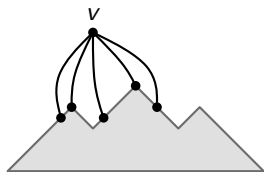
*“Let’s use an *st*-ordering for the FPP-algorithm”*



Canonical vs. *st*-ordering

Experiment

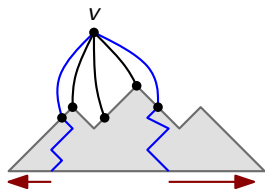
*“Let’s use an *st*-ordering for the FPP-algorithm”*



Canonical vs. *st*-ordering

Experiment

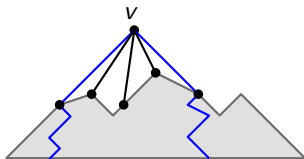
*“Let’s use an *st*-ordering for the FPP-algorithm”*



Canonical vs. *st*-ordering

Experiment

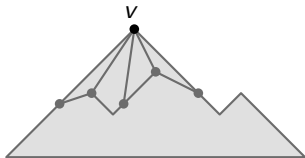
*“Let’s use an *st*-ordering for the FPP-algorithm”*



Canonical vs. *st*-ordering

Experiment

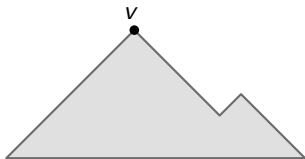
*“Let’s use an *st*-ordering for the FPP-algorithm”*



Canonical vs. *st*-ordering

Experiment

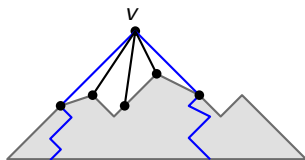
*“Let’s use an *st*-ordering for the FPP-algorithm”*



Canonical vs. *st*-ordering

Experiment

*“Let’s use an *st*-ordering for the FPP-algorithm”*

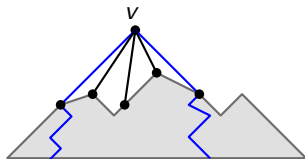


Multiple predecessors \Rightarrow works!

Canonical vs. *st*-ordering

Experiment

*“Let’s use an *st*-ordering for the FPP-algorithm”*

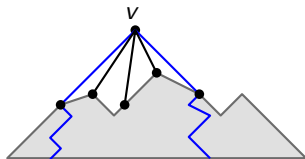


Multiple predecessors \Rightarrow works!

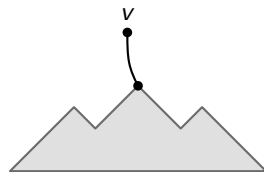
Canonical vs. *st*-ordering

Experiment

*"Let's use an *st*-ordering for the FPP-algorithm"*



Multiple predecessors \Rightarrow works!

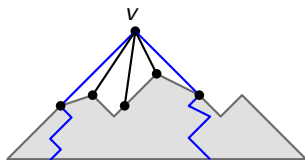


Single predecessor

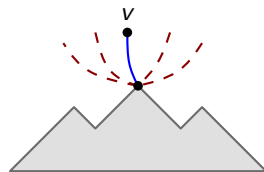
Canonical vs. *st*-ordering

Experiment

*“Let’s use an *st*-ordering for the FPP-algorithm”*



Multiple predecessors \Rightarrow works!

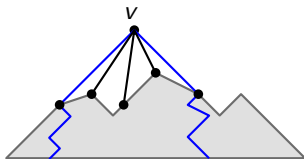


Single predecessor

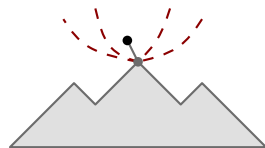
Canonical vs. *st*-ordering

Experiment

*“Let’s use an *st*-ordering for the FPP-algorithm”*



Multiple predecessors \Rightarrow works!

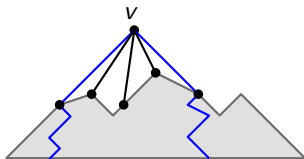


Single predecessor

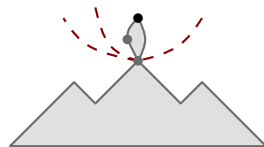
Canonical vs. *st*-ordering

Experiment

*“Let’s use an *st*-ordering for the FPP-algorithm”*



Multiple predecessors \Rightarrow works!

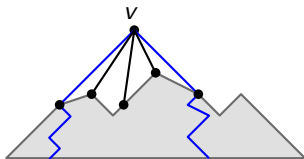


Single predecessor

Canonical vs. *st*-ordering

Experiment

*“Let’s use an *st*-ordering for the FPP-algorithm”*



Multiple predecessors \Rightarrow works!

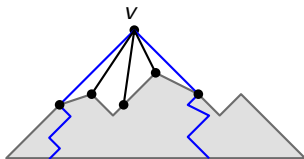


Single predecessor

Canonical vs. *st*-ordering

Experiment

*“Let’s use an *st*-ordering for the FPP-algorithm”*



Multiple predecessors \Rightarrow works!

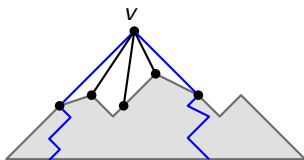


Single predecessor

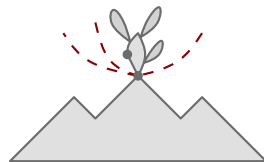
Canonical vs. *st*-ordering

Experiment

*“Let’s use an *st*-ordering for the FPP-algorithm”*



Multiple predecessors \Rightarrow works!

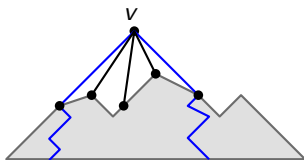


Single predecessor

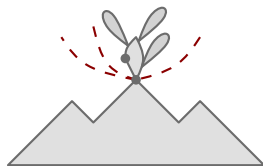
Canonical vs. *st*-ordering

Experiment

*"Let's use an *st*-ordering for the FPP-algorithm"*



Multiple predecessors \Rightarrow works!

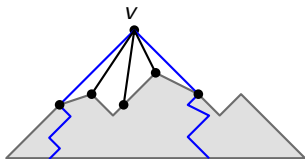


⚡ Single predecessor ⚡

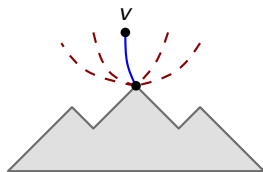
Canonical vs. *st*-ordering

Experiment

*“Let’s use an *st*-ordering for the FPP-algorithm”*



Multiple predecessors \Rightarrow works!

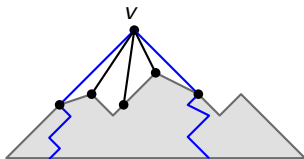


Single predecessor
(Harel & Sardas)

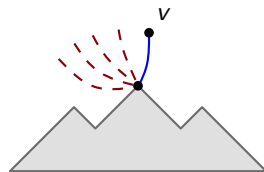
Canonical vs. *st*-ordering

Experiment

*“Let’s use an *st*-ordering for the FPP-algorithm”*



Multiple predecessors \Rightarrow works!

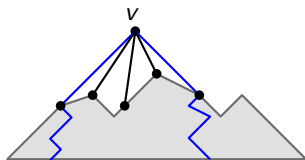


Single predecessor
(Harel & Sardas)

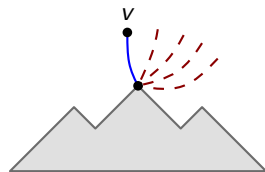
Canonical vs. *st*-ordering

Experiment

*“Let’s use an *st*-ordering for the FPP-algorithm”*



Multiple predecessors \Rightarrow works!

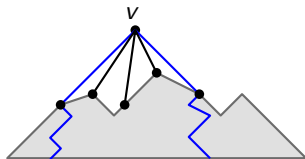


Single predecessor
(Harel & Sardas)

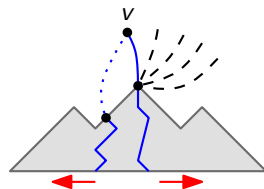
Canonical vs. *st*-ordering

Experiment

*“Let’s use an *st*-ordering for the FPP-algorithm”*



Multiple predecessors \Rightarrow works!

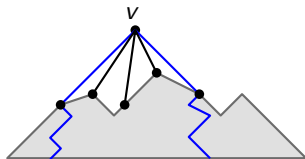


Single predecessor
(Harel & Sardas)

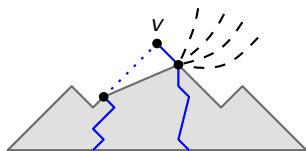
Canonical vs. *st*-ordering

Experiment

*"Let's use an *st*-ordering for the FPP-algorithm"*



Multiple predecessors \Rightarrow works!

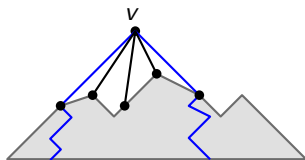


Single predecessor
(Harel & Sardas)

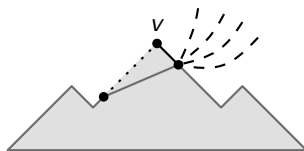
Canonical vs. *st*-ordering

Experiment

*“Let’s use an *st*-ordering for the FPP-algorithm”*



Multiple predecessors \Rightarrow works!

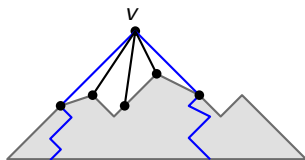


Single predecessor
(Harel & Sardas)

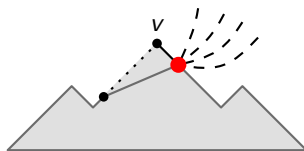
Canonical vs. *st*-ordering

Experiment

*“Let’s use an *st*-ordering for the FPP-algorithm”*



Multiple predecessors \Rightarrow works!

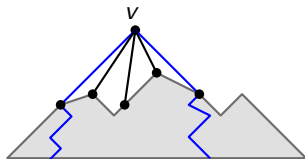


Single predecessor
(Harel & Sardas)

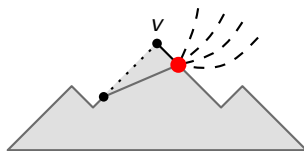
Canonical vs. *st*-ordering

Experiment

*“Let’s use an *st*-ordering for the FPP-algorithm”*



Multiple predecessors \Rightarrow works!



Single predecessor
(Harel & Sardas)

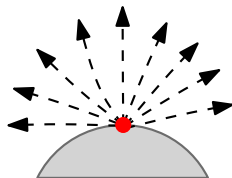
Observation

The unattached edges are the problem, not the single predecessor property.

Canonical vs. *st*-ordering

Intuition

At any time, all incident edges that are **not yet present** in the current drawing, appear **consecutively** in the embedding.

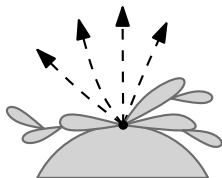


consecutive

Canonical vs. *st*-ordering

Intuition

At any time, all incident edges that are **not yet present** in the current drawing, appear **consecutively** in the embedding.

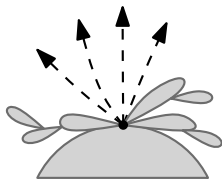


consecutive

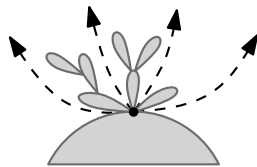
Canonical vs. *st*-ordering

Intuition

At any time, all incident edges that are **not yet present** in the current drawing, appear **consecutively** in the embedding.



consecutive

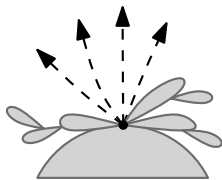


st-ordering

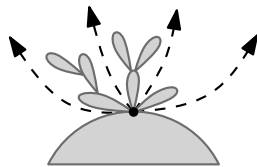
Canonical vs. *st*-ordering

Intuition

At any time, all incident edges that are **not yet present** in the current drawing, appear **consecutively** in the embedding.



consecutive



st-ordering

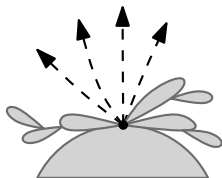
Question

Is there an *st*-ordering with this property?

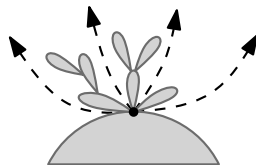
Canonical vs. *st*-ordering

Intuition

At any time, all incident edges that are **not yet present** in the current drawing, appear **consecutively** in the embedding.



consecutive



st-ordering

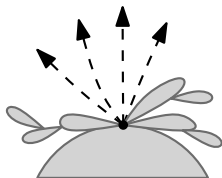
Question

Is there an *st*-ordering with this property? → **bitonic *st*-ordering**

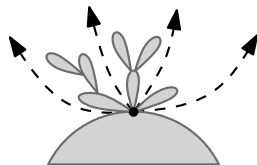
Canonical vs. *st*-ordering

Intuition

At any time, all incident edges that are **not yet present** in the current drawing, appear **consecutively** in the embedding.



consecutive



st-ordering

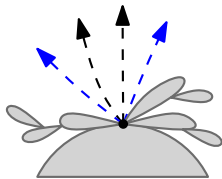
Question

Is there an *st*-ordering with this property? → **bitonic** *st*-ordering

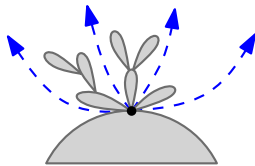
Canonical vs. *st*-ordering

Intuition

At any time, all incident edges that are **not yet present** in the current drawing, appear **consecutively** in the embedding.



consecutive



st-ordering

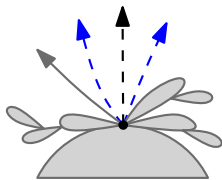
Question

Is there an *st*-ordering with this property? → **bitonic** *st*-ordering

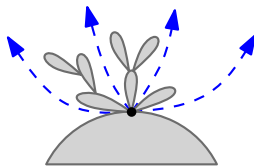
Canonical vs. *st*-ordering

Intuition

At any time, all incident edges that are **not yet present** in the current drawing, appear **consecutively** in the embedding.



consecutive



st-ordering

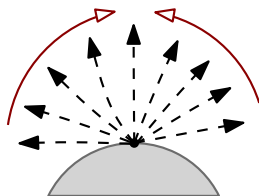
Question

Is there an *st*-ordering with this property? → **bitonic** *st*-ordering

Canonical vs. *st*-ordering

Intuition

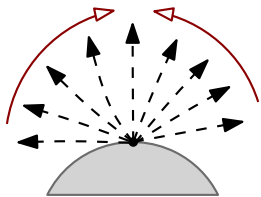
At any time, all incident edges that are **not yet present** in the current drawing, appear **consecutively** in the embedding.



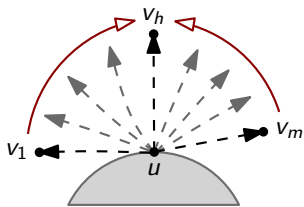
Question

Is there an *st*-ordering with this property? → **bitonic** *st*-ordering

Canonical vs. *st*-ordering



Canonical vs. *st*-ordering



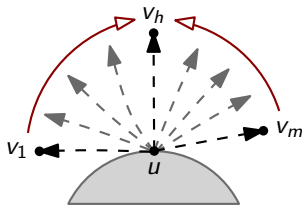
$$S(u) = \{v_1, \dots, v_m\}$$

Successors of u ordered
as in the embedding

Canonical vs. *st*-ordering

Definition

Given an *st*-ordering $\pi : V \mapsto \{1, \dots, |V|\}$ with $\pi(v)$ being the rank of $v \in V$ in the ordering.



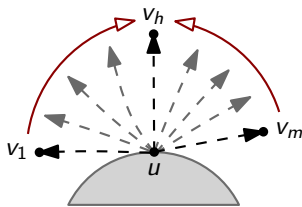
$$S(u) = \{v_1, \dots, v_m\}$$

Successors of u ordered
as in the embedding

Canonical vs. *st*-ordering

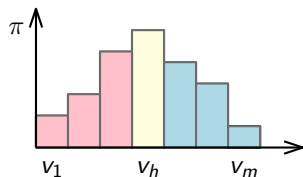
Definition

Given an *st*-ordering $\pi : V \mapsto \{1, \dots, |V|\}$ with $\pi(v)$ being the rank of $v \in V$ in the ordering.



$$S(u) = \{v_1, \dots, v_m\}$$

Successors of u ordered
as in the embedding

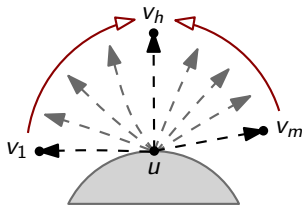


$$\pi(v_1) < \dots < \pi(v_h) > \dots > \pi(v_m)$$

Canonical vs. *st*-ordering

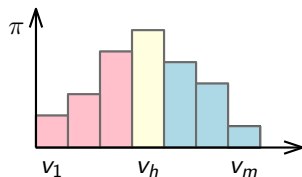
Definition

Given an *st*-ordering $\pi : V \mapsto \{1, \dots, |V|\}$ with $\pi(v)$ being the rank of $v \in V$ in the ordering.



$$S(u) = \{v_1, \dots, v_m\}$$

Successors of u ordered
as in the embedding



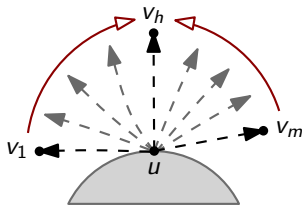
$$\pi(v_1) < \dots < \pi(v_h) > \dots > \pi(v_m)$$

An increasing and then
decreasing sequence \Rightarrow **bitonic**

Canonical vs. *st*-ordering

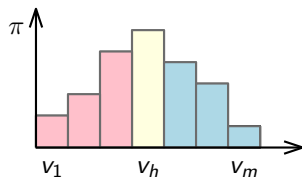
Definition

Given an *st*-ordering $\pi : V \mapsto \{1, \dots, |V|\}$ with $\pi(v)$ being the rank of $v \in V$ in the ordering.



$$S(u) = \{v_1, \dots, v_m\}$$

Successors of u ordered
as in the embedding



$$\pi(v_1) < \dots < \pi(v_h) > \dots > \pi(v_m)$$

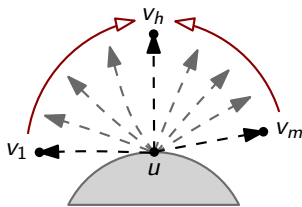
An increasing and then
decreasing sequence \Rightarrow **bitonic**

$S(u)$ is bitonic with respect to π

Canonical vs. *st*-ordering

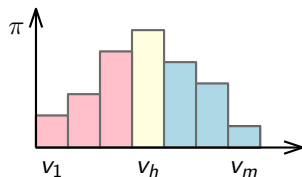
Definition

Given an *st*-ordering $\pi : V \mapsto \{1, \dots, |V|\}$ with $\pi(v)$ being the rank of $v \in V$ in the ordering.



$$S(u) = \{v_1, \dots, v_m\}$$

Successors of u ordered
as in the embedding



$$\pi(v_1) < \dots < \pi(v_h) > \dots > \pi(v_m)$$

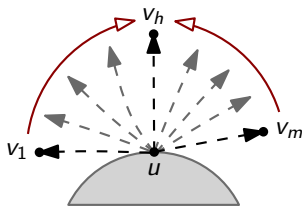
An increasing and then
decreasing sequence \Rightarrow **bitonic**

$\forall u \in V : S(u)$ is bitonic with respect to π

Canonical vs. *st*-ordering

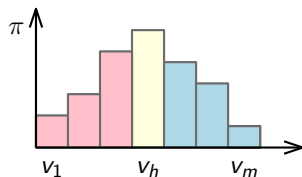
Definition

Given an *st*-ordering $\pi : V \mapsto \{1, \dots, |V|\}$ with $\pi(v)$ being the rank of $v \in V$ in the ordering.



$$S(u) = \{v_1, \dots, v_m\}$$

Successors of u ordered
as in the embedding



$$\pi(v_1) < \dots < \pi(v_h) > \dots > \pi(v_m)$$

An increasing and then
decreasing sequence \Rightarrow **bitonic**

$\forall u \in V : S(u)$ is bitonic with respect to $\pi \Rightarrow \pi$ is a **bitonic** *st*-order

Theorem

Biconnected planar graph $G = (V, E)$
+
 st -edge $(s, t) \in E$

Bitonic st -ordering

Theorem

Biconnected planar graph $G = (V, E)$
+
 st -edge $(s, t) \in E$

bitonic st -ordering π
+
corresponding embedding

Bitonic *st*-ordering

Theorem

Biconnected planar graph $G = (V, E)$
+
st-edge $(s, t) \in E$

linear-time algorithm

bitonic *st*-ordering π
+
corresponding embedding

Bitonic *st*-ordering

Theorem

Biconnected planar graph $G = (V, E)$
+
st-edge $(s, t) \in E$

linear-time algorithm

bitonic *st*-ordering π
+
corresponding embedding

Bitonic *st*-ordering

Theorem

Biconnected planar graph $G = (V, E)$
+
 st -edge $(s, t) \in E$

linear-time algorithm

bitonic st -ordering π
+
corresponding embedding



Bitonic *st*-ordering

Theorem

Biconnected planar graph $G = (V, E)$

+

st-edge $(s, t) \in E$

+

fixed embedding

?

bitonic *st*-ordering π

Bitonic *st*-ordering

Corollary

Biconnected planar graph $G = (V, E)$

+

st-edge $(s, t) \in E$

+

fixed embedding

counterexample

~~bitonic *st*-ordering π~~

Bitonic *st*-ordering

Theorem

Biconnected planar graph $G = (V, E)$
+
st-edge $(s, t) \in E$

linear-time algorithm

bitonic *st*-ordering π
+
corresponding embedding

Bitonic *st*-ordering

Theorem

Biconnected planar graph $G = (V, E)$
+
st-edge $(s, t) \in E$

linear-time algorithm

bitonic *st*-ordering π
+
corresponding embedding

Sketch of the algorithm

Theorem

Biconnected planar graph $G = (V, E)$
+
 st -edge $(s, t) \in E$

linear-time algorithm

bitonic st -ordering π
+
corresponding embedding

Sketch of the algorithm

- ▶ SPQR-tree approach to derive π

Theorem

Biconnected planar graph $G = (V, E)$
+
st-edge $(s, t) \in E$

linear-time algorithm

bitonic *st*-ordering π
+
corresponding embedding

Sketch of the algorithm

- ▶ SPQR-tree approach to derive π
- ▶ Canonical ordering for the R-nodes

Theorem

Biconnected planar graph $G = (V, E)$
+
st-edge $(s, t) \in E$

linear-time algorithm

bitonic *st*-ordering π
+
corresponding embedding

Sketch of the algorithm

- ▶ SPQR-tree approach to derive π
- ▶ Canonical ordering for the R-nodes
- ▶ P-nodes may require a change in the embedding

Bitonic *st*-ordering

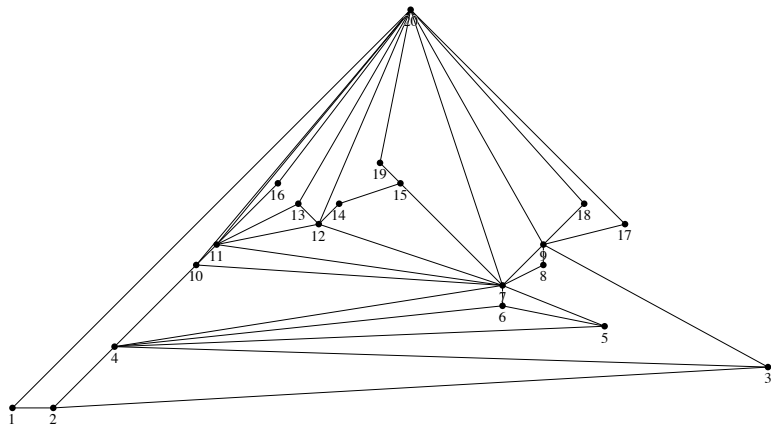
Experiment (revisited)

*“Let’s use a **bitonic** *st*-ordering for the FPP-algorithm”*

Bitonic *st*-ordering

Experiment (revisited)

*“Let’s use a **bitonic** *st*-ordering for the FPP-algorithm”*



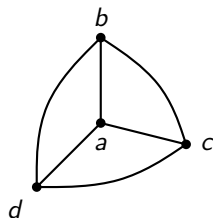
Rectilinear T-shaped contact representation

Task

Rectilinear T-shaped contact representation

Task

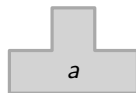
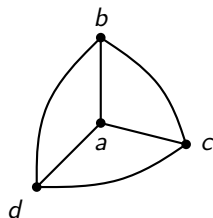
- ▶ Given a (biconnected) planar graph



Rectilinear T-shaped contact representation

Task

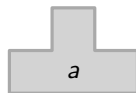
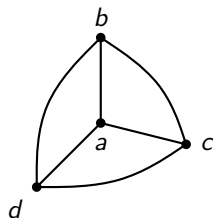
- ▶ Given a (biconnected) planar graph
- ▶ Vertices drawn as rectilinear T-shaped polygons



Rectilinear T-shaped contact representation

Task

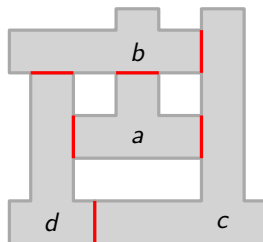
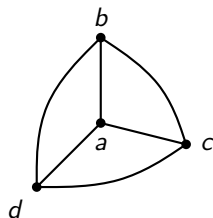
- ▶ Given a (biconnected) planar graph
- ▶ Vertices drawn as rectilinear T-shaped polygons
- ▶ Here: upside down T's



Rectilinear T-shaped contact representation

Task

- ▶ Given a (biconnected) planar graph
- ▶ Vertices drawn as rectilinear T-shaped polygons
- ▶ Here: upside down T's
- ▶ Adjacency expressed by touching sides of two polygons



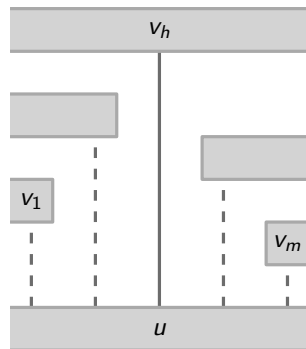
Rectilinear T-shaped contact representation

Idea

Rectilinear T-shaped contact representation

Idea

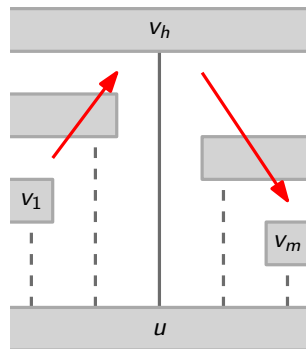
- ▶ Create a visibility representation, but with $y(v) = \pi(v)$



Rectilinear T-shaped contact representation

Idea

- ▶ Create a visibility representation, but with $y(v) = \pi(v)$
- ▶ Successors in an increasing and decreasing staircase pattern

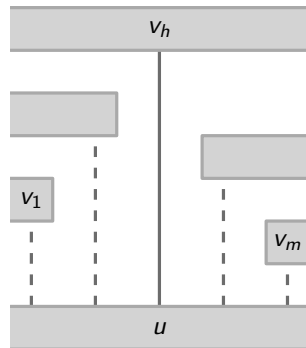


Rectilinear T-shaped contact representation

Idea

- ▶ Create a visibility representation, but with $y(v) = \pi(v)$
- ▶ Successors in an increasing and decreasing staircase pattern

Simple trick



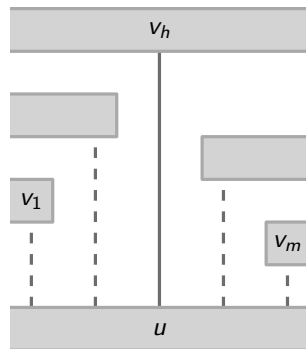
Rectilinear T-shaped contact representation

Idea

- ▶ Create a visibility representation, but with $y(v) = \pi(v)$
- ▶ Successors in an increasing and decreasing staircase pattern

Simple trick

1. Grow a pole touching the highest successor from below



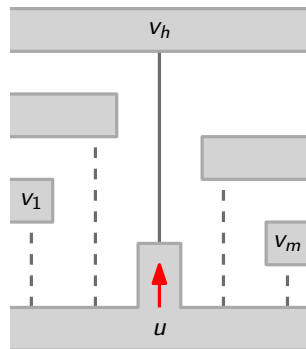
Rectilinear T-shaped contact representation

Idea

- ▶ Create a visibility representation, but with $y(v) = \pi(v)$
- ▶ Successors in an increasing and decreasing staircase pattern

Simple trick

1. Grow a pole touching the highest successor from below



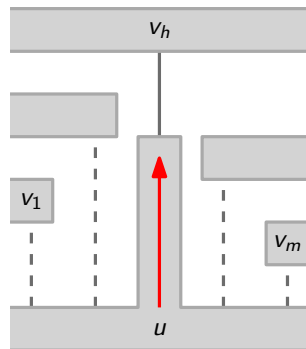
Rectilinear T-shaped contact representation

Idea

- ▶ Create a visibility representation, but with $y(v) = \pi(v)$
- ▶ Successors in an increasing and decreasing staircase pattern

Simple trick

1. Grow a pole touching the highest successor from below



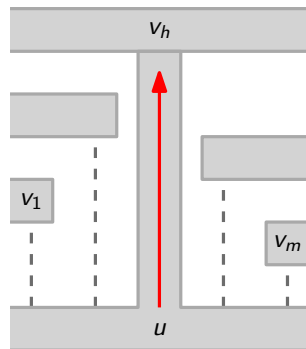
Rectilinear T-shaped contact representation

Idea

- ▶ Create a visibility representation, but with $y(v) = \pi(v)$
- ▶ Successors in an increasing and decreasing staircase pattern

Simple trick

1. Grow a pole touching the highest successor from below



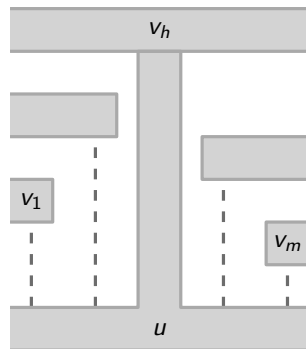
Rectilinear T-shaped contact representation

Idea

- ▶ Create a visibility representation, but with $y(v) = \pi(v)$
- ▶ Successors in an increasing and decreasing staircase pattern

Simple trick

1. Grow a pole touching the highest successor from below



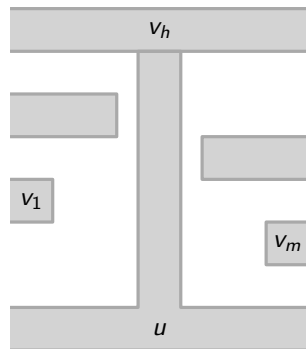
Rectilinear T-shaped contact representation

Idea

- ▶ Create a visibility representation, but with $y(v) = \pi(v)$
- ▶ Successors in an increasing and decreasing staircase pattern

Simple trick

1. Grow a pole touching the highest successor from below



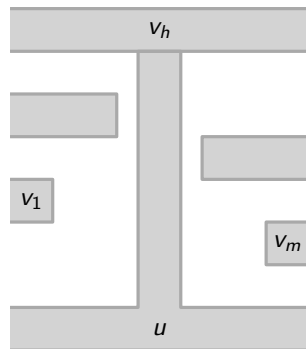
Rectilinear T-shaped contact representation

Idea

- ▶ Create a visibility representation, but with $y(v) = \pi(v)$
- ▶ Successors in an increasing and decreasing staircase pattern

Simple trick

1. Grow a pole touching the highest successor from below
2. Pull the remaining ones towards it



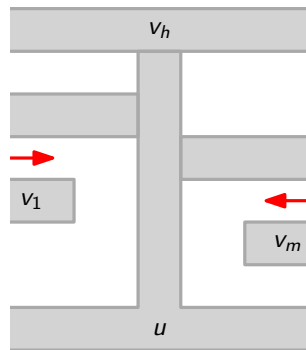
Rectilinear T-shaped contact representation

Idea

- ▶ Create a visibility representation, but with $y(v) = \pi(v)$
- ▶ Successors in an increasing and decreasing staircase pattern

Simple trick

1. Grow a pole touching the highest successor from below
2. Pull the remaining ones towards it



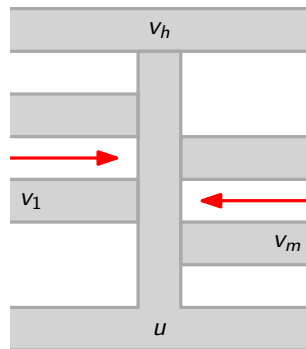
Rectilinear T-shaped contact representation

Idea

- ▶ Create a visibility representation, but with $y(v) = \pi(v)$
- ▶ Successors in an increasing and decreasing staircase pattern

Simple trick

1. Grow a pole touching the highest successor from below
2. Pull the remaining ones towards it



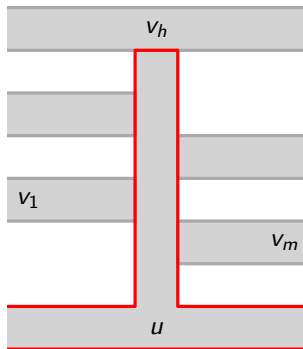
Rectilinear T-shaped contact representation

Idea

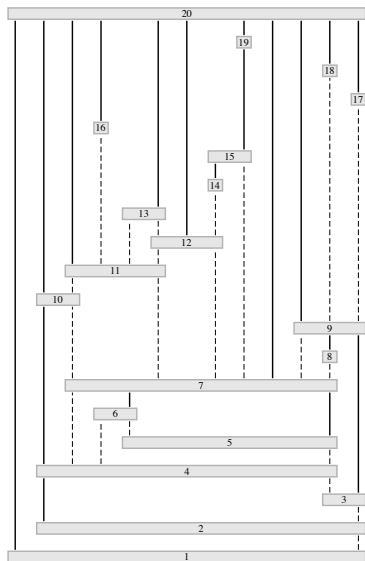
- ▶ Create a visibility representation, but with $y(v) = \pi(v)$
- ▶ Successors in an increasing and decreasing staircase pattern

Simple trick

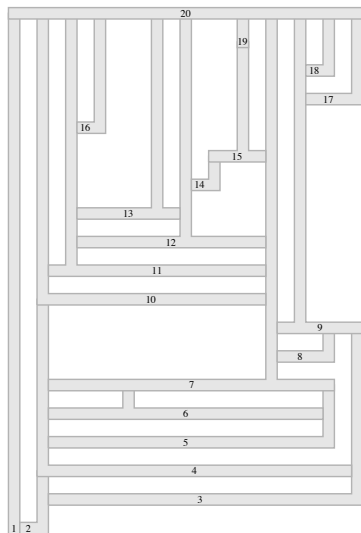
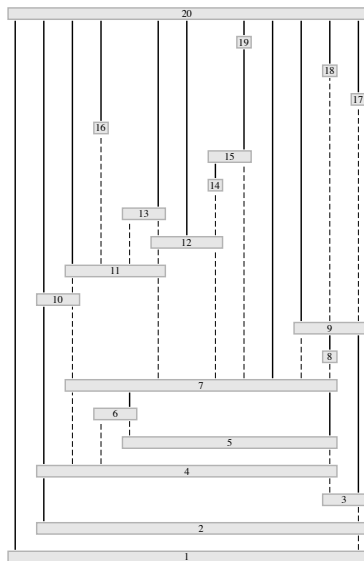
1. Grow a pole touching the highest successor from below
2. Pull the remaining ones towards it



Rectilinear T-shaped contact representation



Rectilinear T-shaped contact representation



Bitonic *st*-ordering

- ▶ Special *st*-ordering obtainable in linear time
- ▶ Can be used similar to canonical orderings
- ▶ Requires a variable embedding setting
- ▶ Implementation in OGDF

Bitonic *st*-ordering

- ▶ Special *st*-ordering obtainable in linear time
- ▶ Can be used similar to canonical orderings
- ▶ Requires a variable embedding setting
- ▶ Implementation in OGDF

Ongoing and future work

- ▶ Directed graphs, esp. planar *st*-graphs
- ▶ Relation to upward straight-line drawings
- ▶ More applications, undirected and directed

Bitonic *st*-ordering

- ▶ Special *st*-ordering obtainable in linear time
- ▶ Can be used similar to canonical orderings
- ▶ Requires a variable embedding setting
- ▶ Implementation in OGDF

Ongoing and future work

- ▶ Directed graphs, esp. planar *st*-graphs
- ▶ Relation to upward straight-line drawings
- ▶ More applications, undirected and directed

Thank you for your attention!