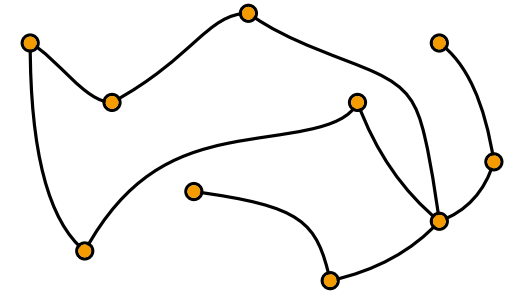
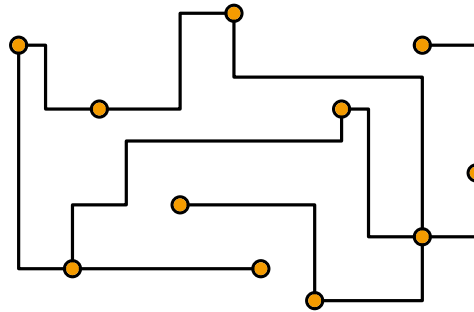
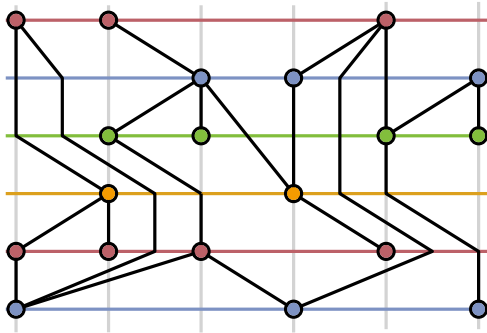


# Ordered Level Planarity, Geodesic Planarity and Bi-Monotonicity



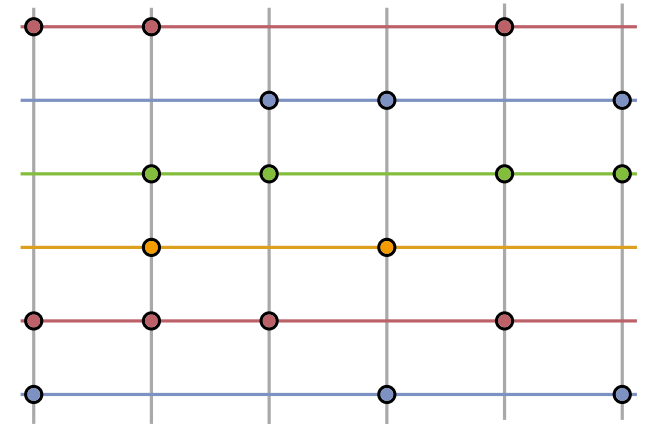
**Boris Klemz**  
**Günter Rote**



GD 2017, Boston

# ORDERED LEVEL PLANARITY

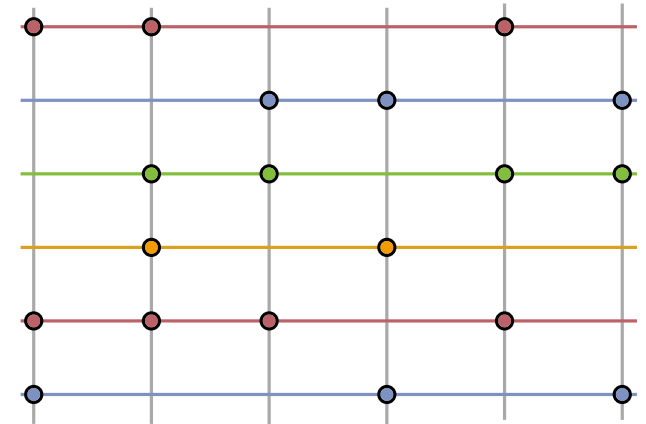
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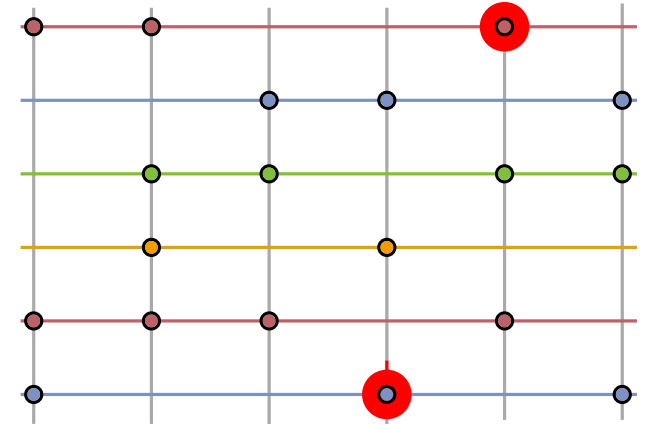
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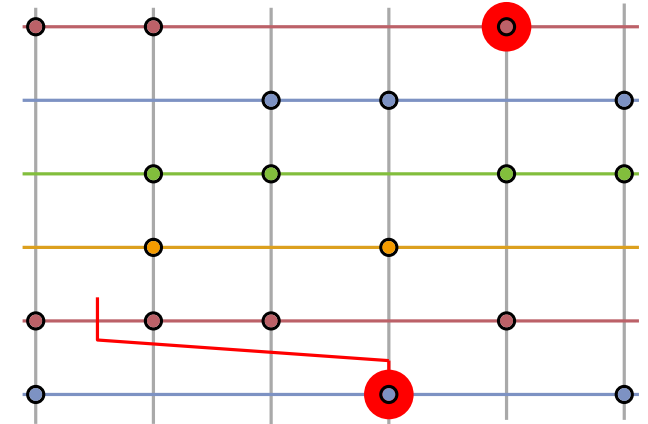
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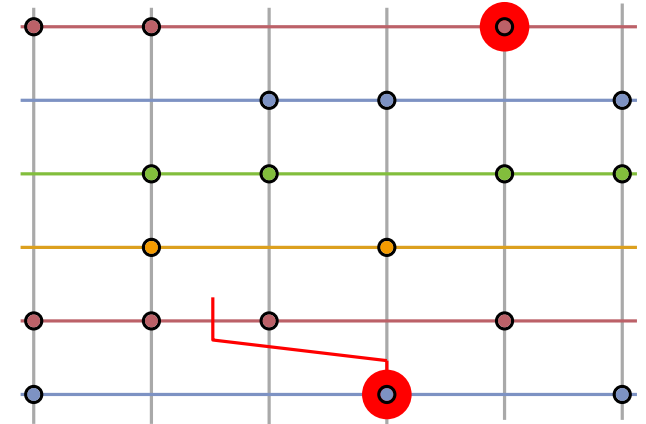
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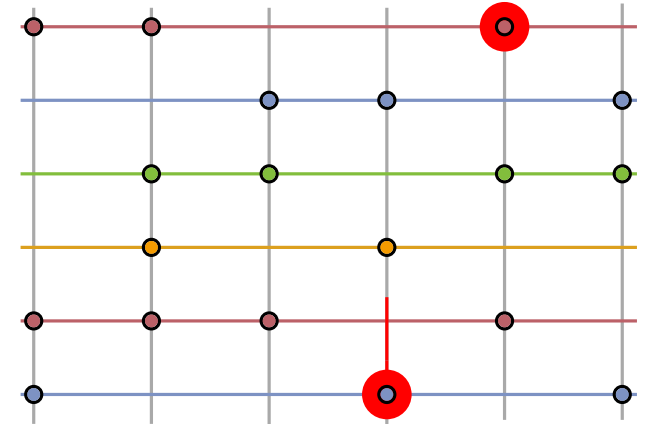
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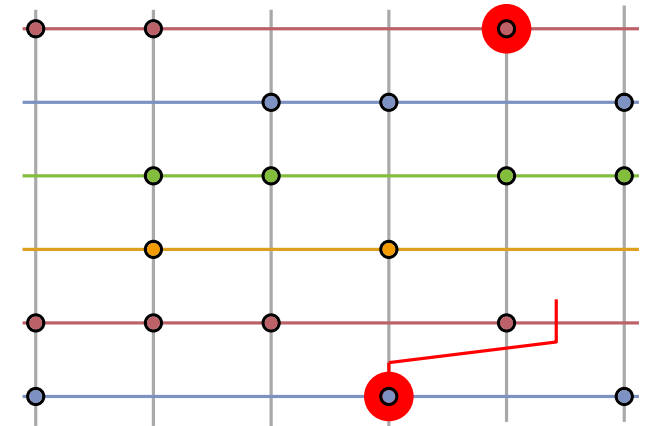
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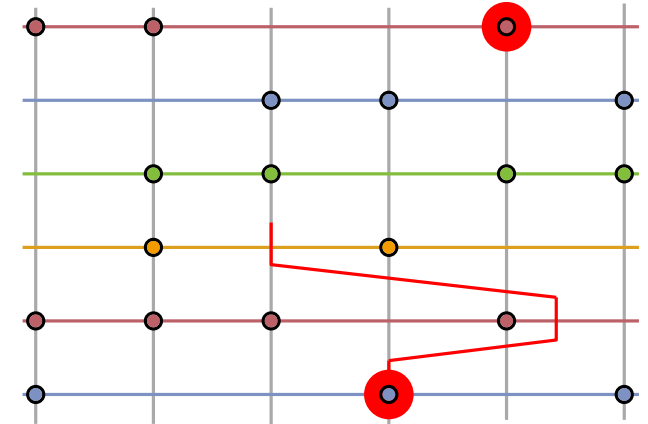




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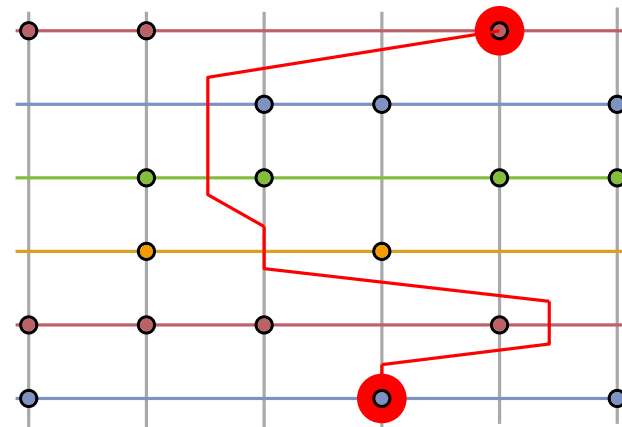
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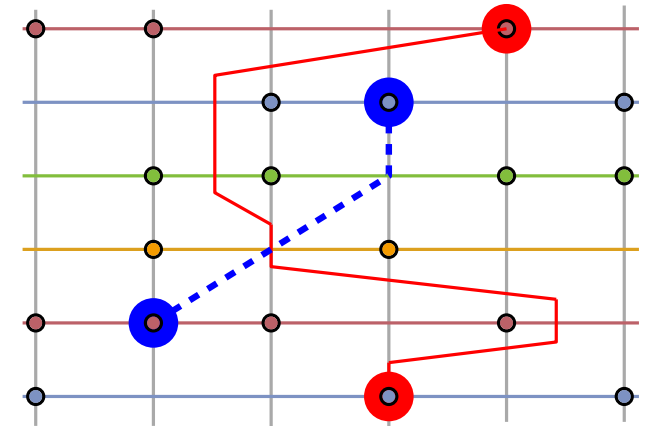
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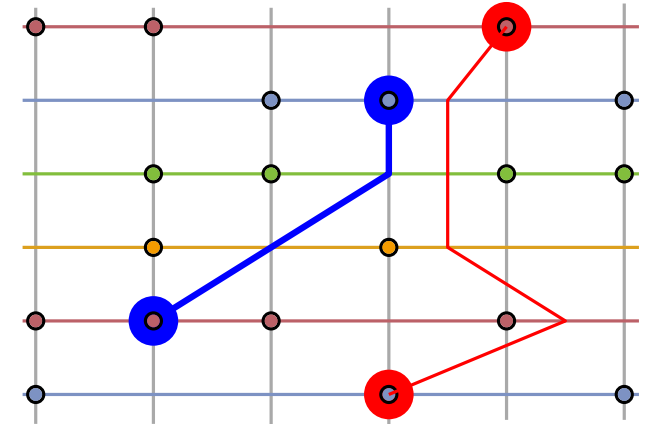
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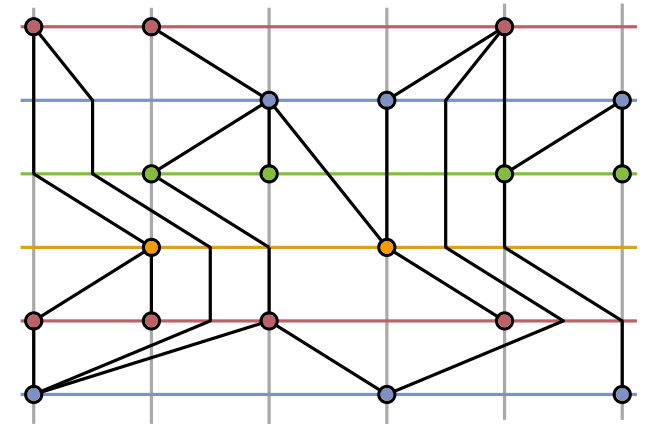
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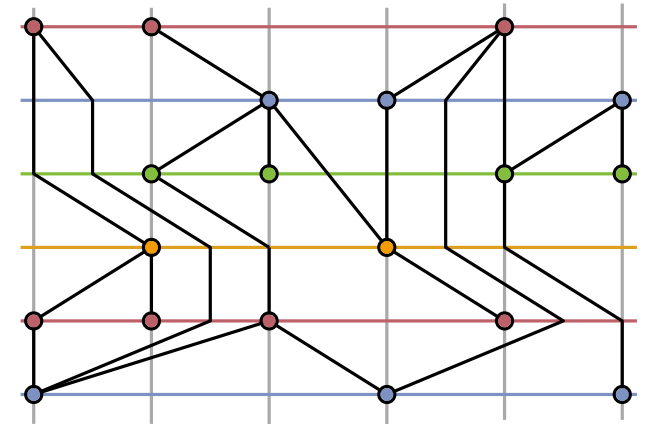
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# LEVEL PLANARITY

only  $y$ -coordinates (levels) are prescribed

# Realizability and Orderings

The  $y$ -coordinates encode a partial order.

On each level, the  $x$ -coordinates encode a total order.

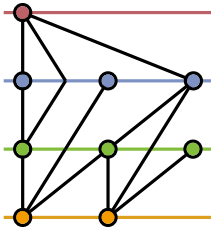
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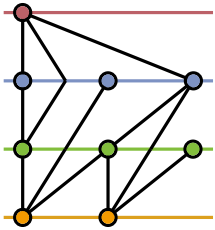


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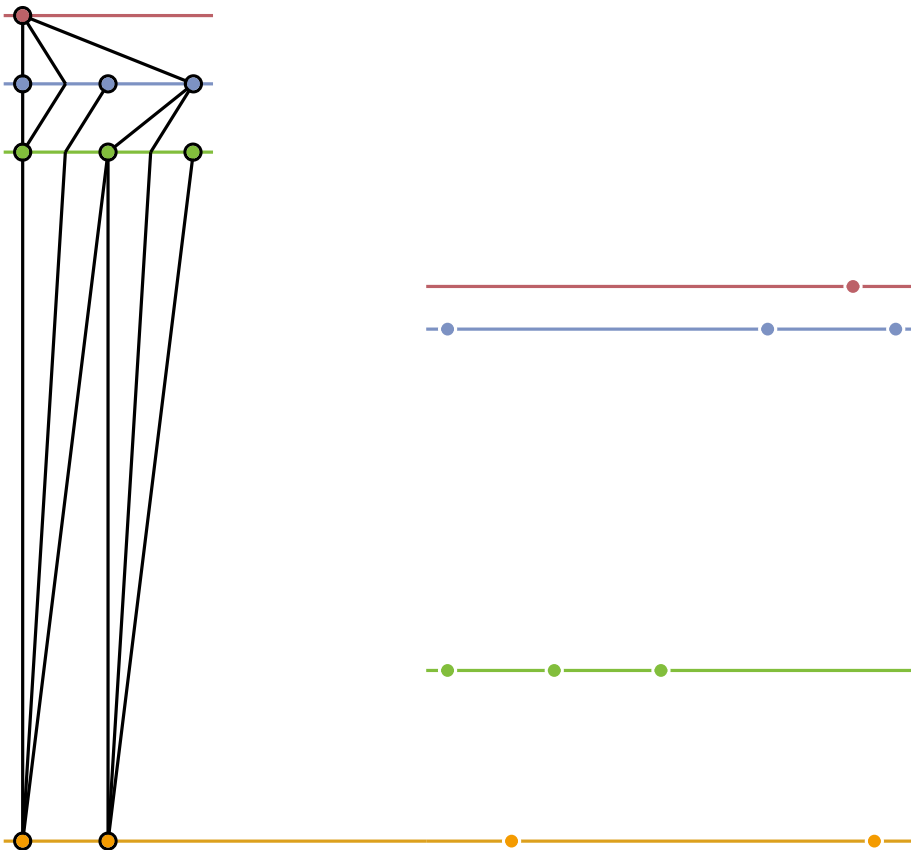


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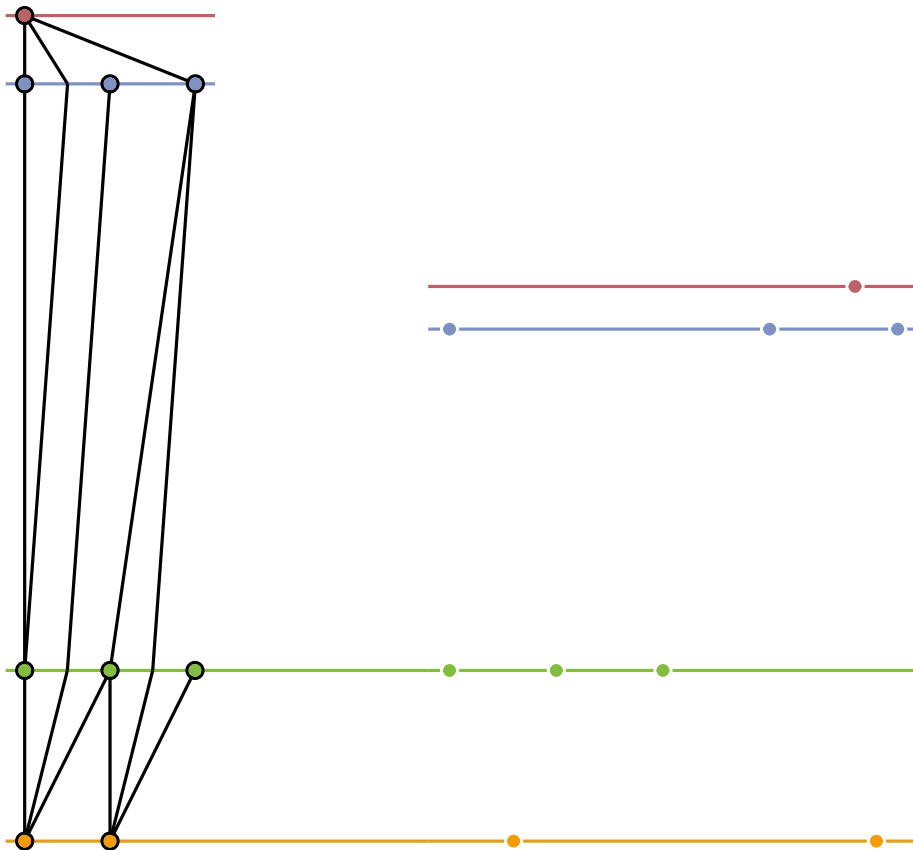


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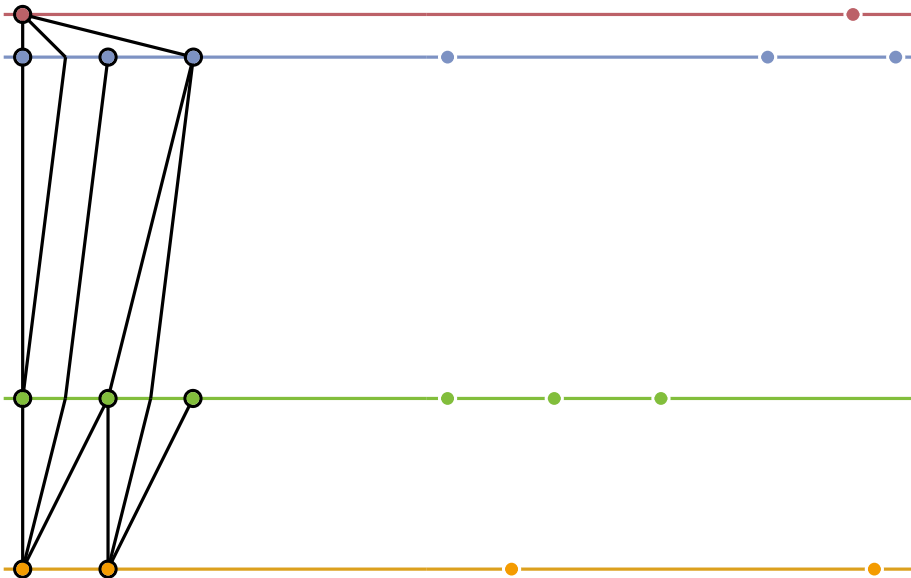


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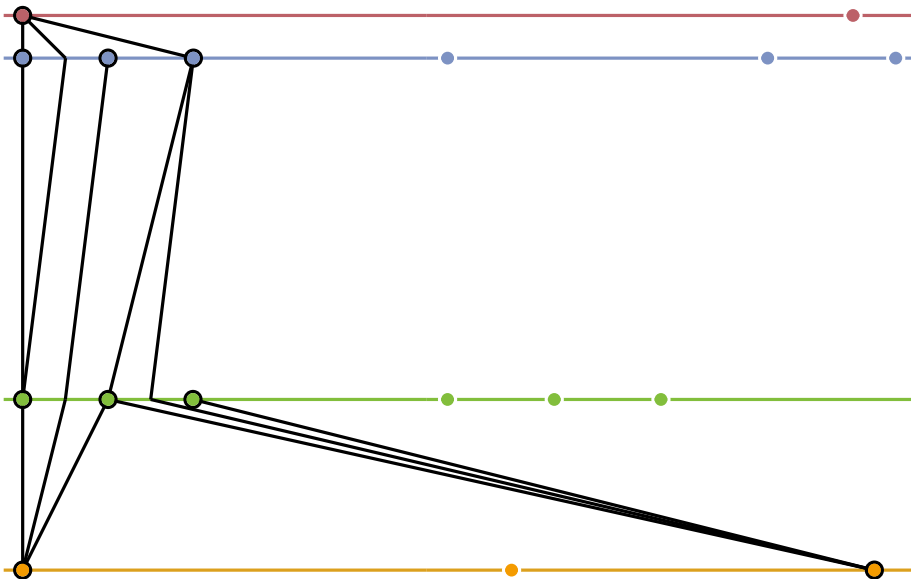


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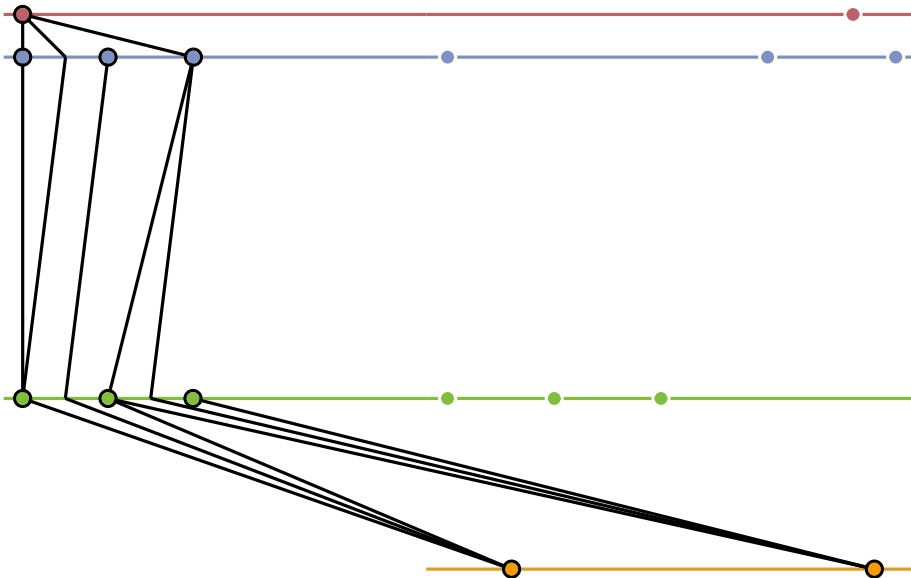


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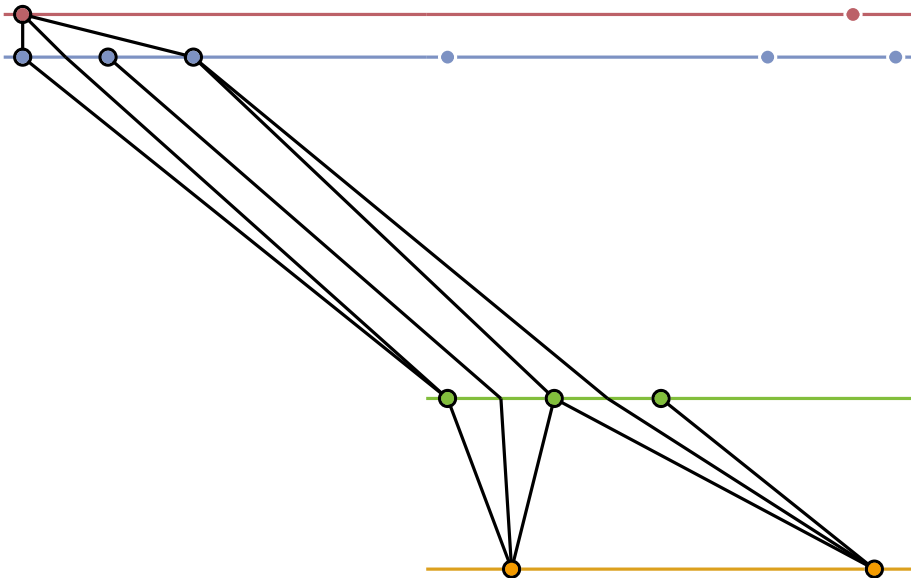


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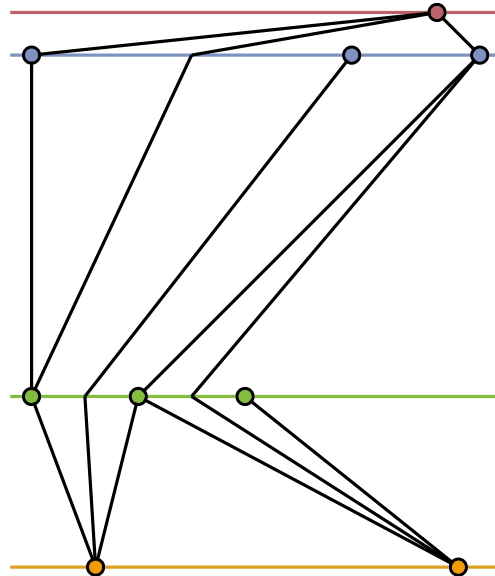


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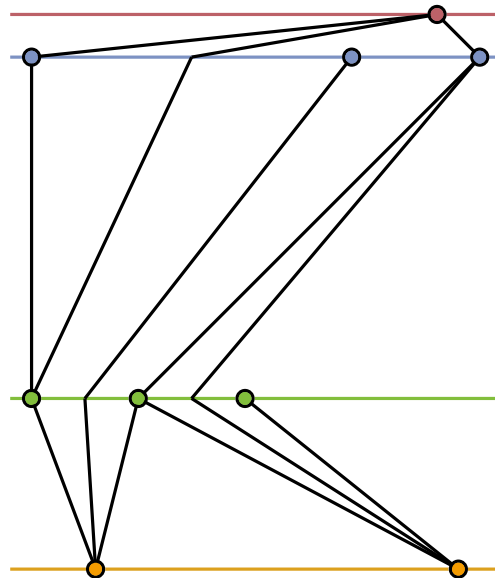


# Realizability and Orderings

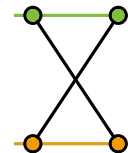
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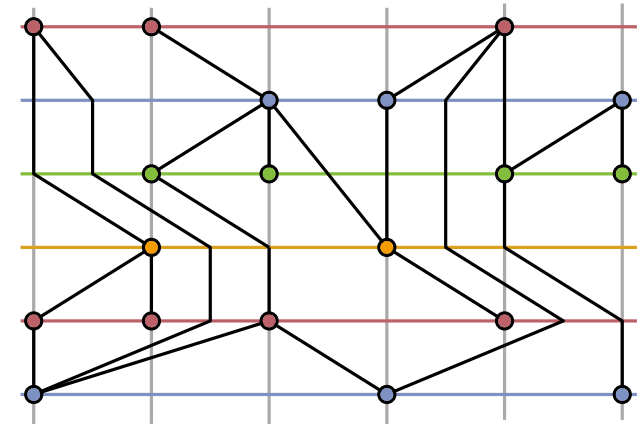
Not realizable:



# ORDERED LEVEL PLANARITY

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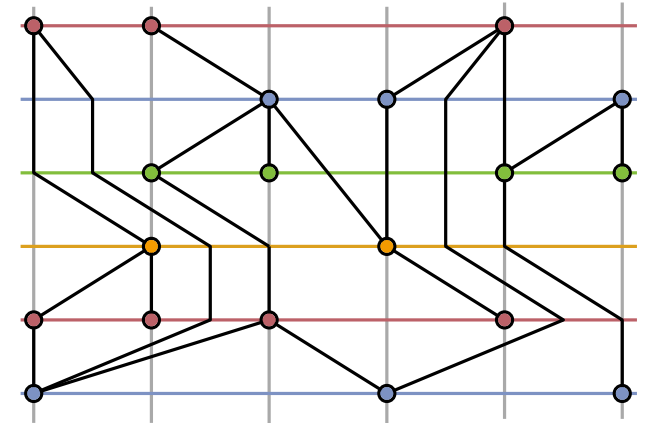
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## LEVEL PLANARITY

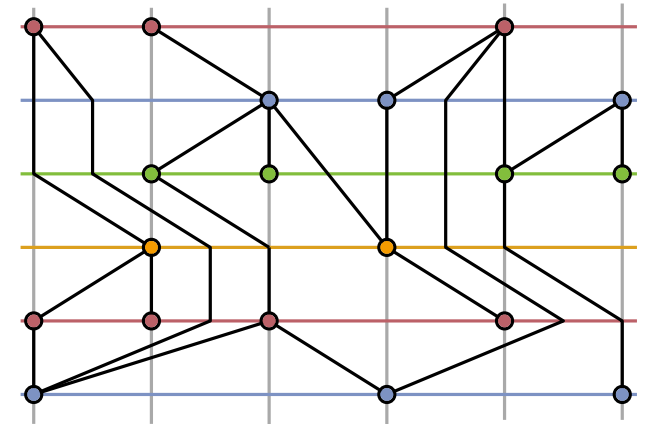
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Linear time [Jünger, Leipert, Mutzel'98]

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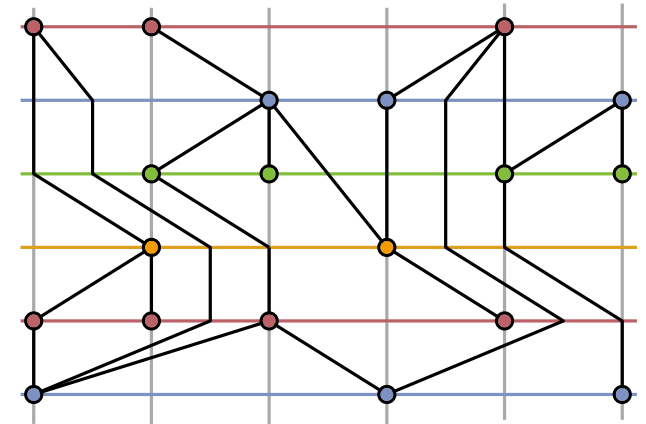
Motivation: poset visualization

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NP-complete even in constrained cases



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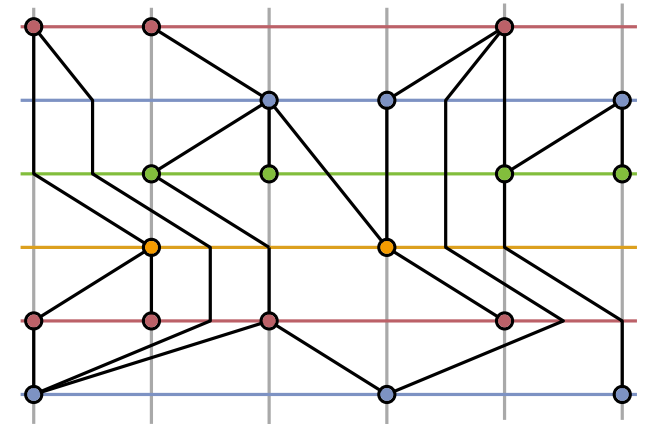
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NP-complete even in constrained cases

Motivation: special case of many point-set embedding problems



## LEVEL PLANARITY

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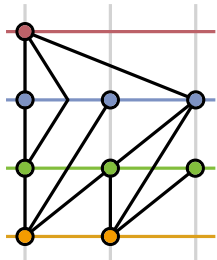
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# Result Overview

level-width  $\lambda = \max. \# \text{vertices per level}$

## ORDERED LEVEL PLANARITY



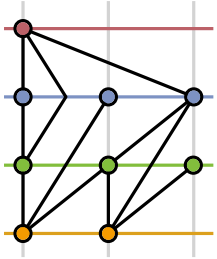
NP-complete even for  $\Delta = \lambda = 2$

Polytime for  $\Delta_{in} = \Delta_{out} = 1$  or  $\lambda = 1$

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## ORDERED LEVEL PLANARITY

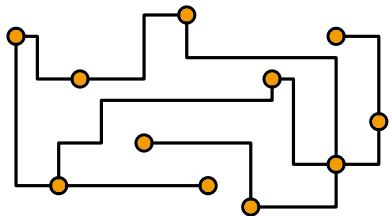


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## GEODESIC PLANARITY



NP-hard even  
for matchings  
in general position

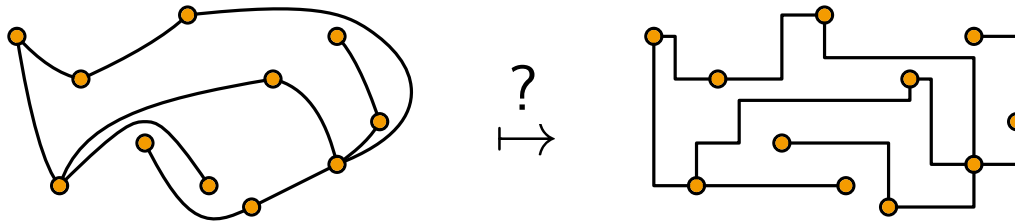


# Problem Definition

## MANHATTAN GEODESIC PLANARITY

Given: planar graph, vertex coordinates,  $\Delta \leq 4$

Want: plane drawing with rectilinear  $L_1$ -geodesic edges and vertices at prescribed positions

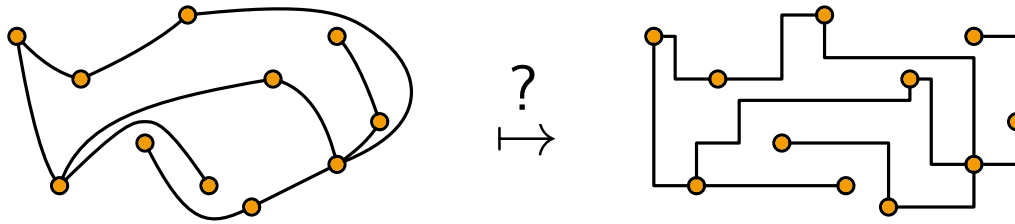


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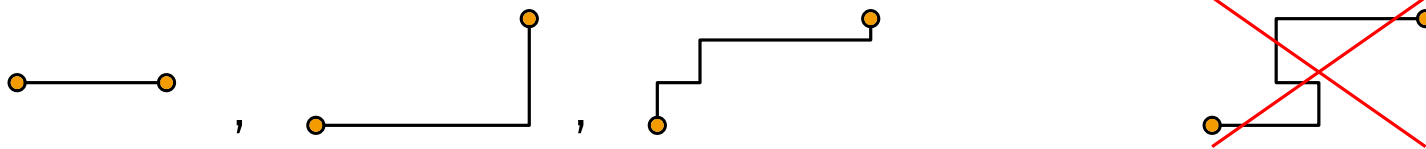
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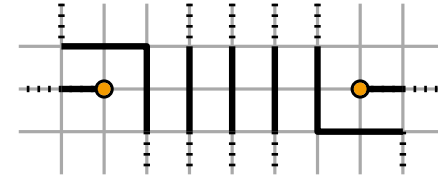
Edge representations:



# Previous Work

MANHATTAN GEODESIC PLANARITY is NP-hard even for matchings if drawings are **restricted to a grid**. [Katz, Krug, Rutter, Wolff GD'09]

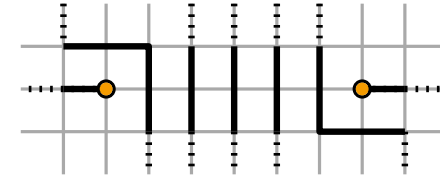
Idea: space between vertices is bounded



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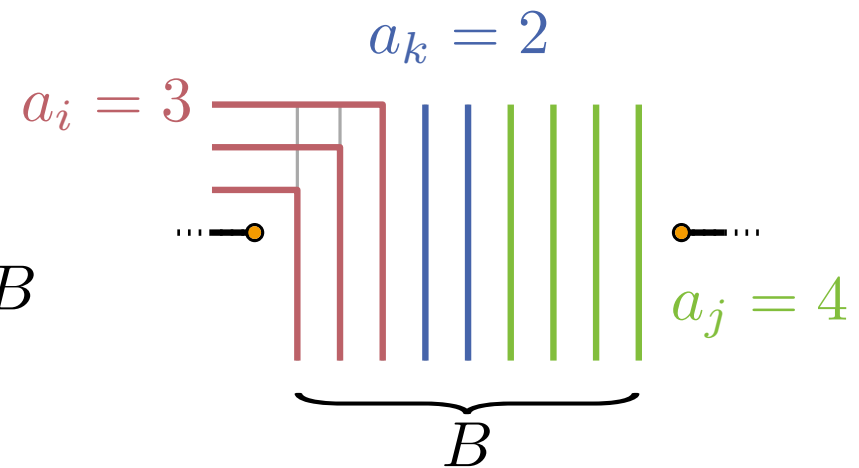
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Reduction from **3-PARTITION**:

Given:  $a_1, \dots, a_{3n} \in \mathbb{N}$ ,  $\sum a_i = 3B$

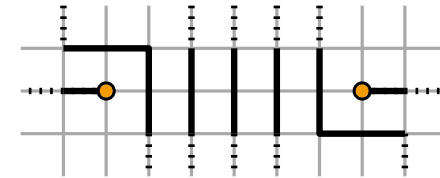
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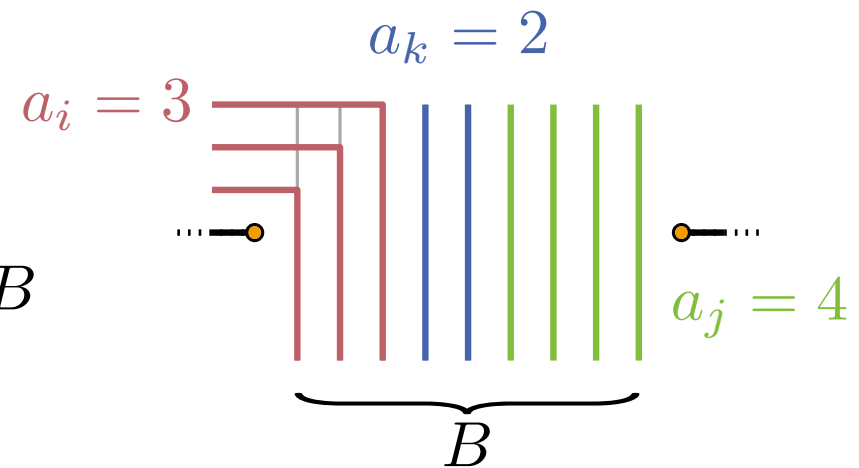
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**Non-grid version:**

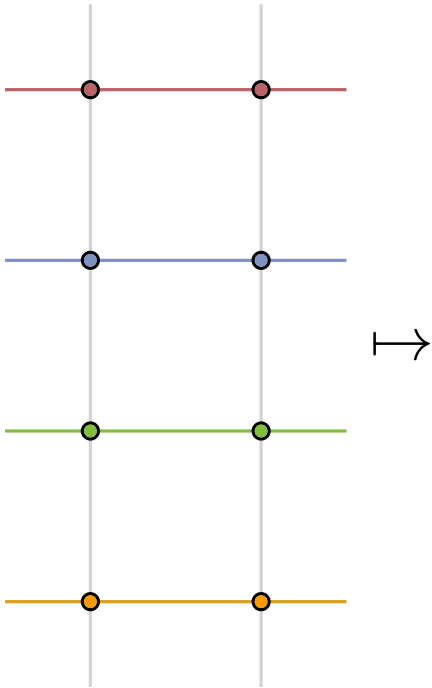
Claim: polytime for matchings [Katz, Krug, Rutter, Wolff GD'09]

Our result: NP-hardness for matchings

via reduction from ORDERED LEVEL PLANARITY

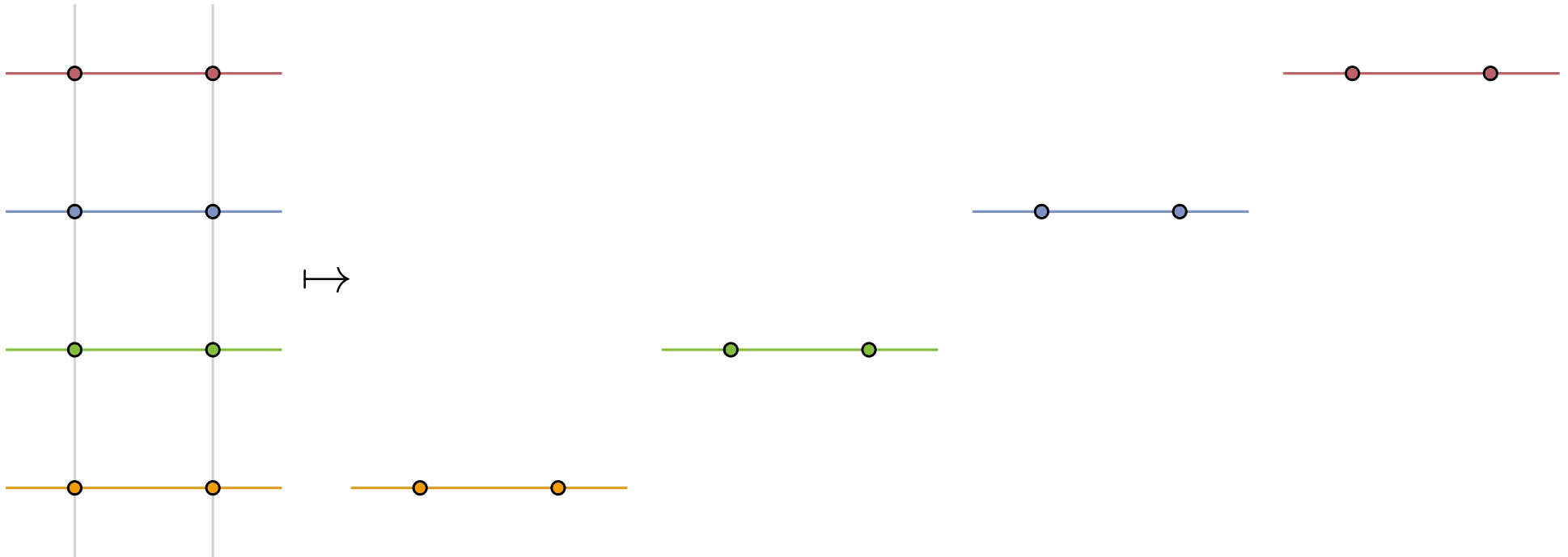
# The Reduction

ORDERED LEVEL PLANARITY  $\leq_p$  MANHATTAN GEODESIC PLANARITY  
 $\Delta = \lambda = 2$  matching, general position



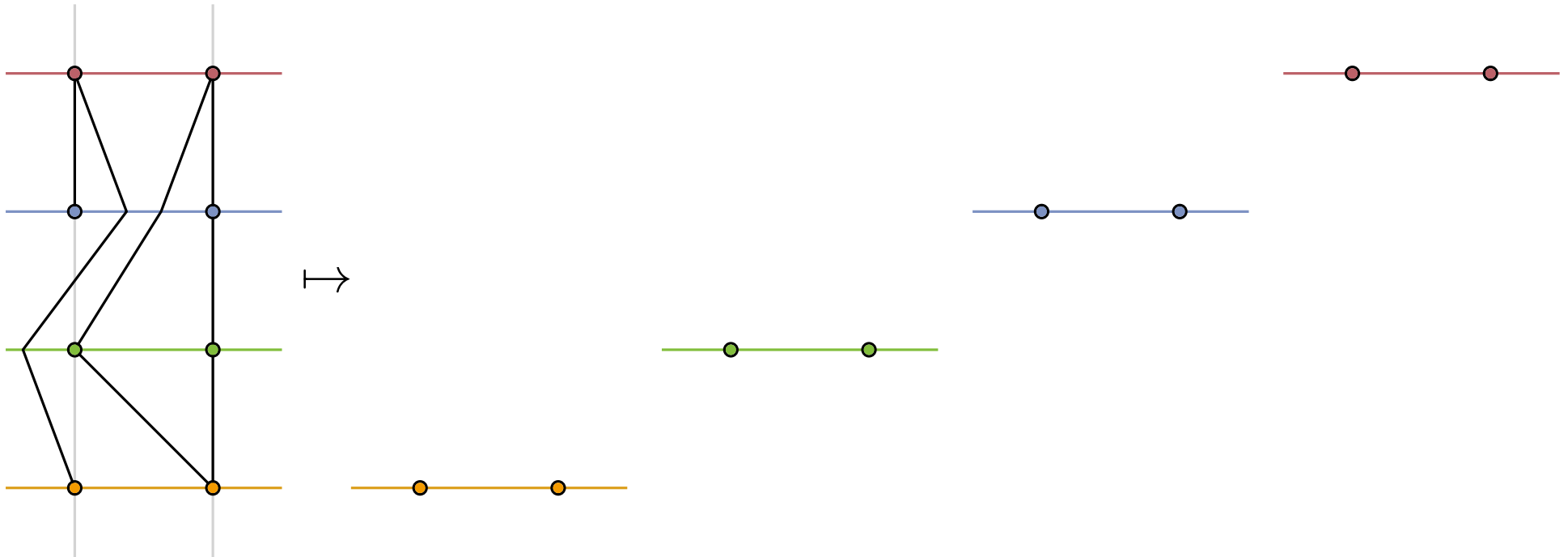
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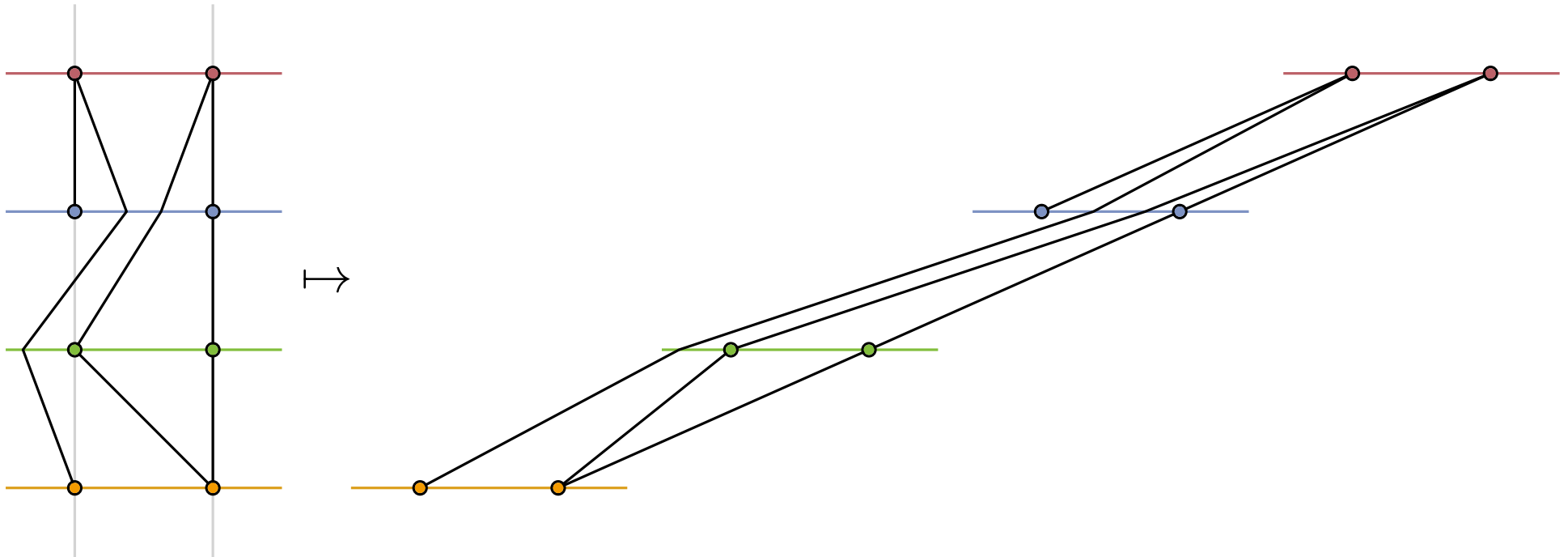
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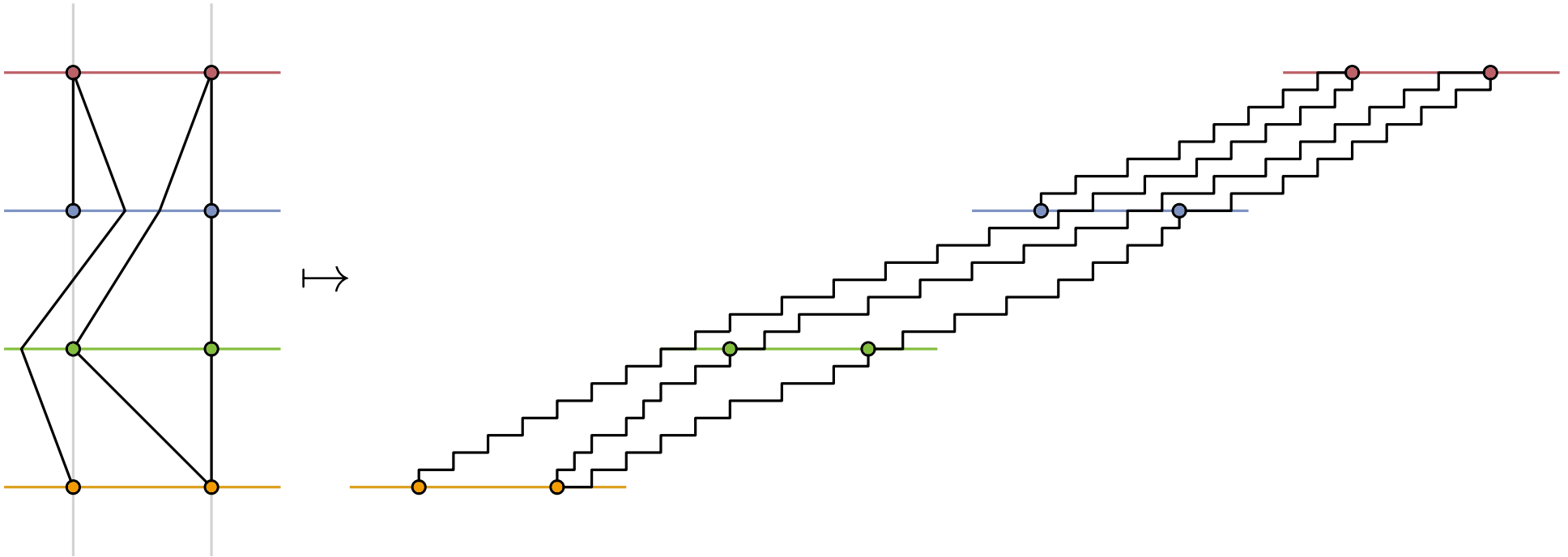
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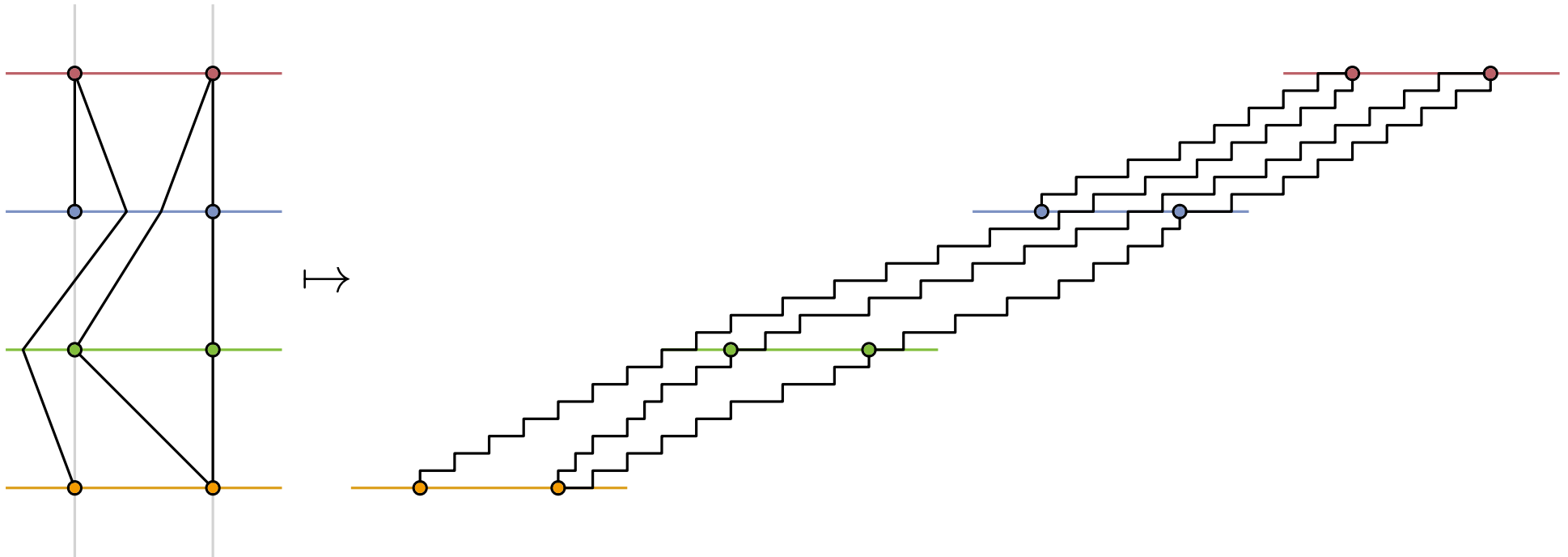
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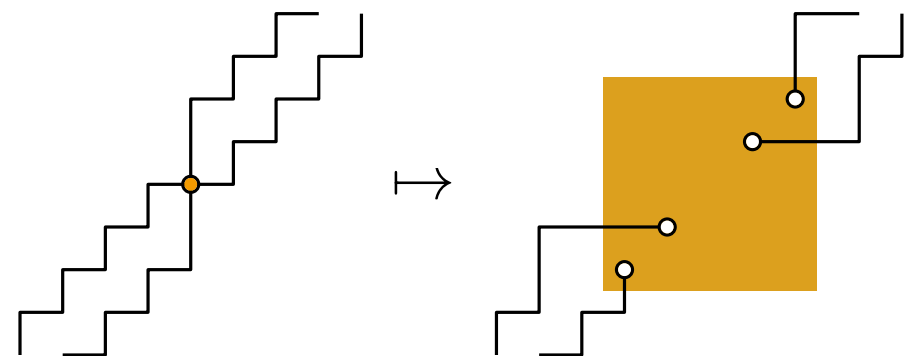


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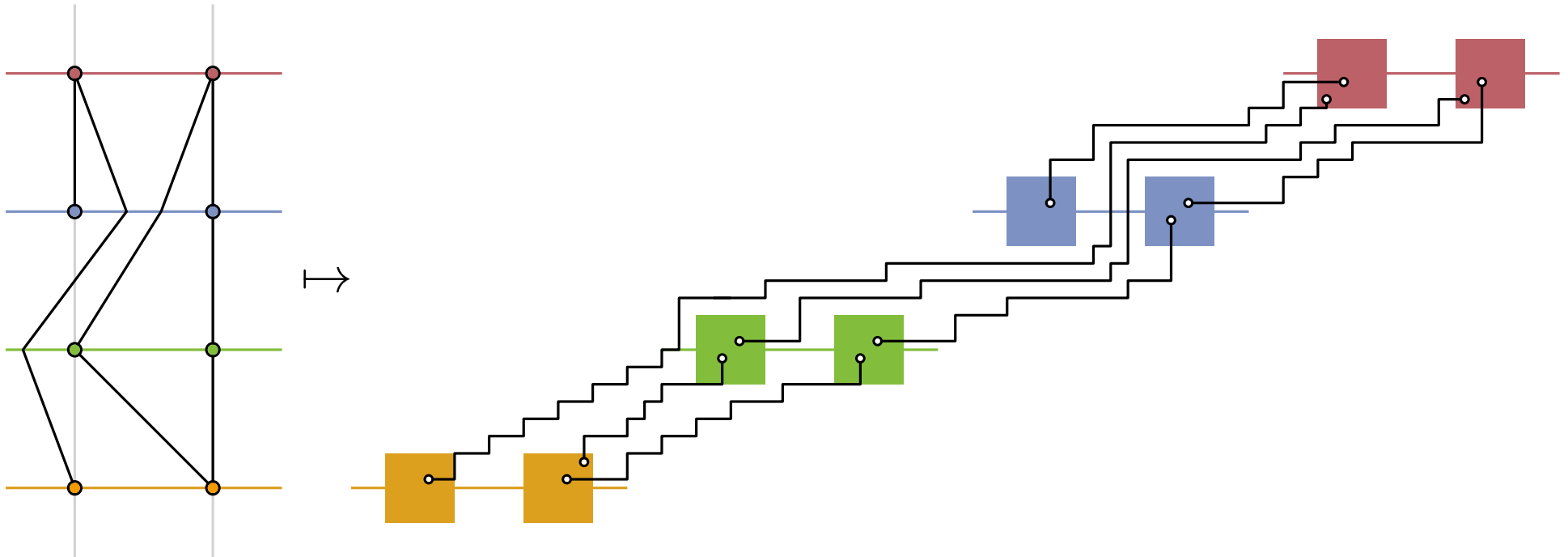


splitting gadget:

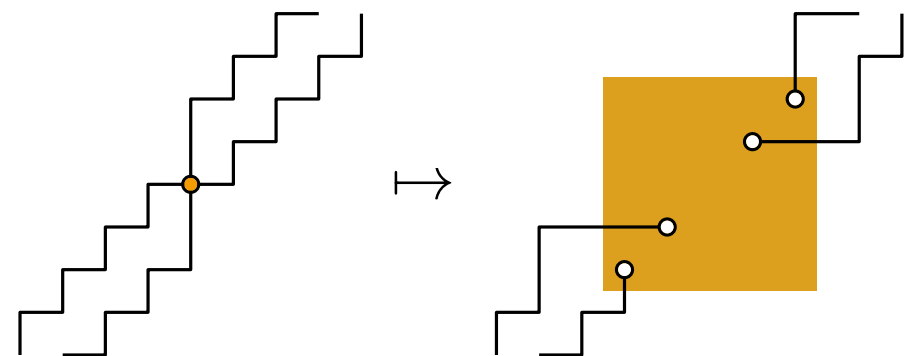


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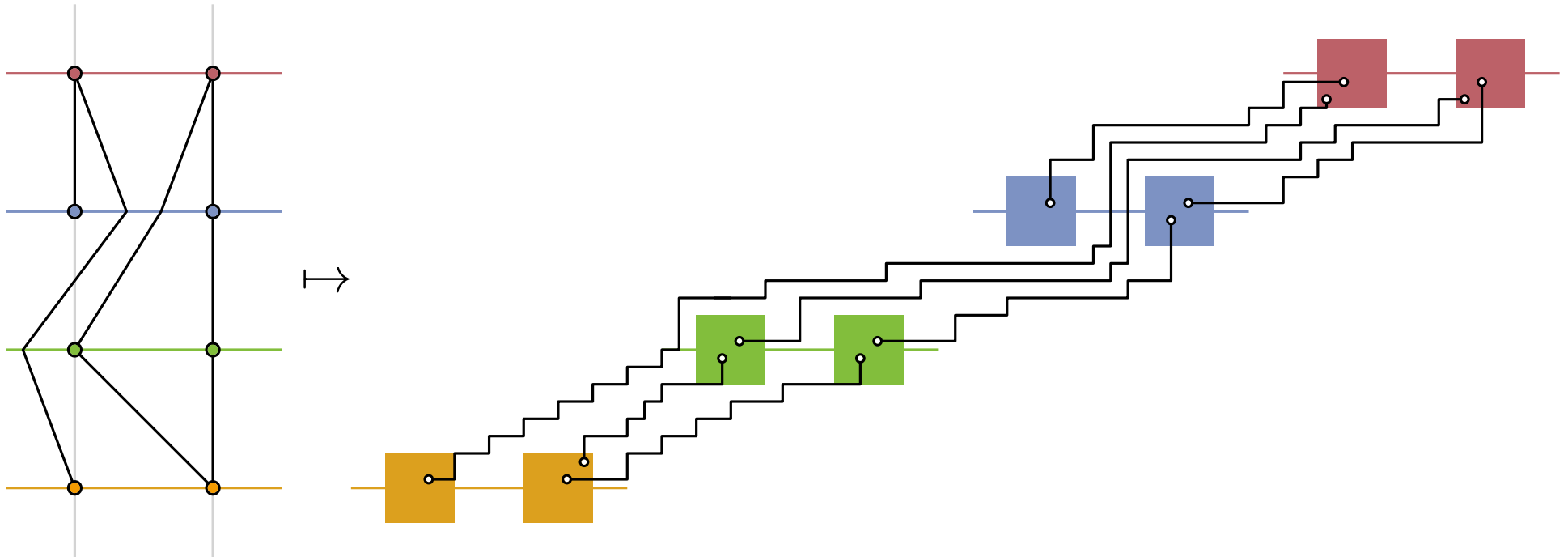


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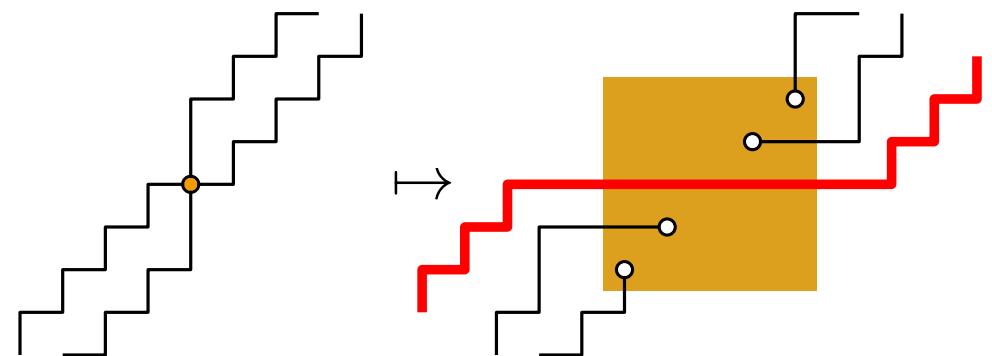


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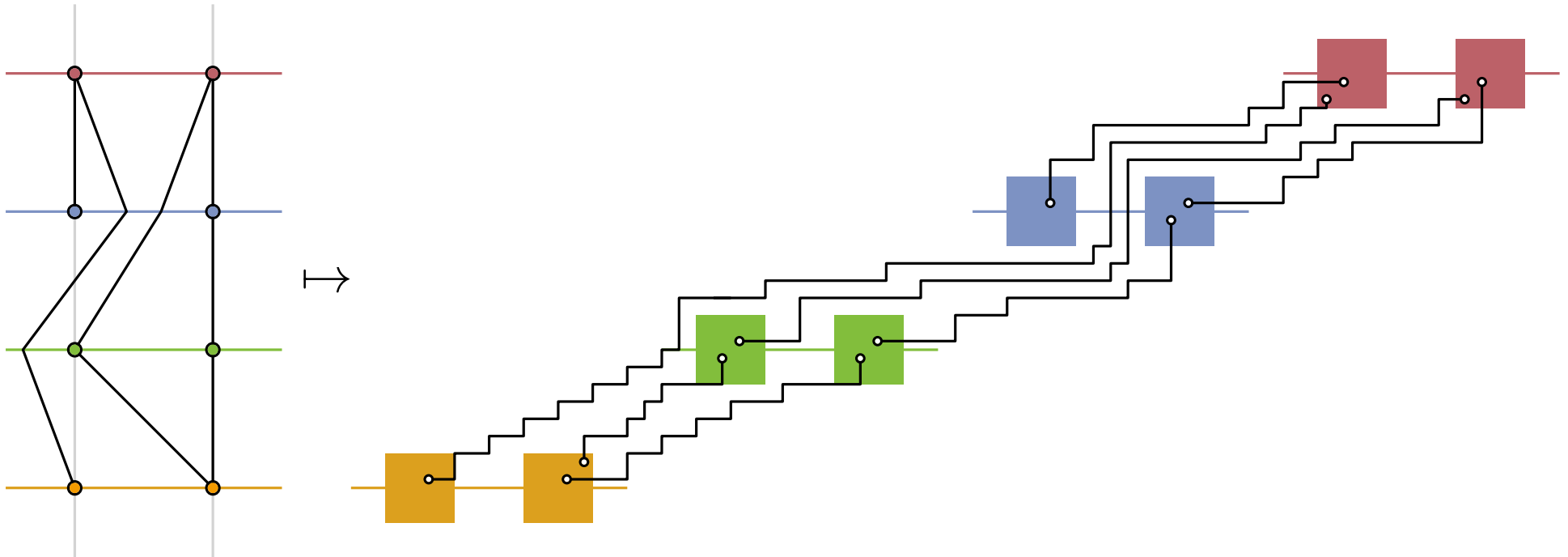


splitting gadget:

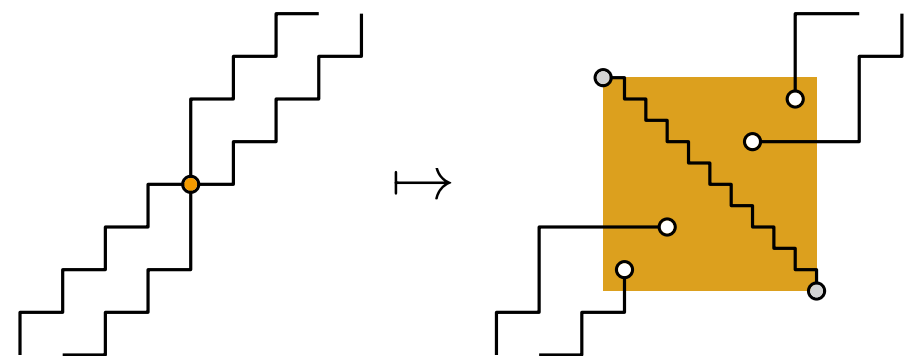


# The Reduction

ORDERED LEVEL PLANARITY  $\leq_p$  MANHATTAN GEODESIC PLANARITY  
 $\Delta = \lambda = 2$  matching, general position

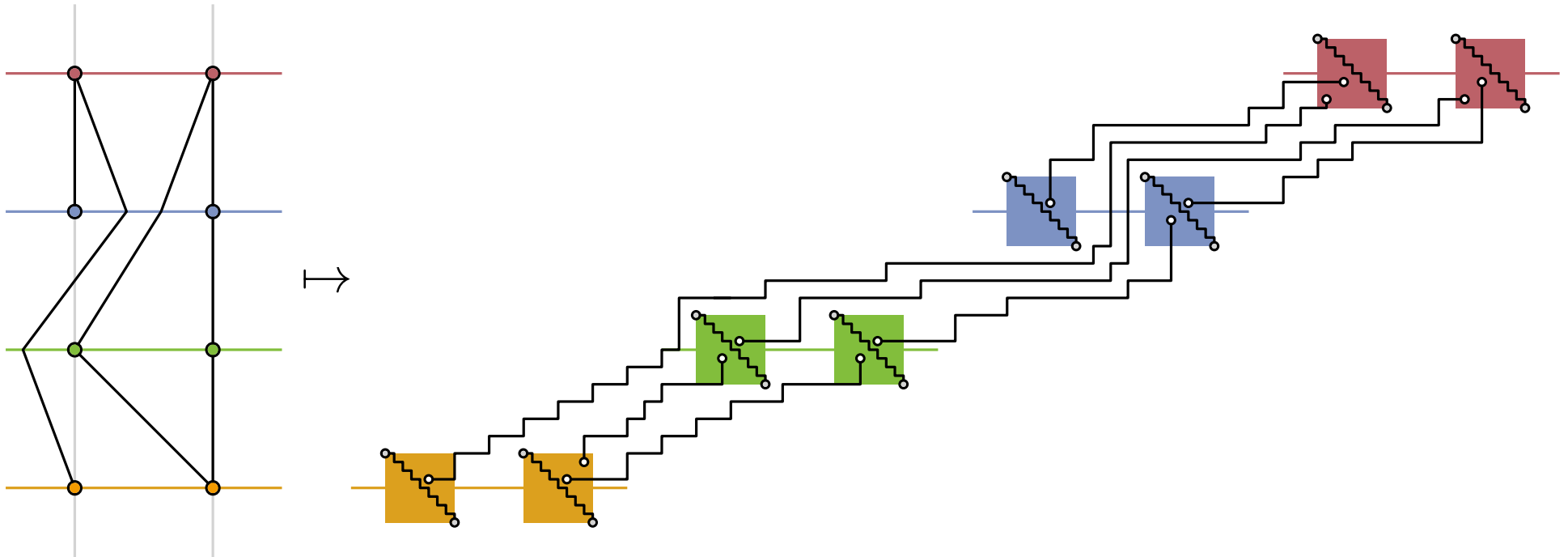


splitting gadget:

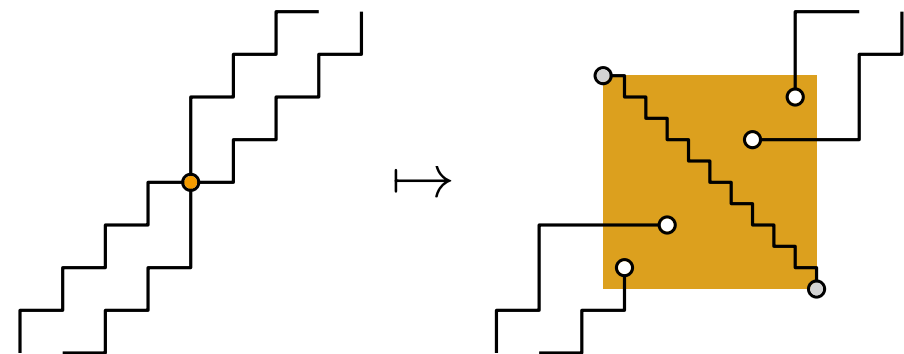


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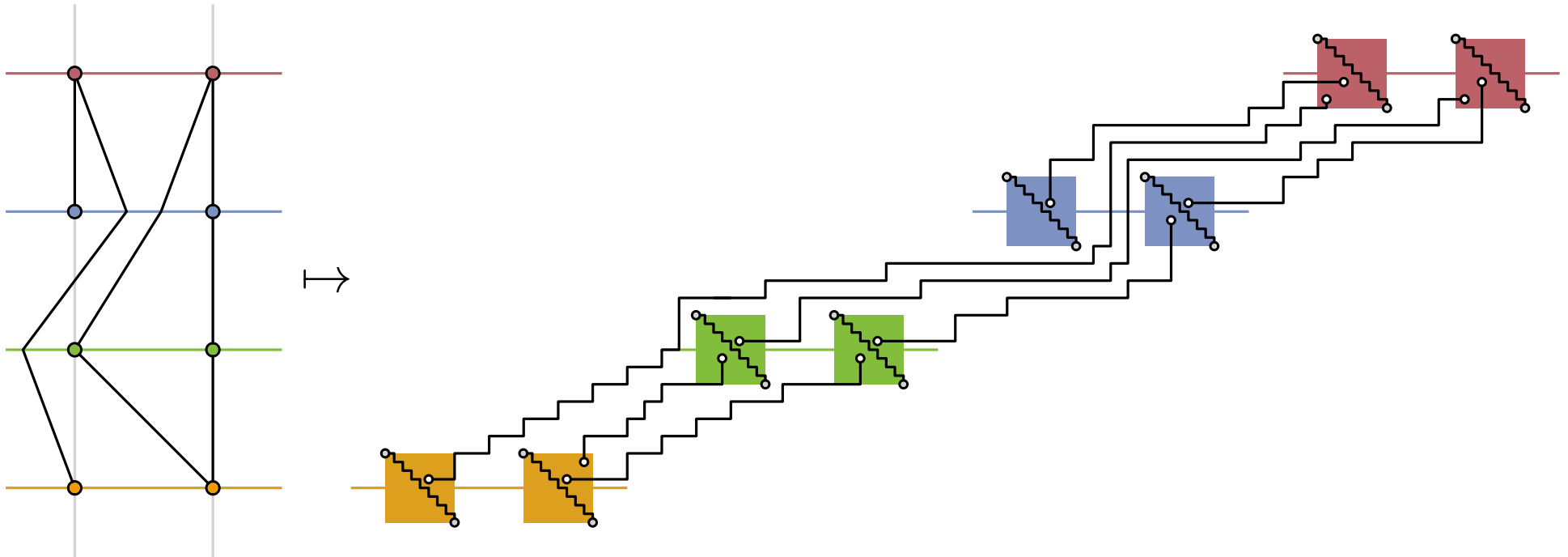


splitting gadget:

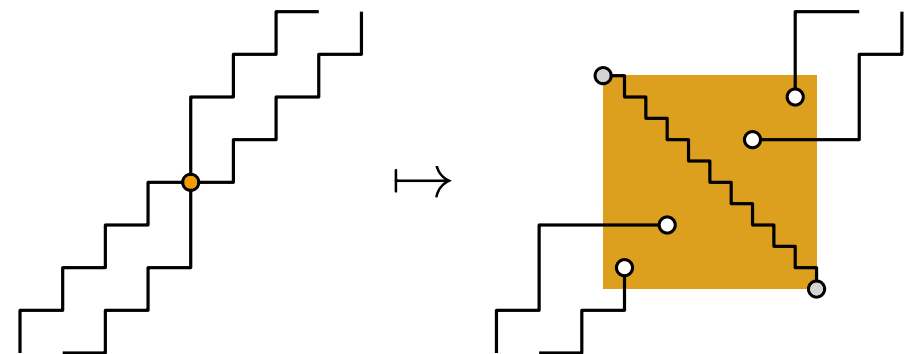


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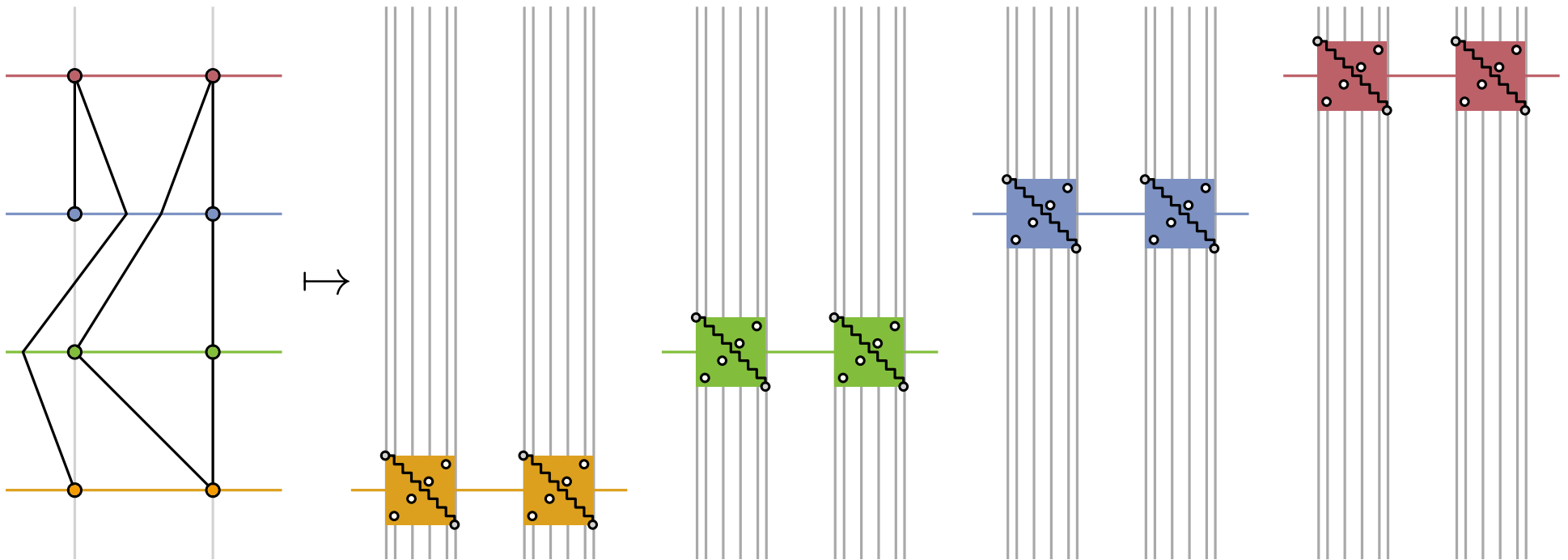
splitting gadget:



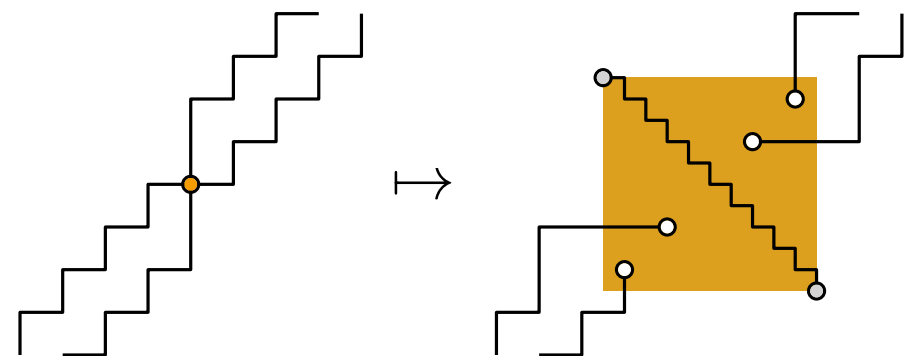


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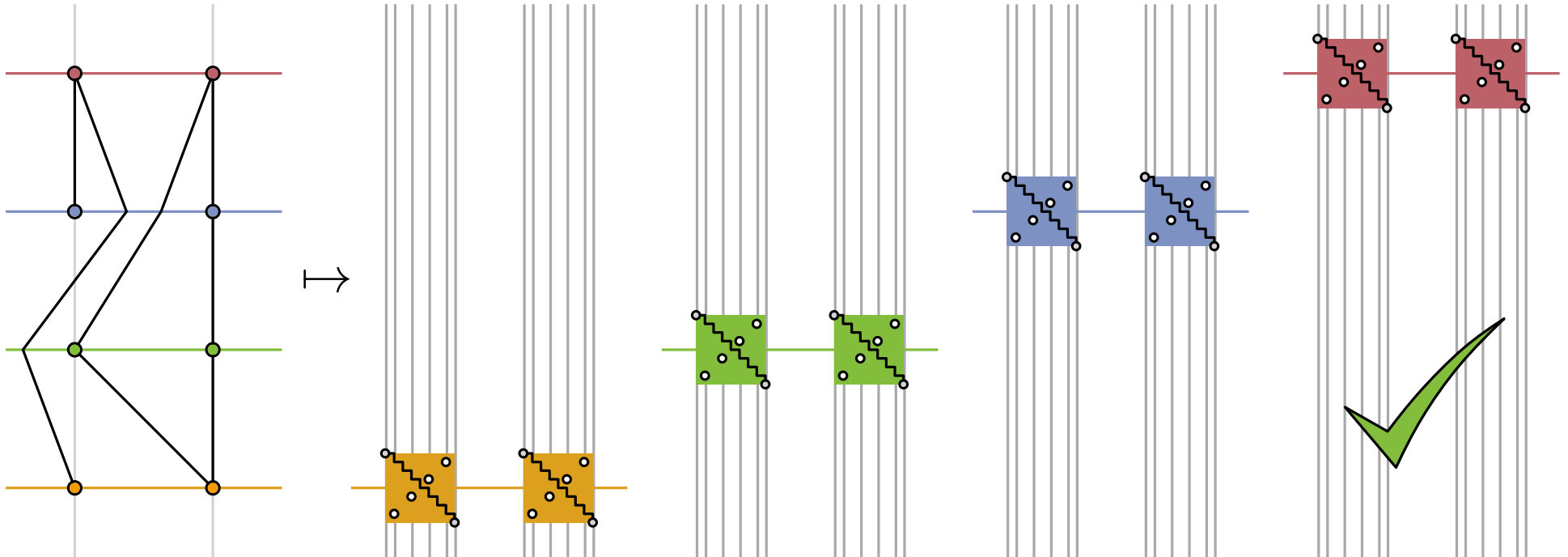


splitting gadget:

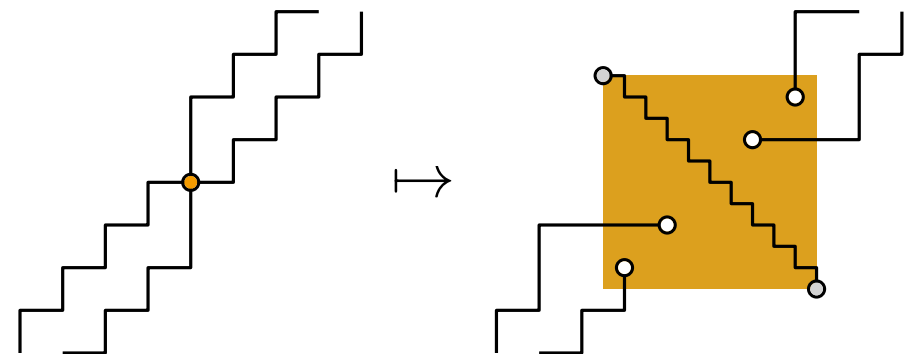


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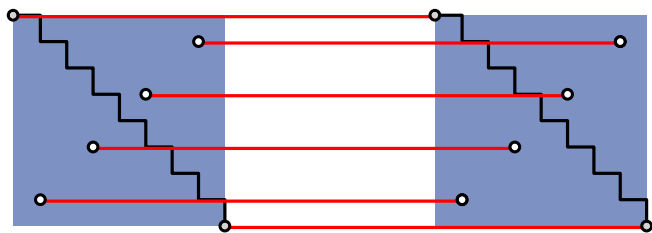
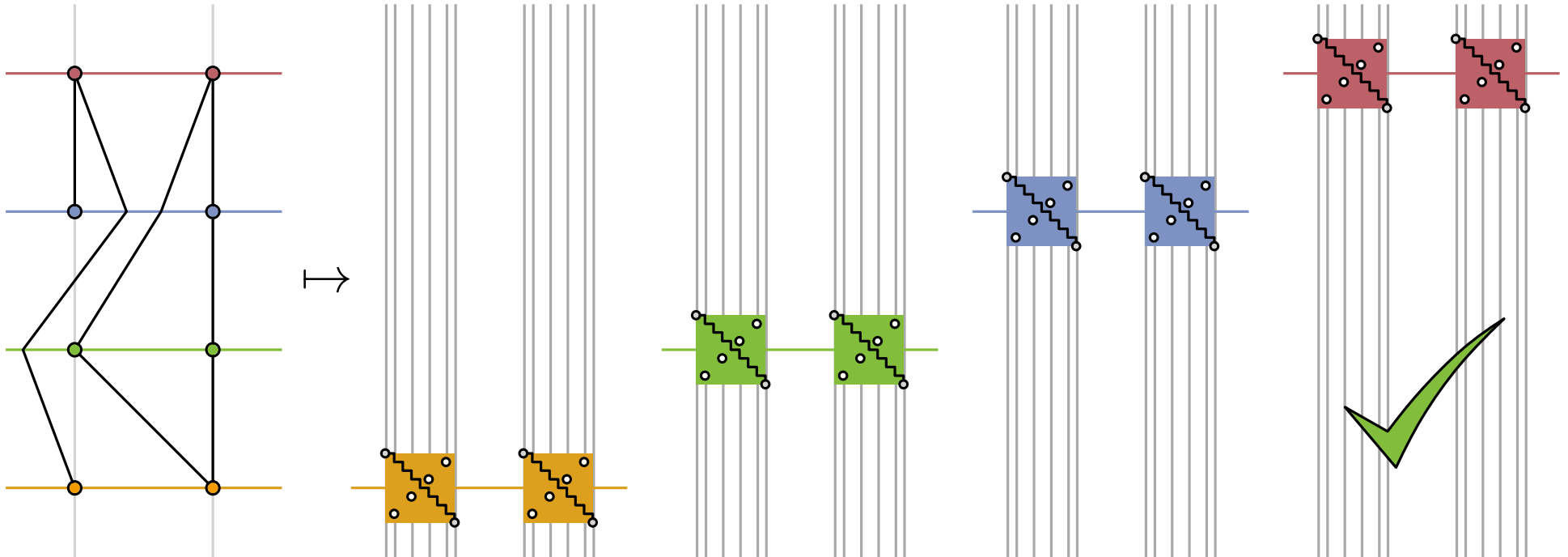


splitting gadget:



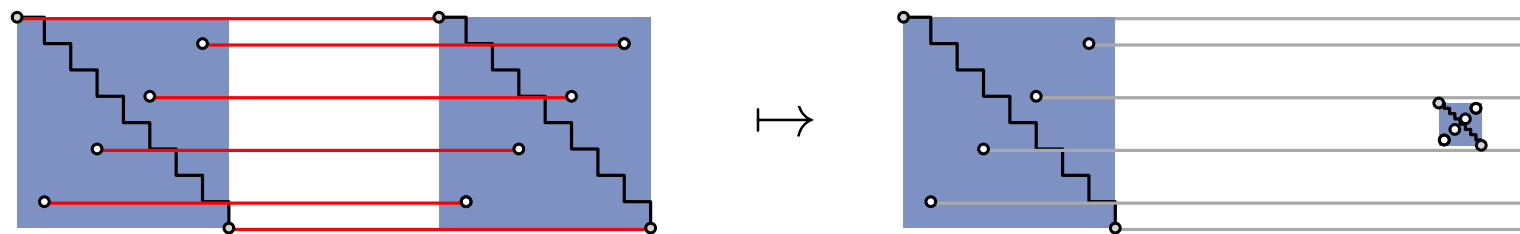
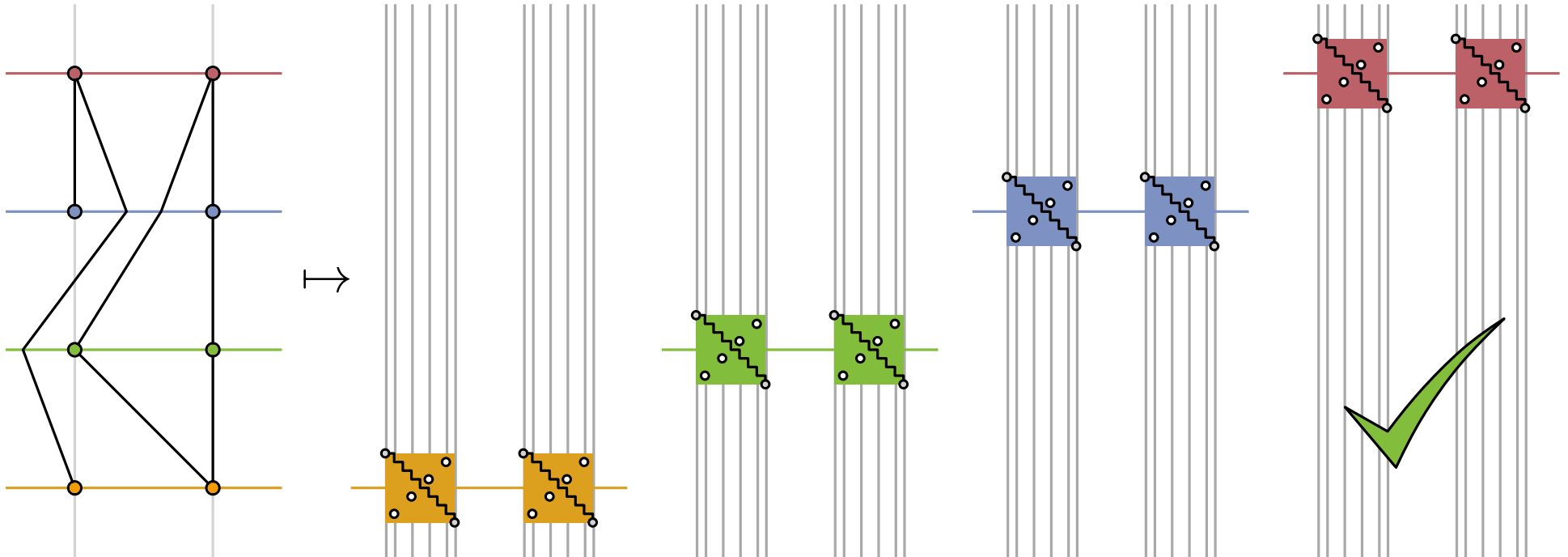
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 $\Delta = \lambda = 2$  matching, **general position** ?



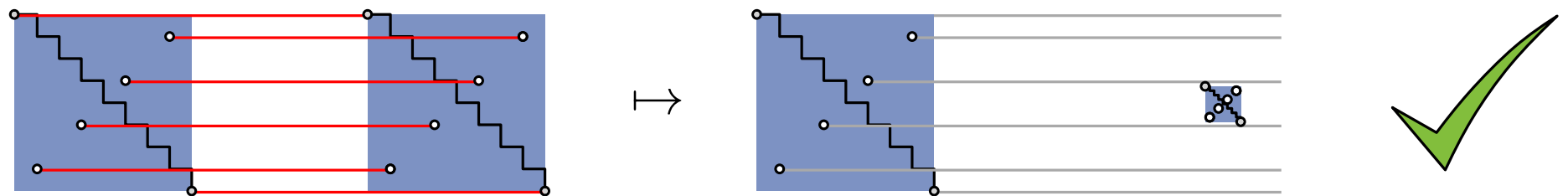
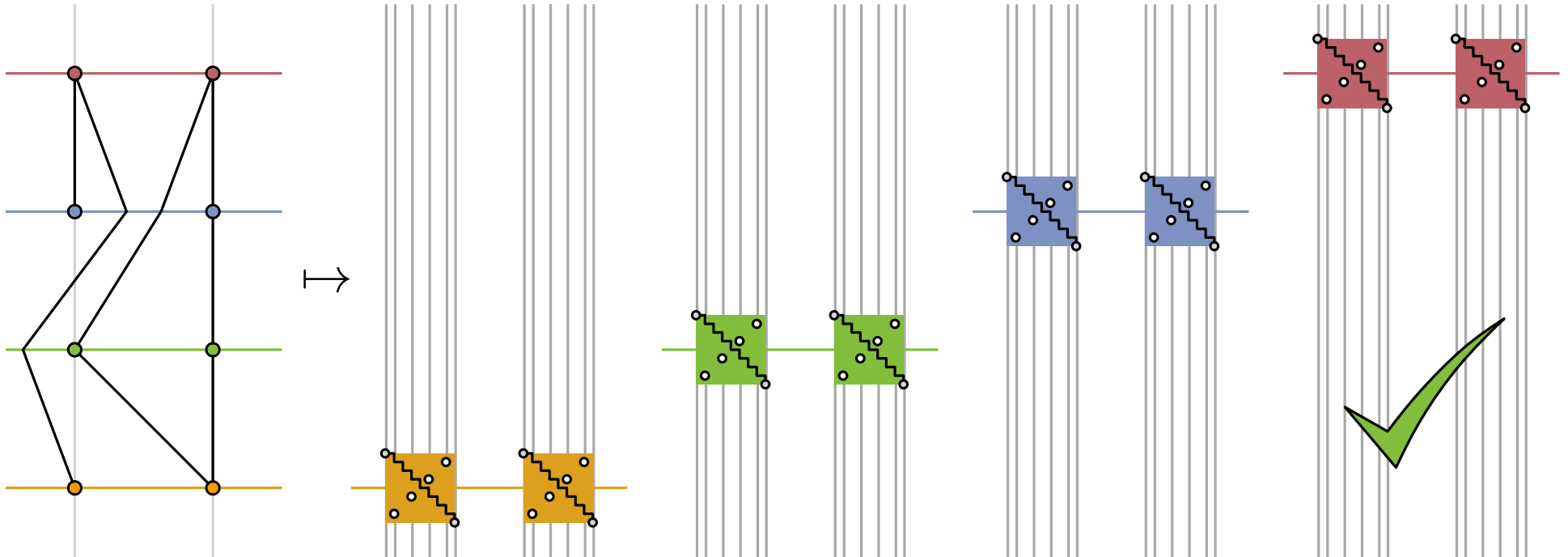
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ORDERED LEVEL PLANARITY  $\leq_p$  MANHATTAN GEODESIC PLANARITY  
 $\Delta = \lambda = 2$  matching, **general position** ?



# The Reduction

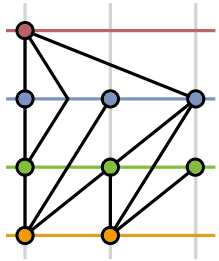
ORDERED LEVEL PLANARITY  $\leq_p$  MANHATTAN GEODESIC PLANARITY  
 $\Delta = \lambda = 2$  matching, **general position** ?



# Result Overview

level-width  $\lambda = \max. \# \text{vertices per level}$

## ORDERED LEVEL PLANARITY

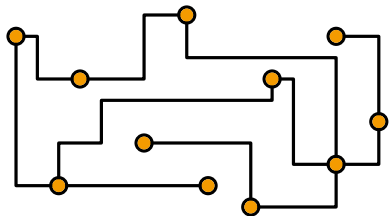


NP-complete even for  $\Delta = \lambda = 2$

Polytime for  $\Delta_{in} = \Delta_{out} = 1$  or  $\lambda = 1$



## GEODESIC PLANARITY

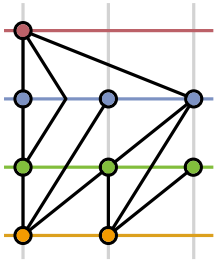


NP-hard even  
for matchings  
in general position

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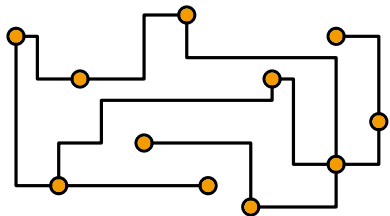


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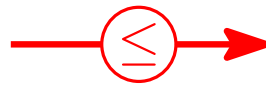
Polytime for  $\Delta_{in} = \Delta_{out} = 1$  or  $\lambda = 1$



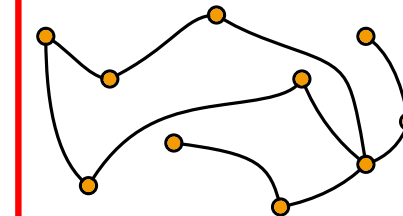
## GEODESIC PLANARITY



NP-hard even for matchings in general position



## BI-MONOTONICITY



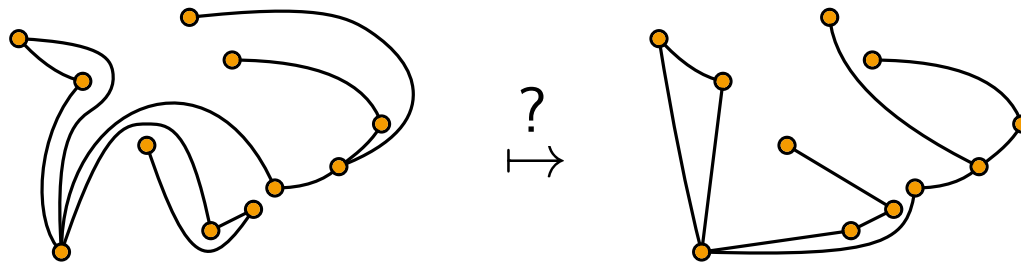
NP-hard even for matchings

# Problem Definition

## BI-MONOTONICITY

Given: planar graph, vertex coordinates in **general position**

Want: plane drawing, xy-monotone edges,  
and vertices at prescribed positions



Proposed by [Fulek, Pelsmajer, Schaefer, Štefankovič'11]

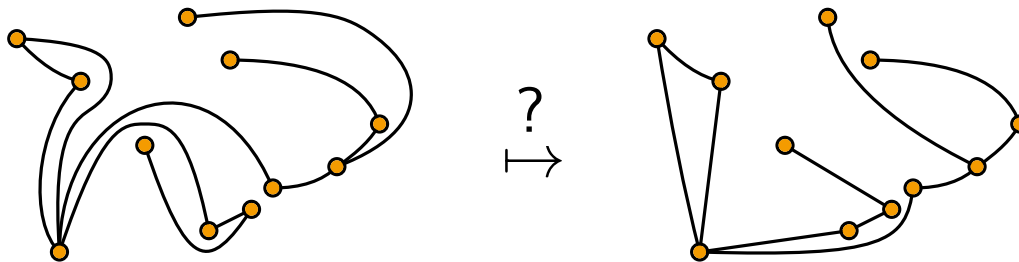


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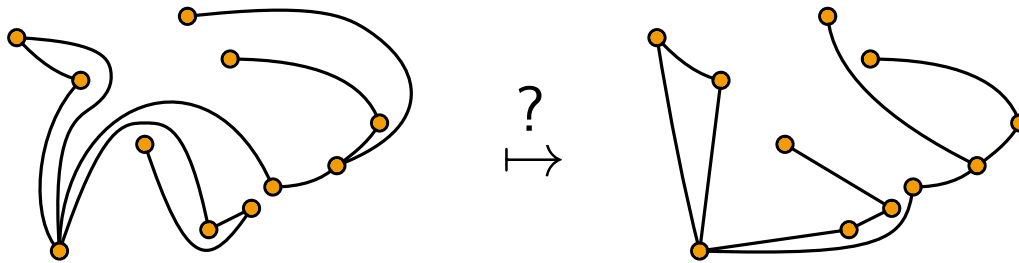
MANHATTAN GEODESIC PLANARITY  $\leq_p$  BI-MONOTONICITY  
matching, general position matching

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MANHATTAN GEODESIC PLANARITY  $\leq_p$  BI-MONOTONICITY  
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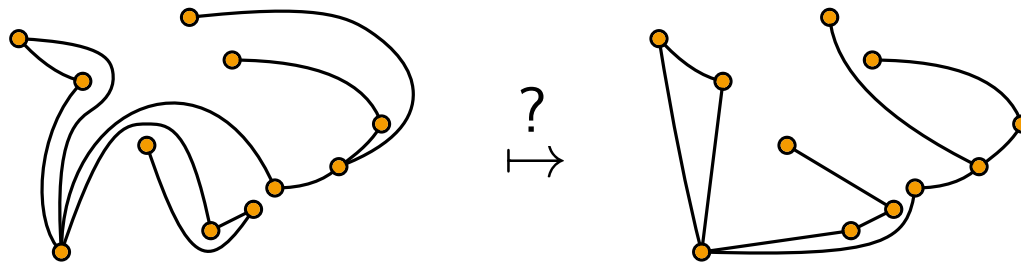
The reduction: do nothing

# Problem Definition

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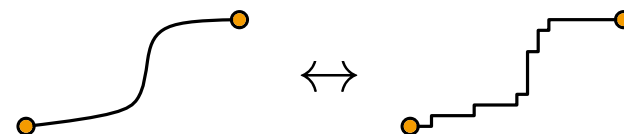
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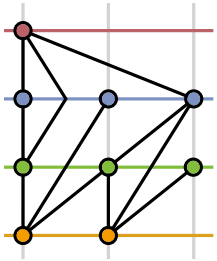
The reduction: do nothing



# Result Overview

level-width  $\lambda = \max. \# \text{vertices per level}$

## ORDERED LEVEL PLANARITY

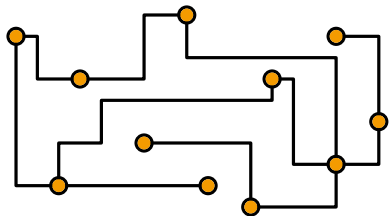


NP-complete even for  $\Delta = \lambda = 2$

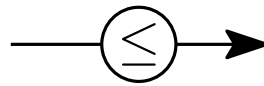
Polytime for  $\Delta_{in} = \Delta_{out} = 1$  or  $\lambda = 1$



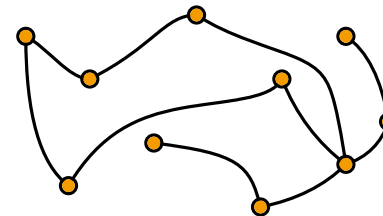
## GEODESIC PLANARITY



NP-hard even for matchings in general position



## BI-MONOTONICITY

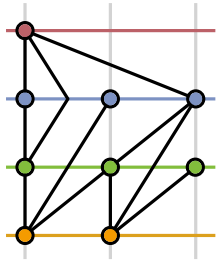


NP-hard even for matchings

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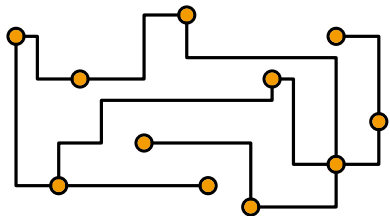


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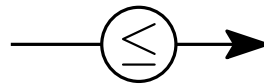
Polytime for  $\Delta_{in} = \Delta_{out} = 1$  or  $\lambda = 1$



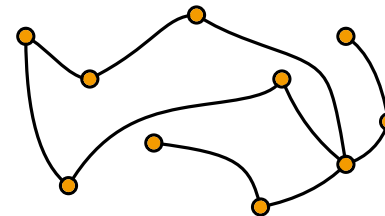
## GEODESIC PLANARITY



NP-hard even for matchings in general position



## BI-MONOTONICITY



NP-hard even for matchings

# NP-hardness of ORDERED LEVEL PLANARITY

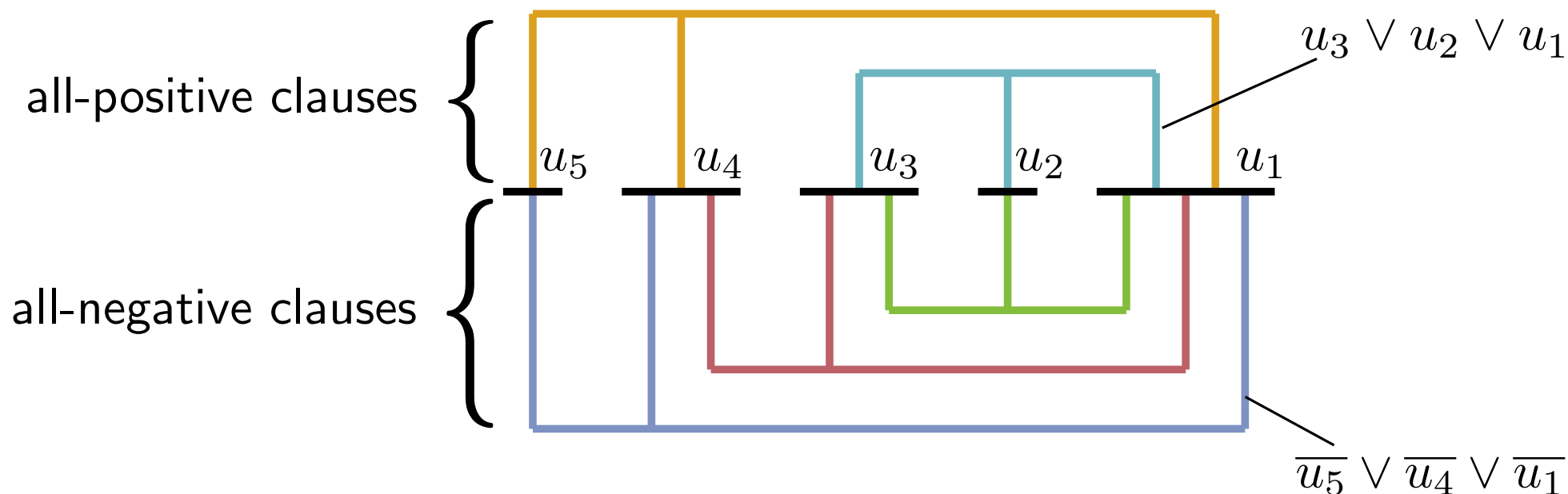
Proof via reduction from

## PLANAR MONOTONE 3-SAT

3-SATISFIABILITY restricted to instances that ...

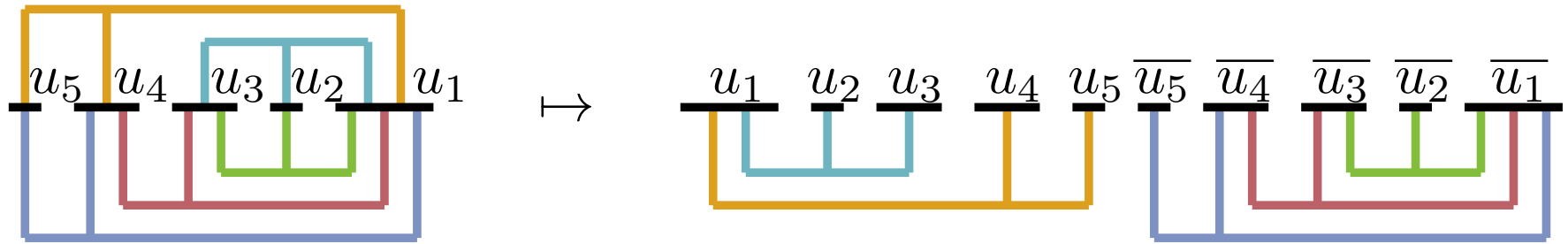
... have only all-positive and all-negative clauses

... admit a contact representation with line segments and E-shapes

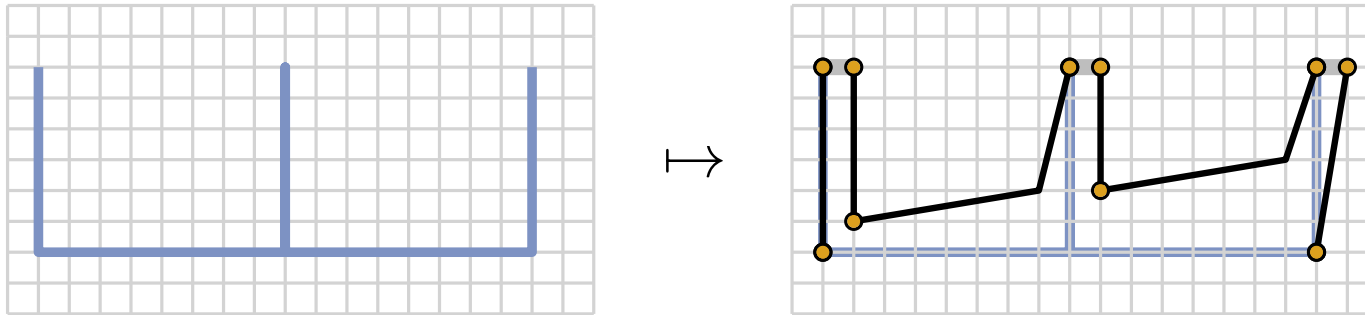
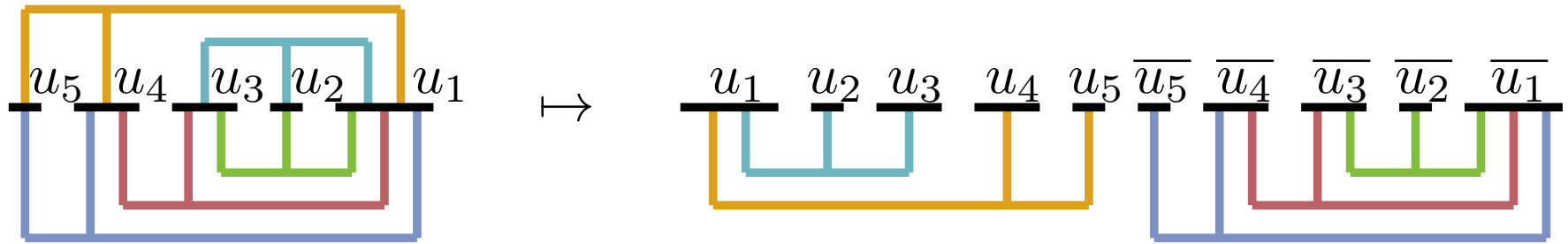


NP-complete [de Berg, Khosravi'12]

# The Reduction

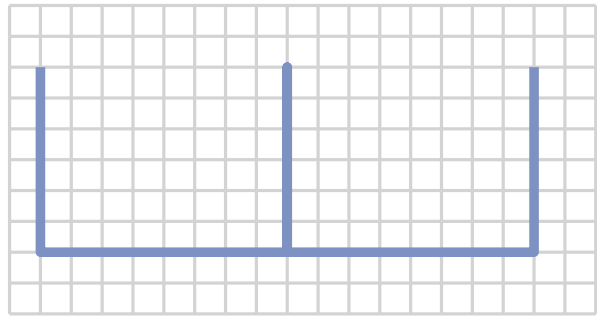
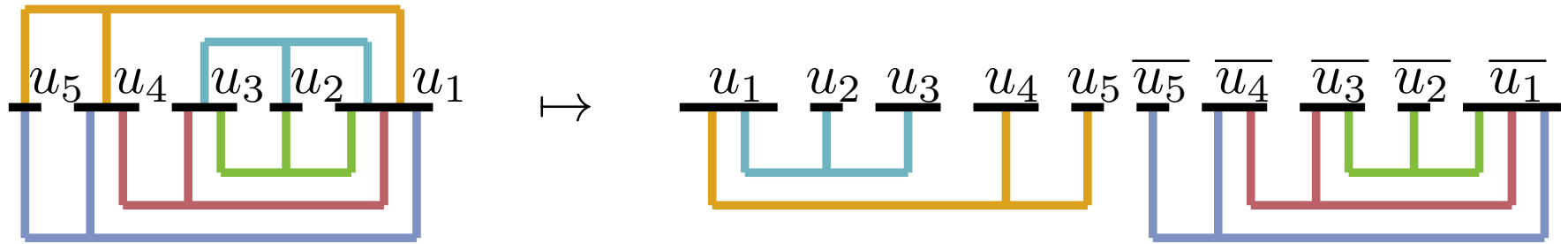


# The Reduction

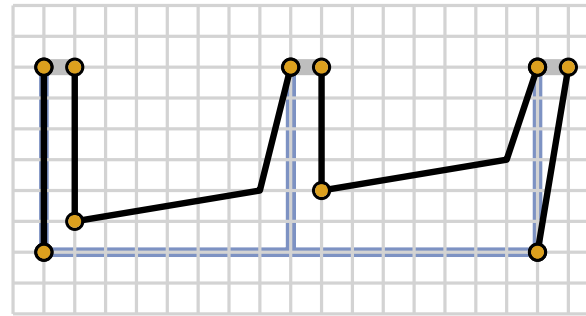




# The Reduction

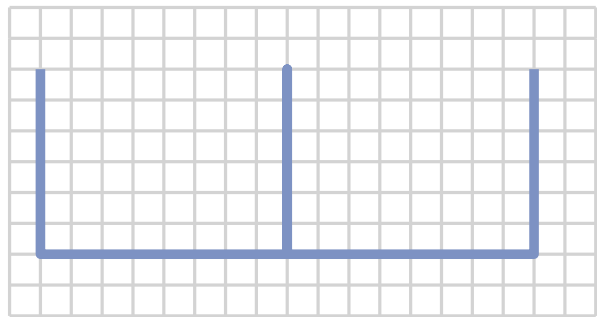
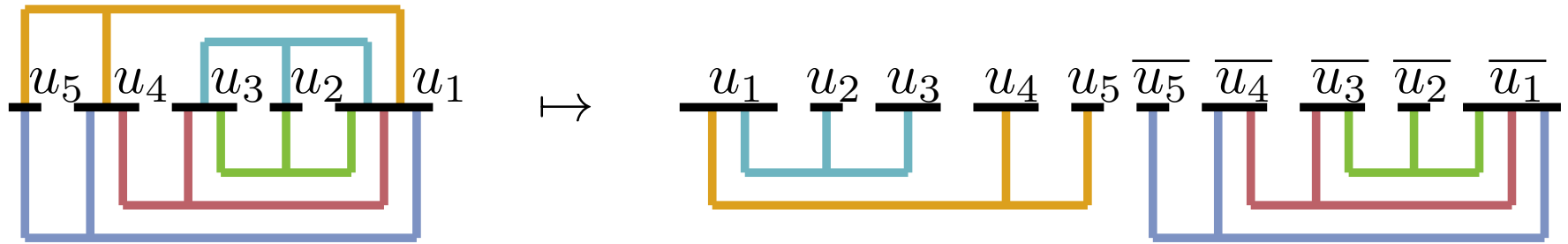


$\mapsto$

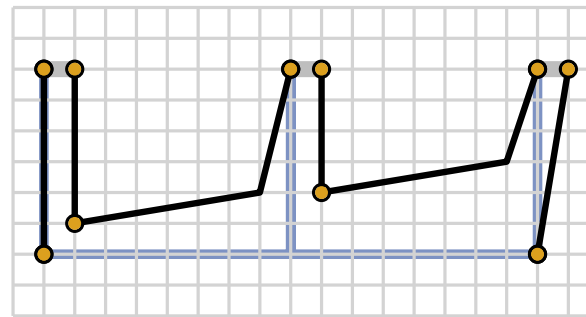


unique drawing

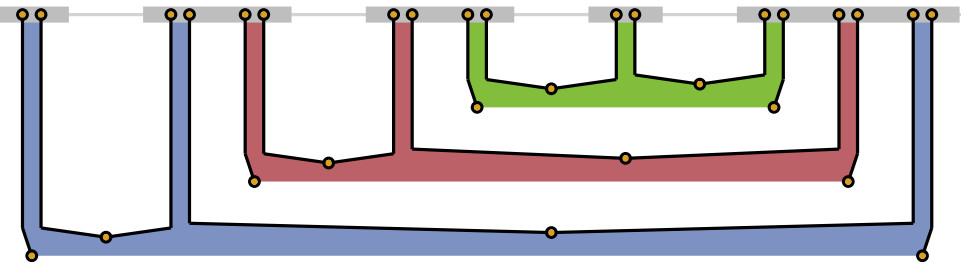
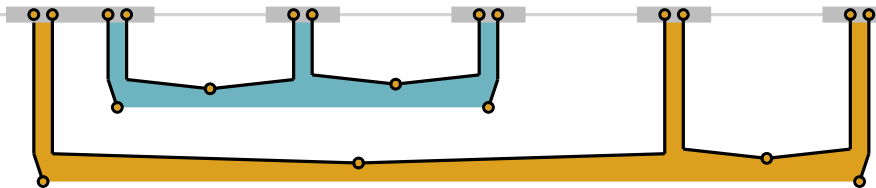
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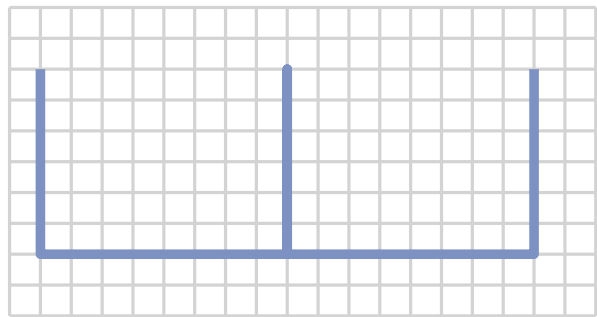
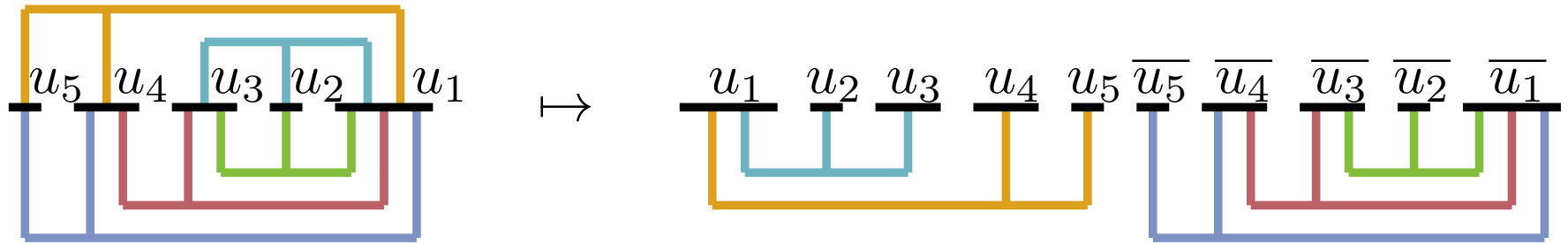
$\mapsto$



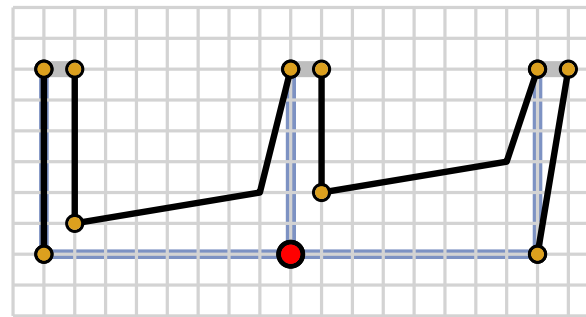
unique drawing



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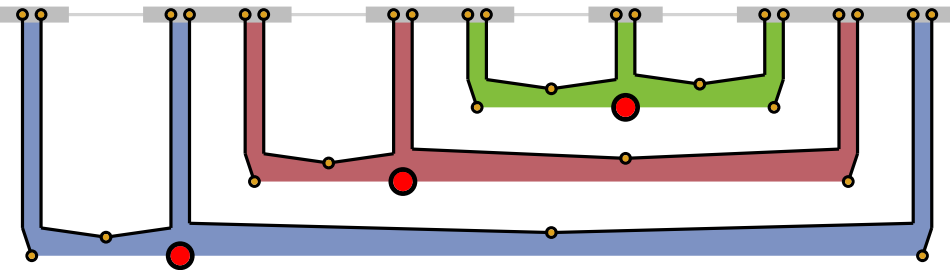
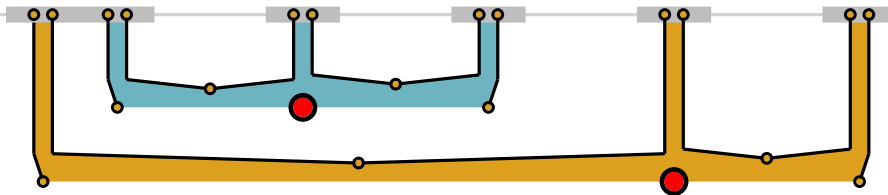


$\mapsto$

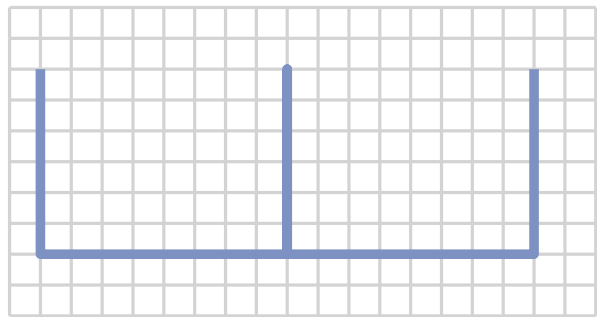
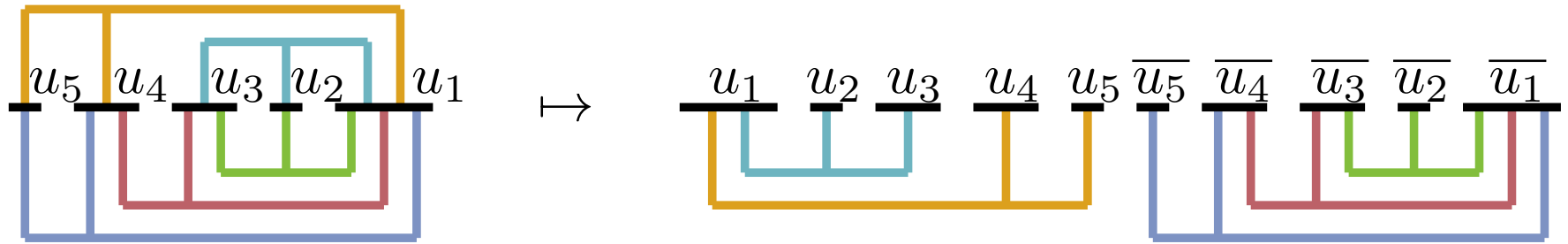


unique drawing

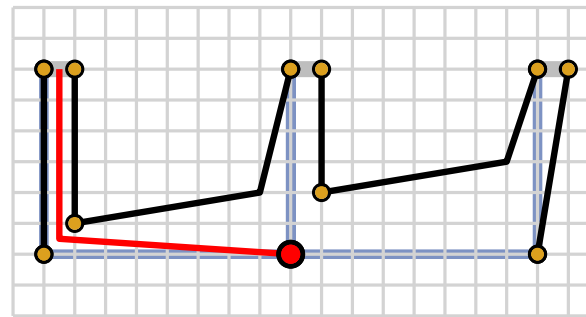
clause edge



# The Reduction

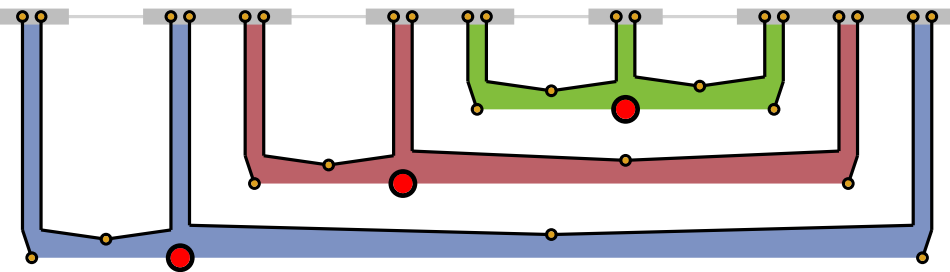
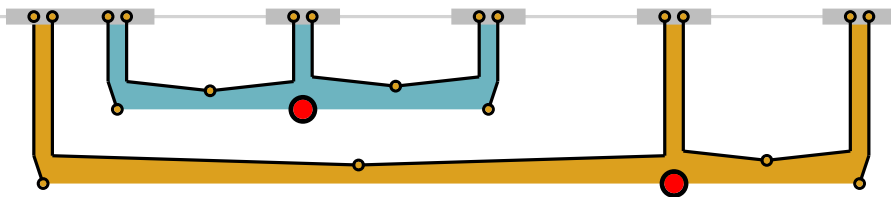


$\mapsto$

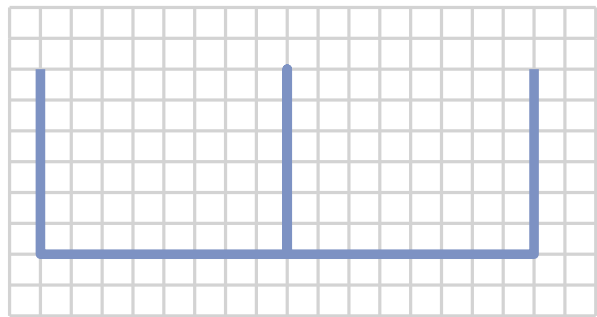
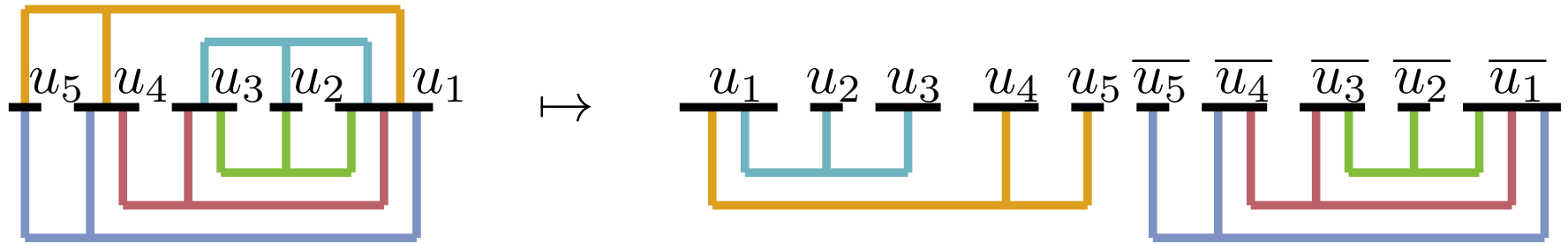


unique drawing

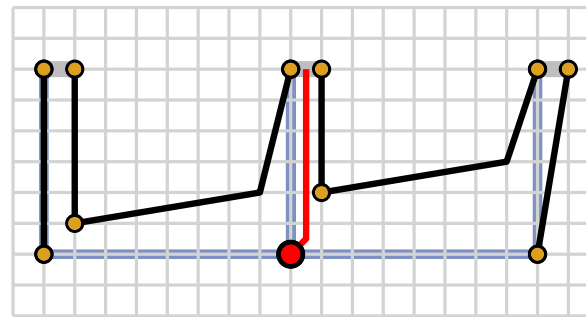
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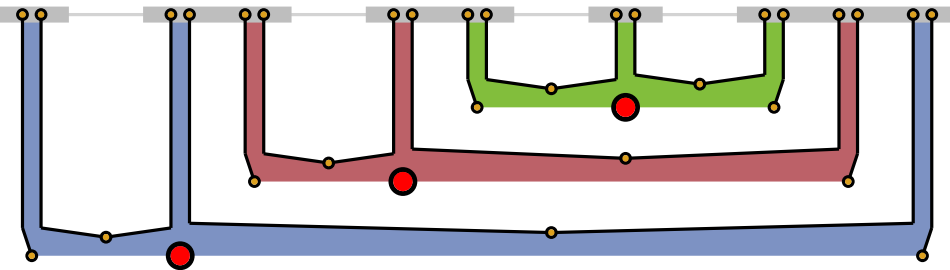
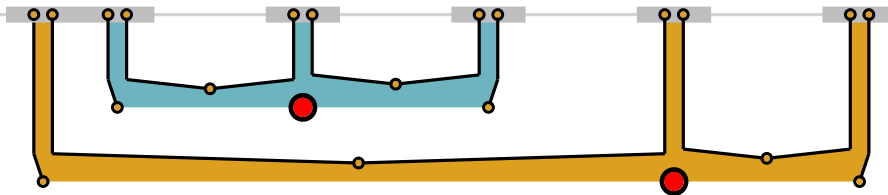


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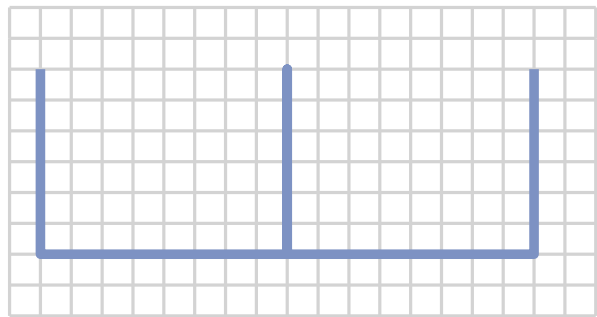
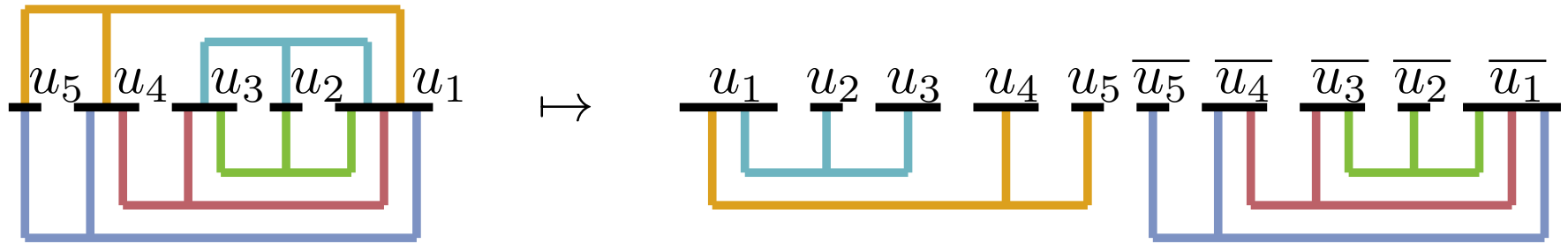


unique drawing

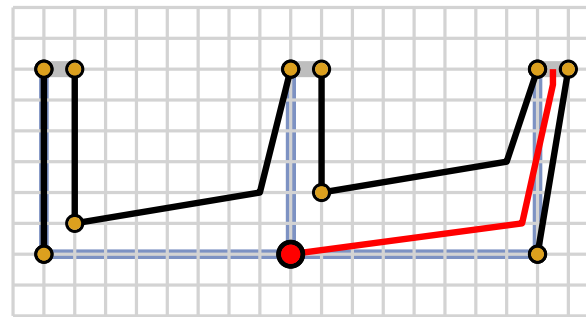
clause edge



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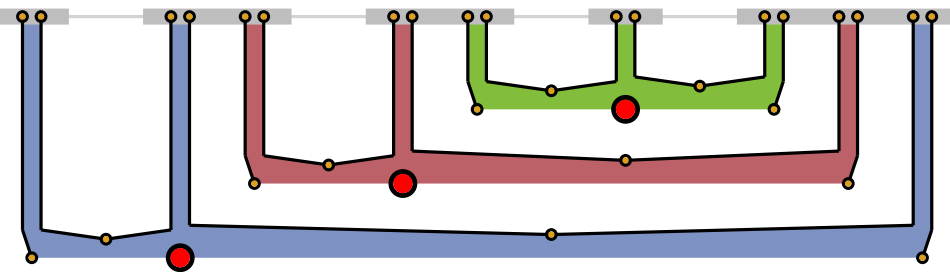
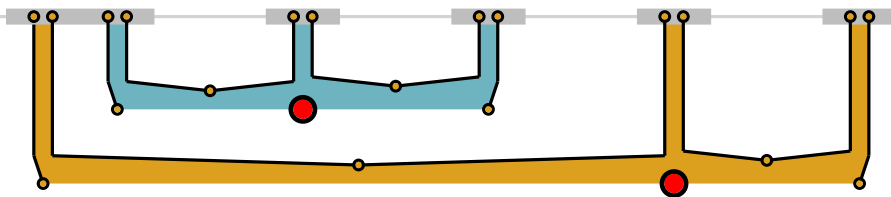


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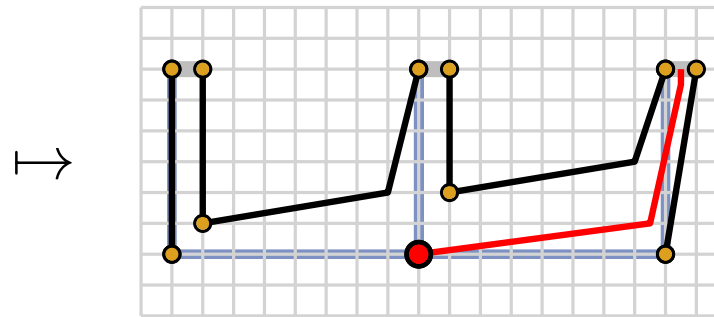
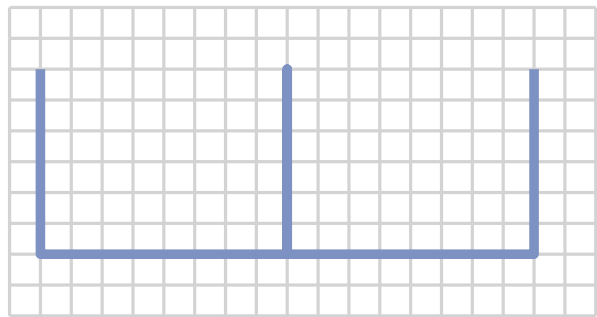
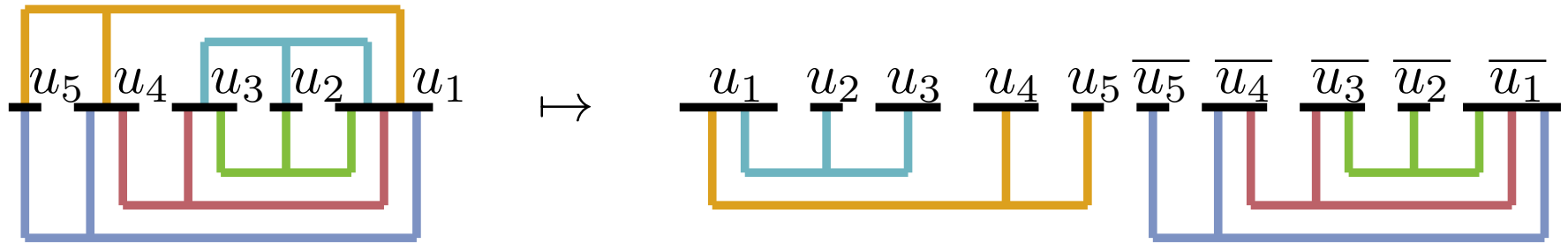


unique drawing

clause edge

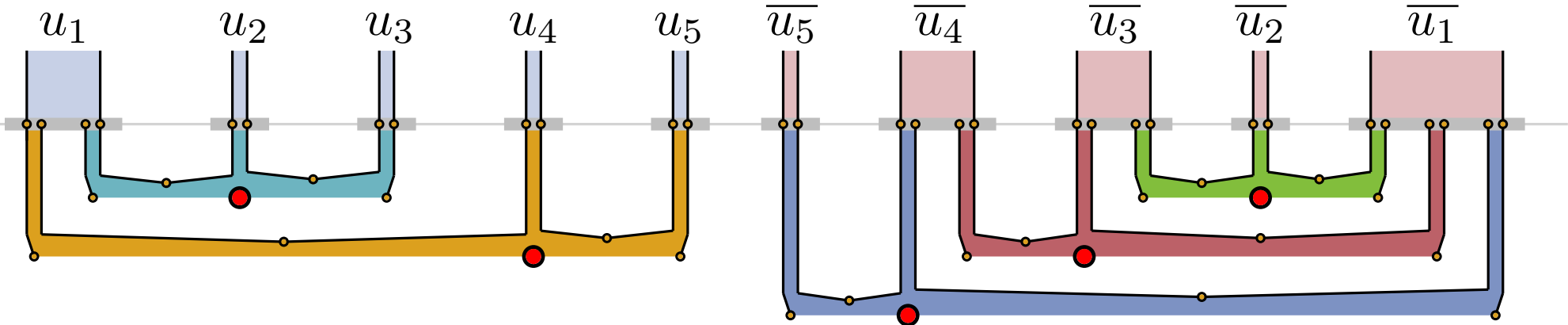


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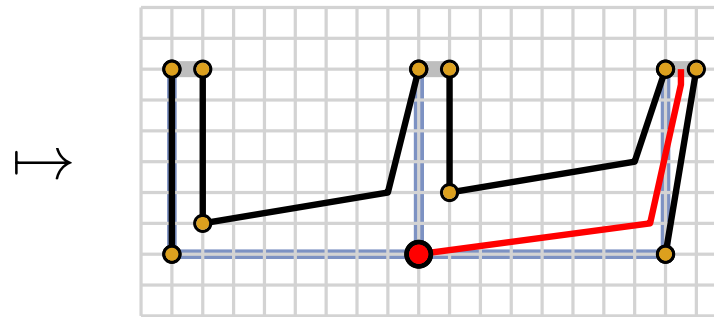
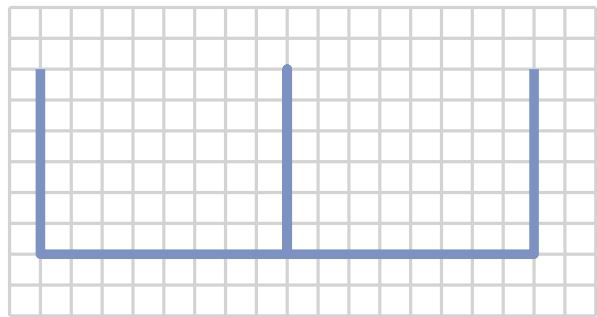
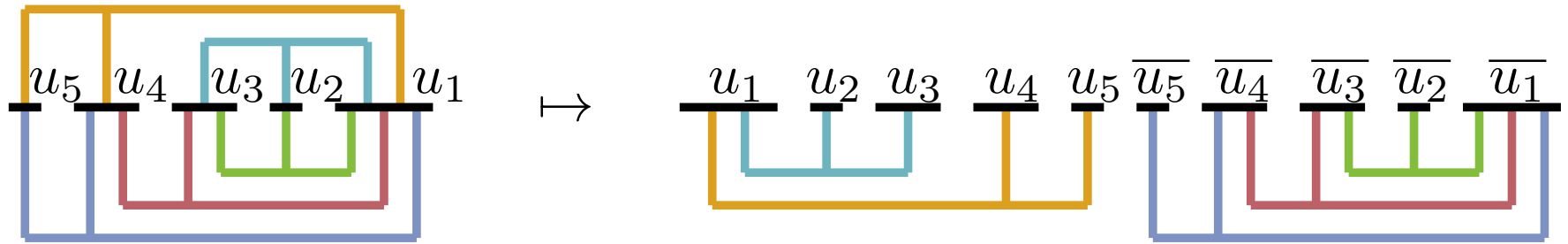


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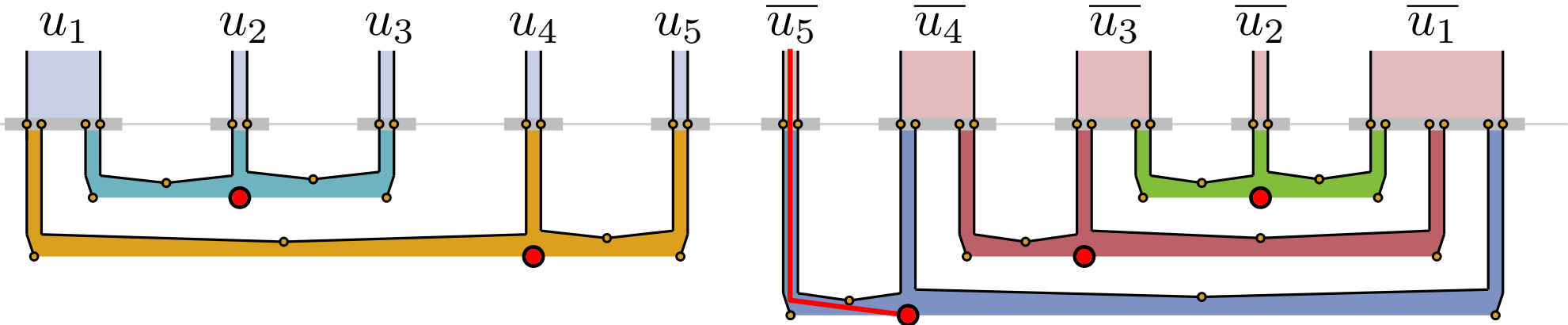


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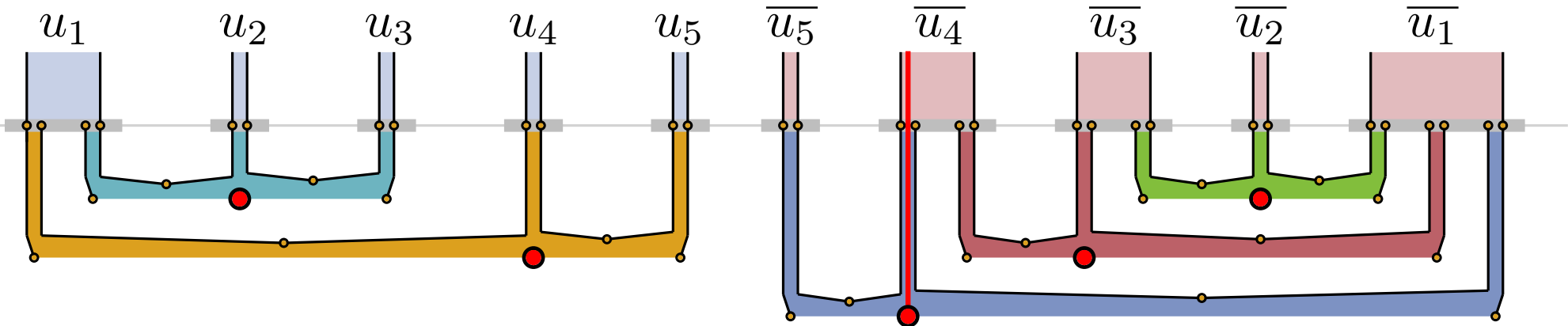
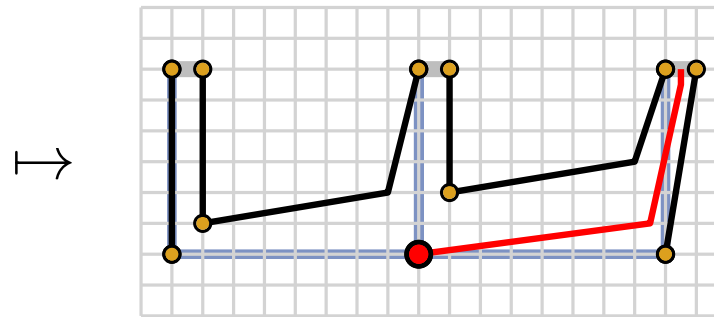
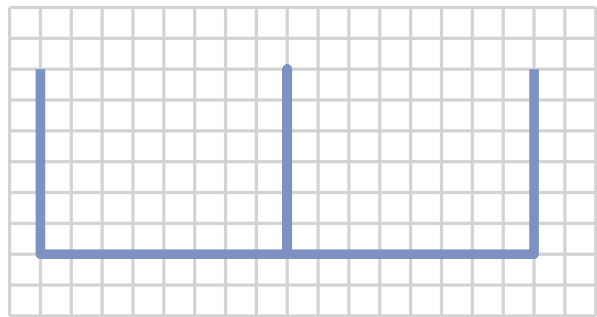
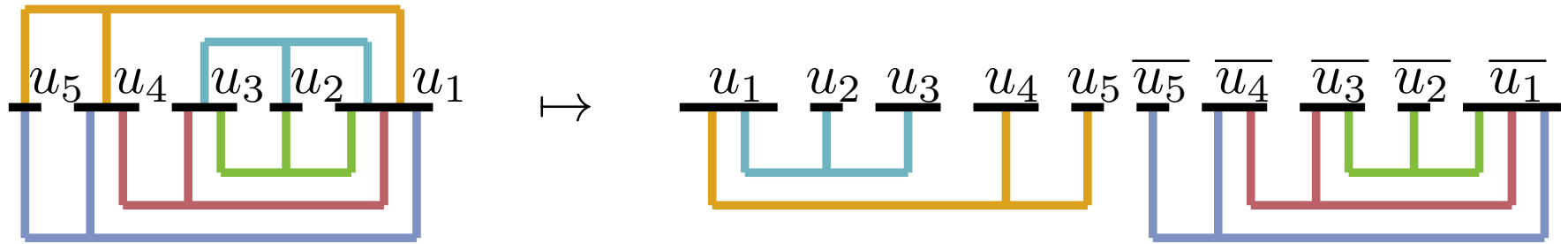
unique drawing

clause edge

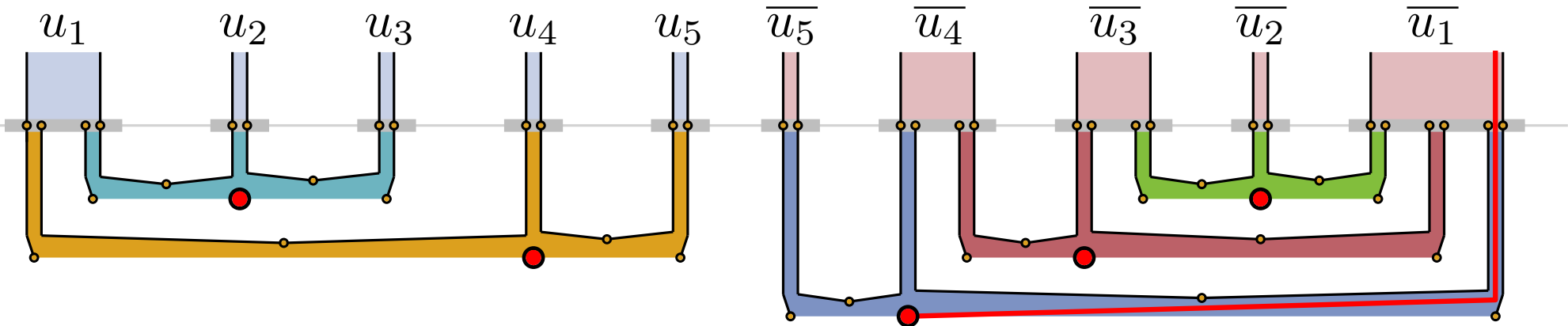
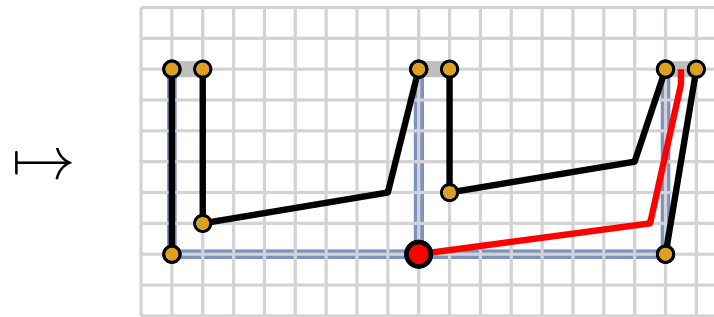
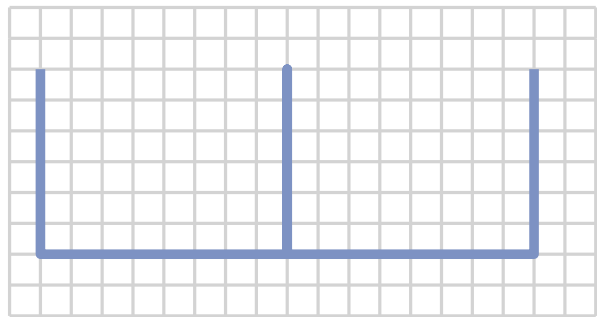
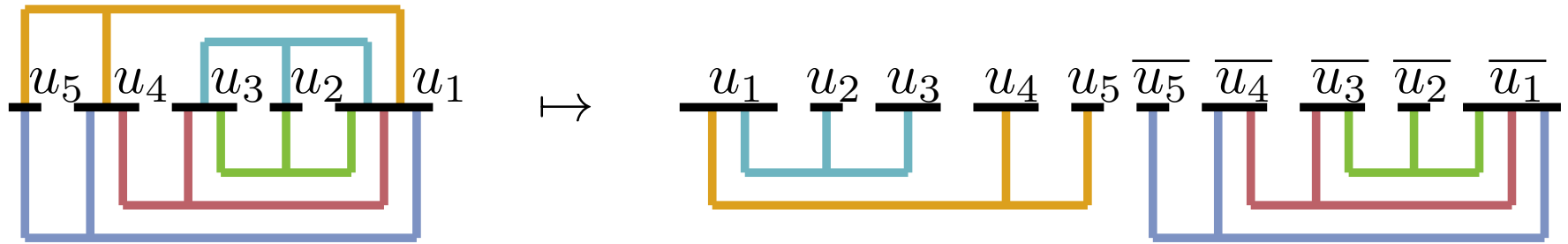




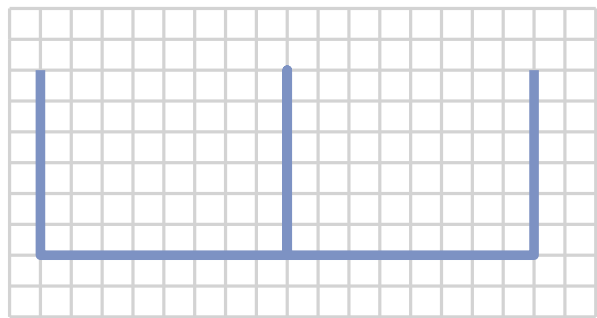
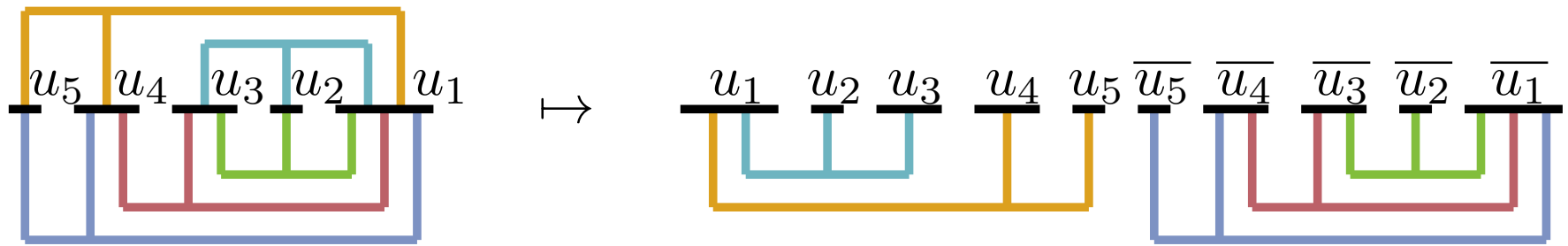
# The Reduction



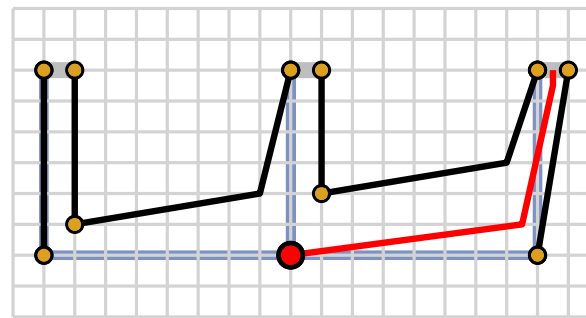
# The Reduction



# The Reduction

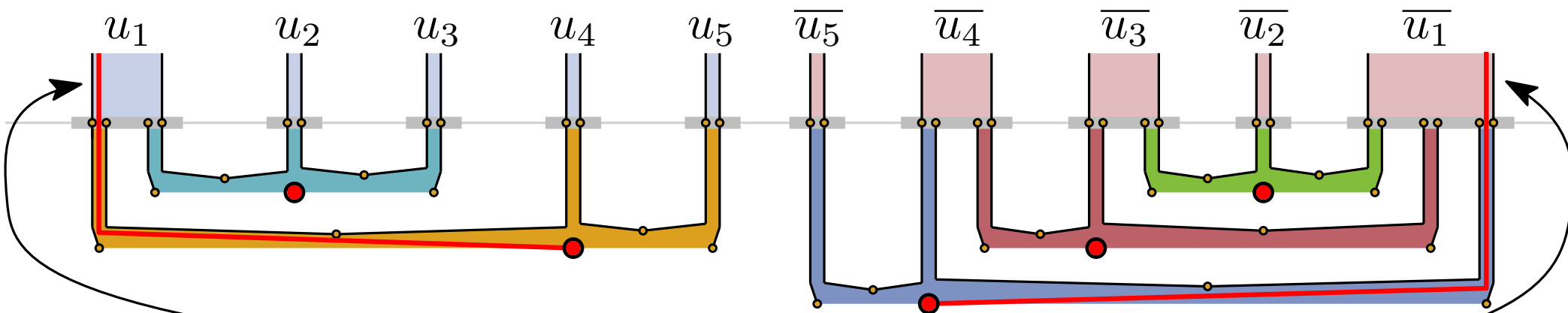


→



unique drawing

clause edge



Idea: Ensure that either the tunnel  $u_i$  or  $\bar{u}_i$  can be used, but not both!

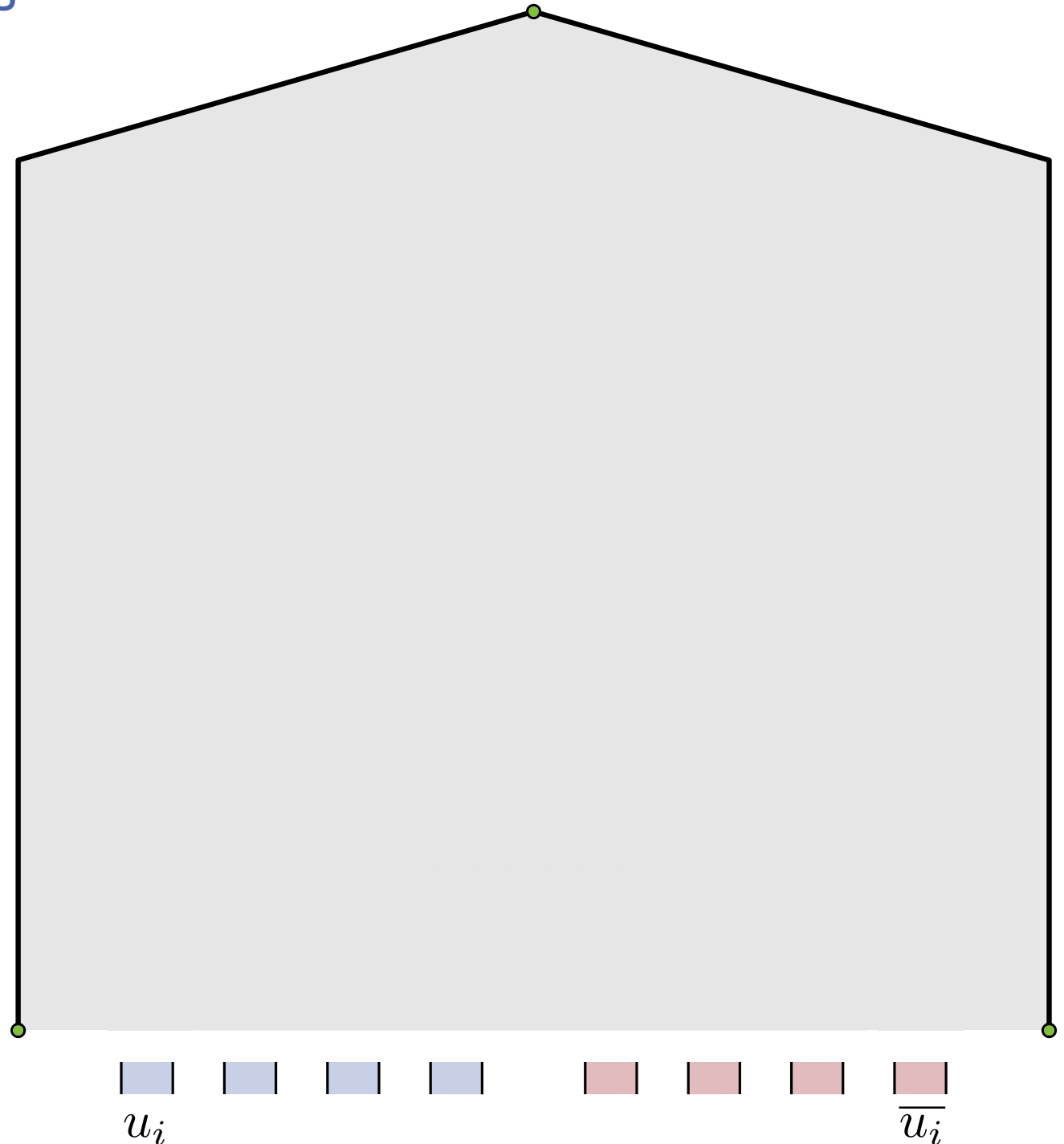
# Variable Gadgets

Ensure that for every  $i$  either the tunnel  $u_i$  or  $\overline{u_i}$  can be used, but not both!



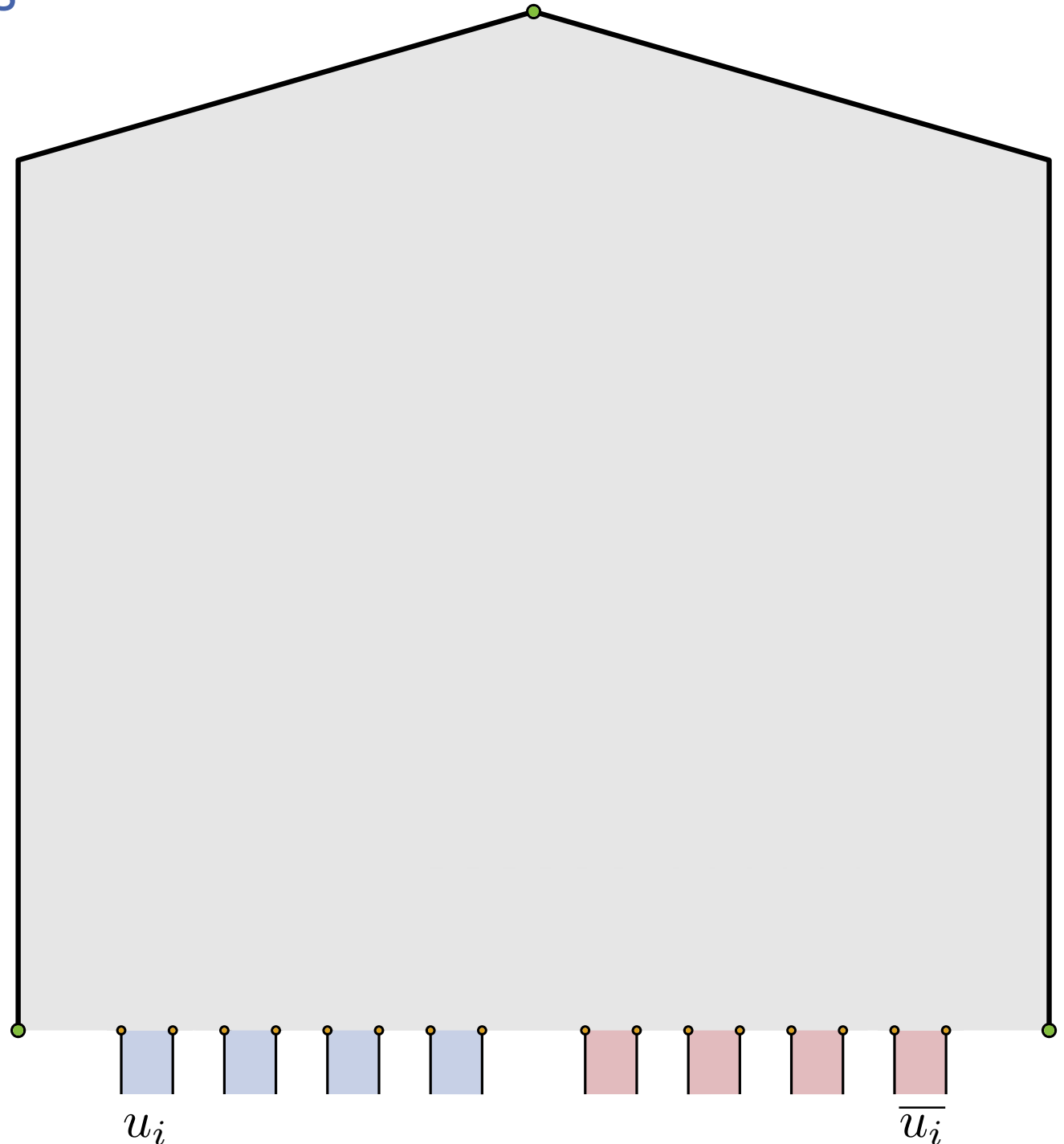
# Variable Gadgets

Ensure that for every  $i$  either the tunnel  $u_i$  or  $\overline{u_i}$  can be used, but not both!



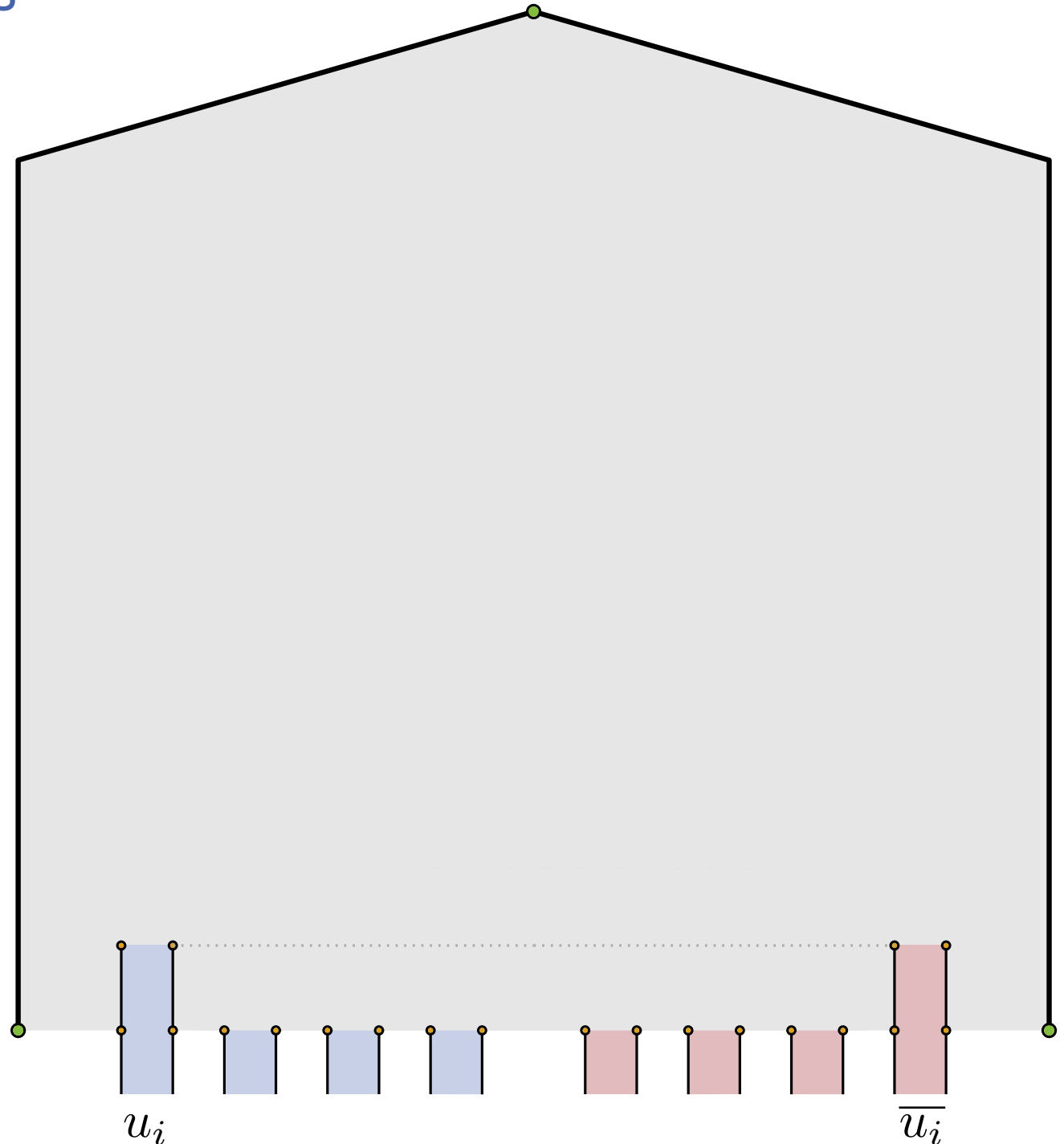
# Variable Gadgets

Ensure that for every  $i$  either the tunnel  $u_i$  or  $\overline{u_i}$  can be used, but not both!



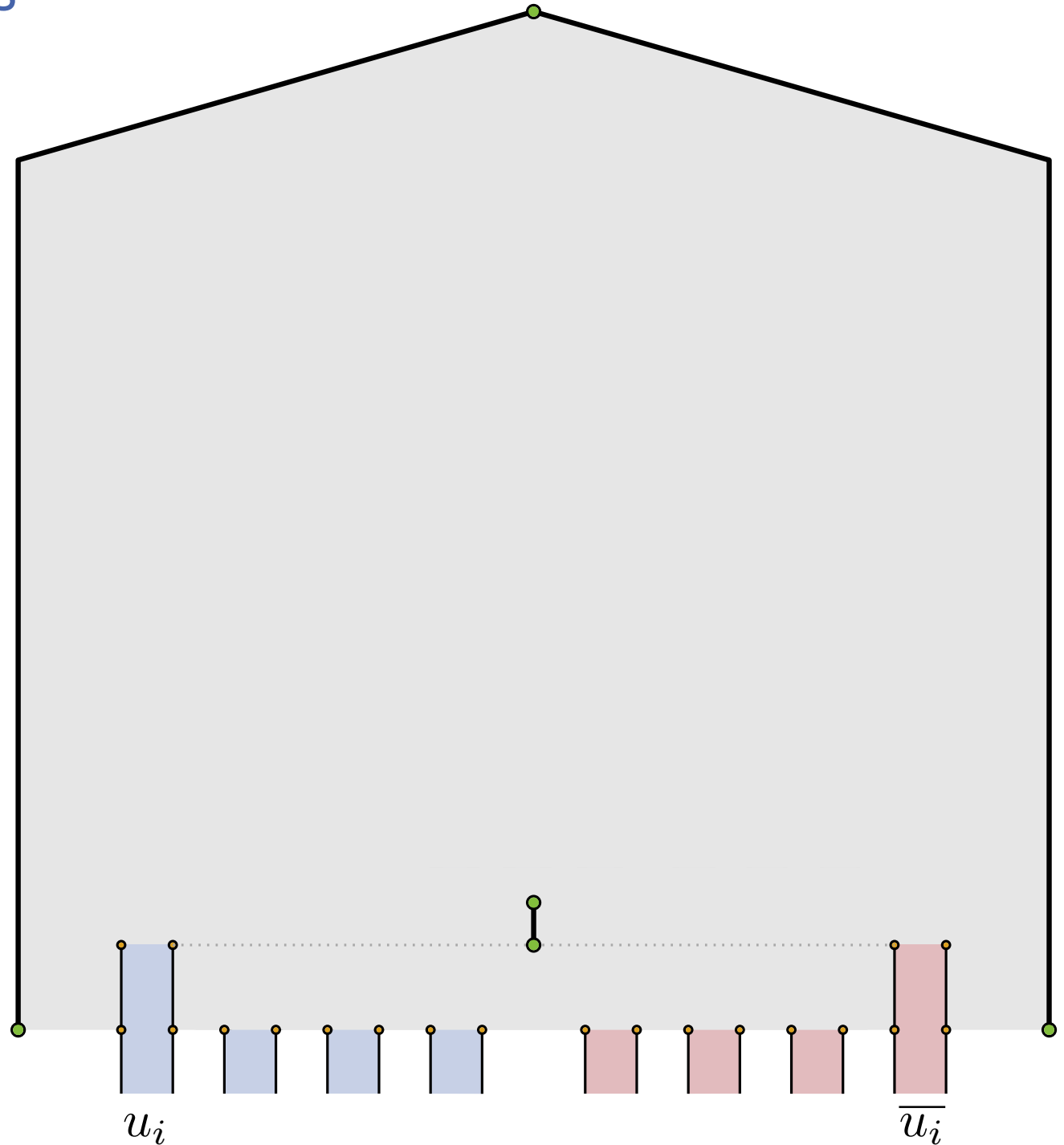
# Variable Gadgets

Ensure that for every  $i$  either the tunnel  $u_i$  or  $\overline{u_i}$  can be used, but not both!



# Variable Gadgets

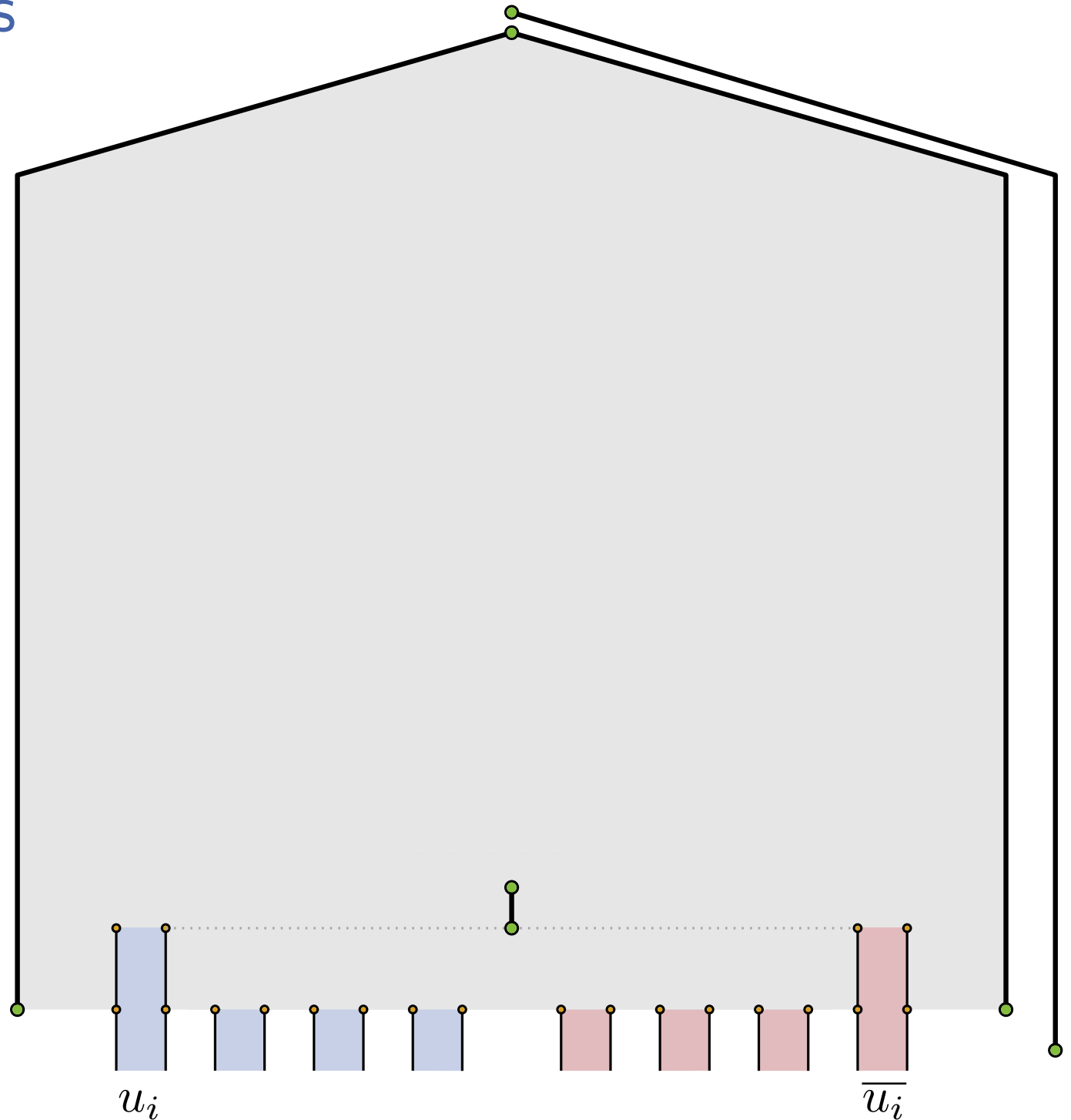
Ensure that for every  $i$  either the tunnel  $u_i$  or  $\overline{u_i}$  can be used, but not both!





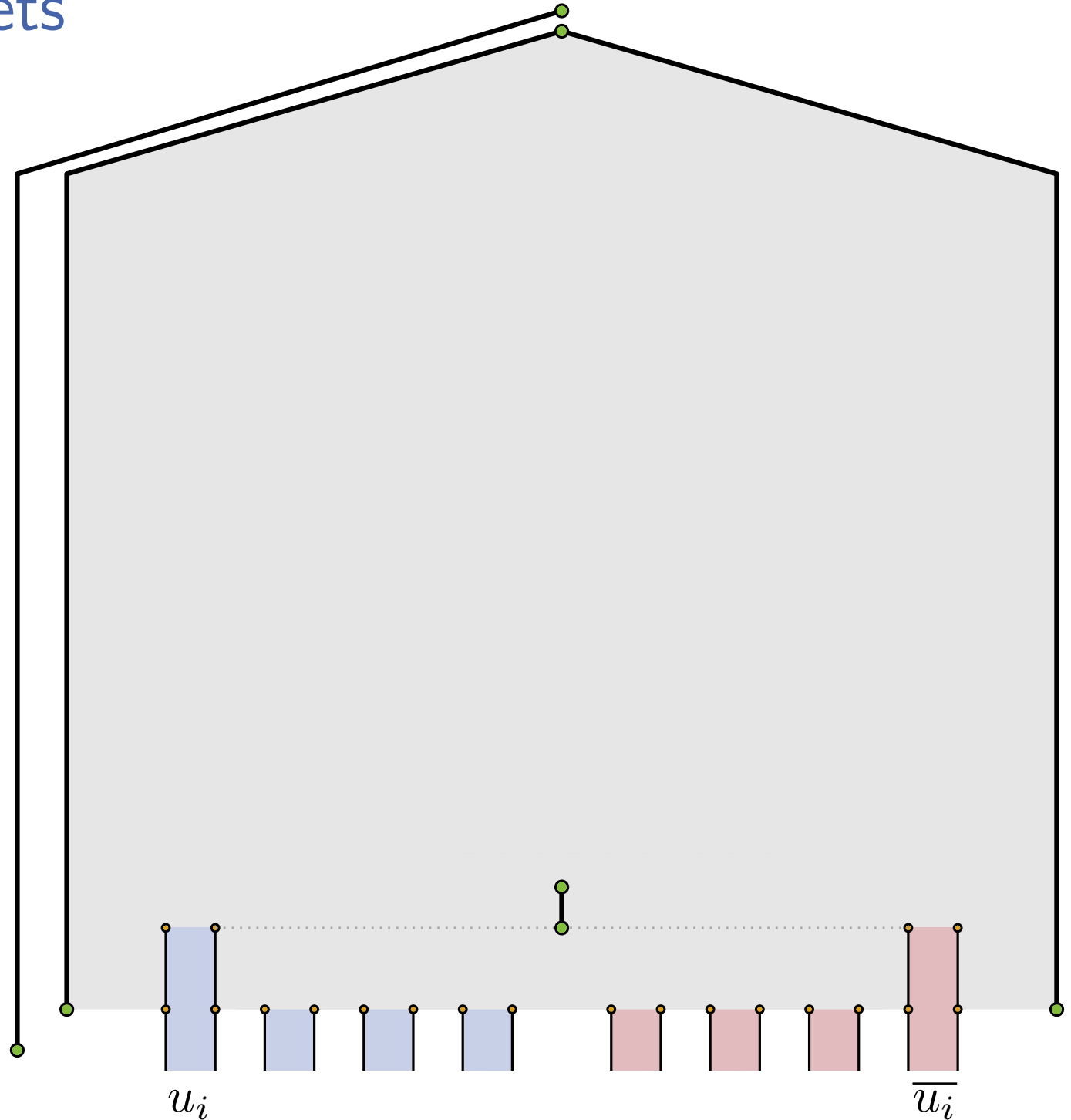
# Variable Gadgets

Ensure that for every  $i$  either the tunnel  $u_i$  or  $\overline{u_i}$  can be used, but not both!



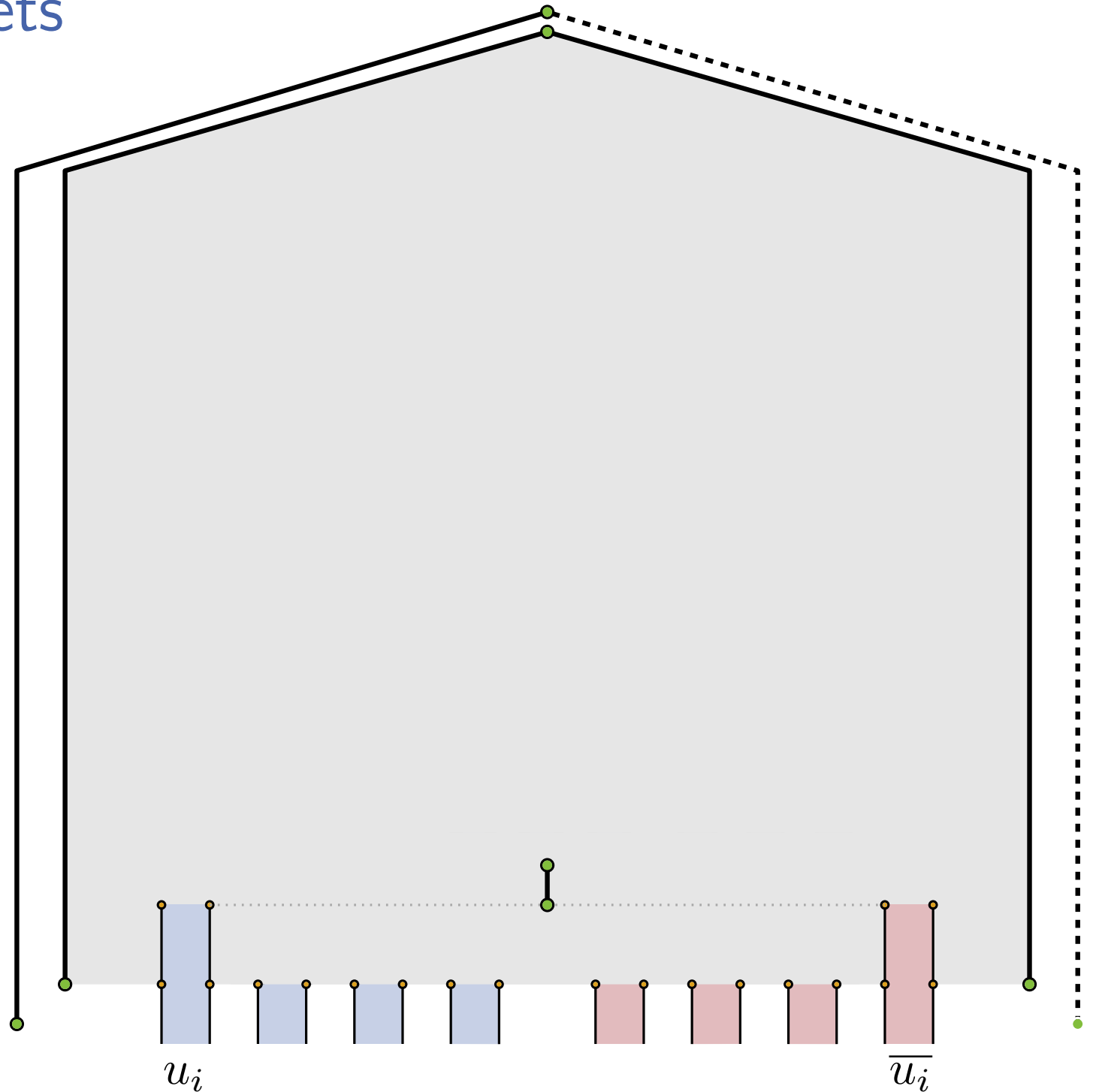
# Variable Gadgets

Ensure that for every  $i$  either the tunnel  $u_i$  or  $\overline{u_i}$  can be used, but not both!



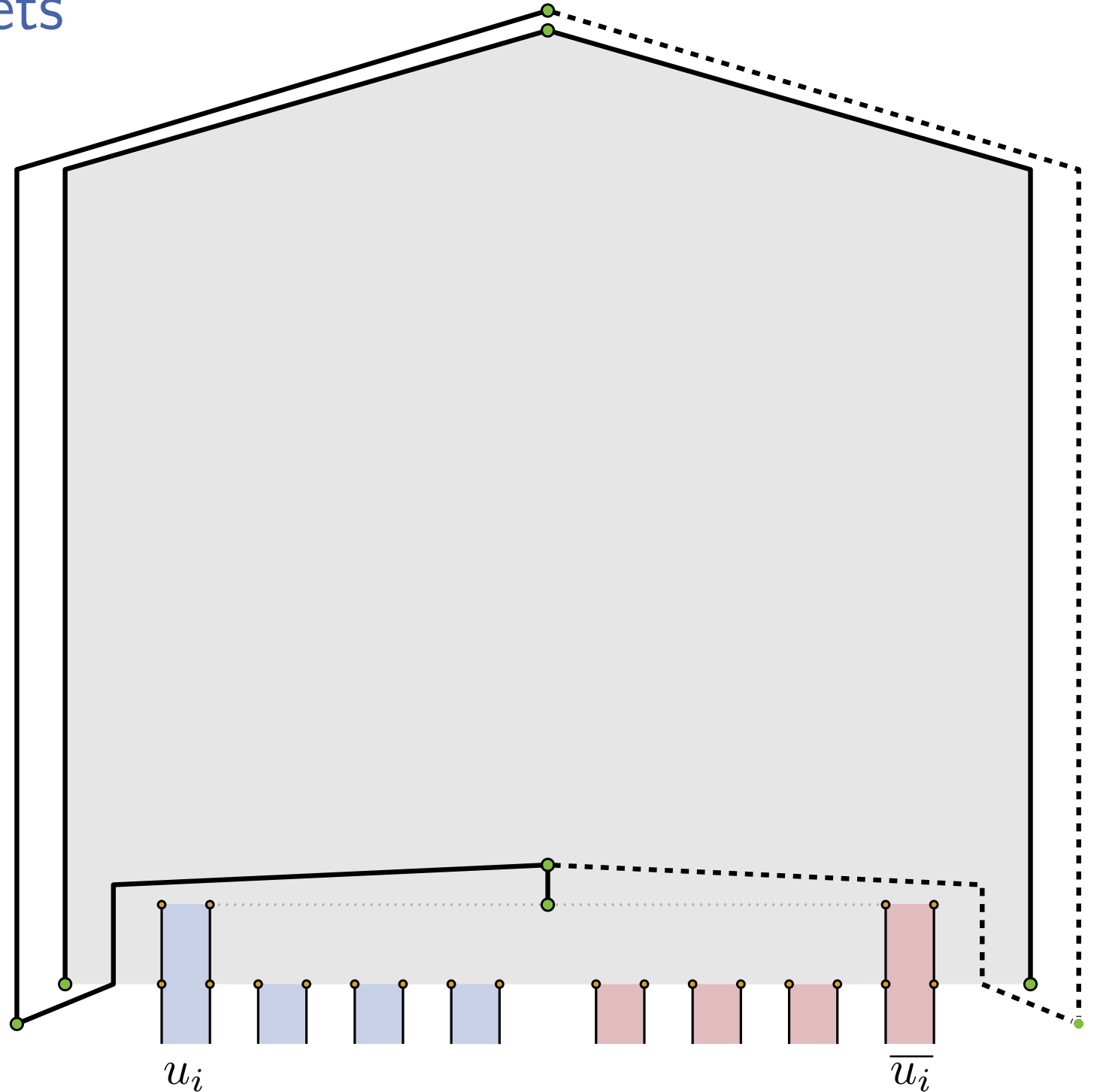
# Variable Gadgets

Ensure that for every  $i$  either the tunnel  $u_i$  or  $\overline{u_i}$  can be used, but not both!



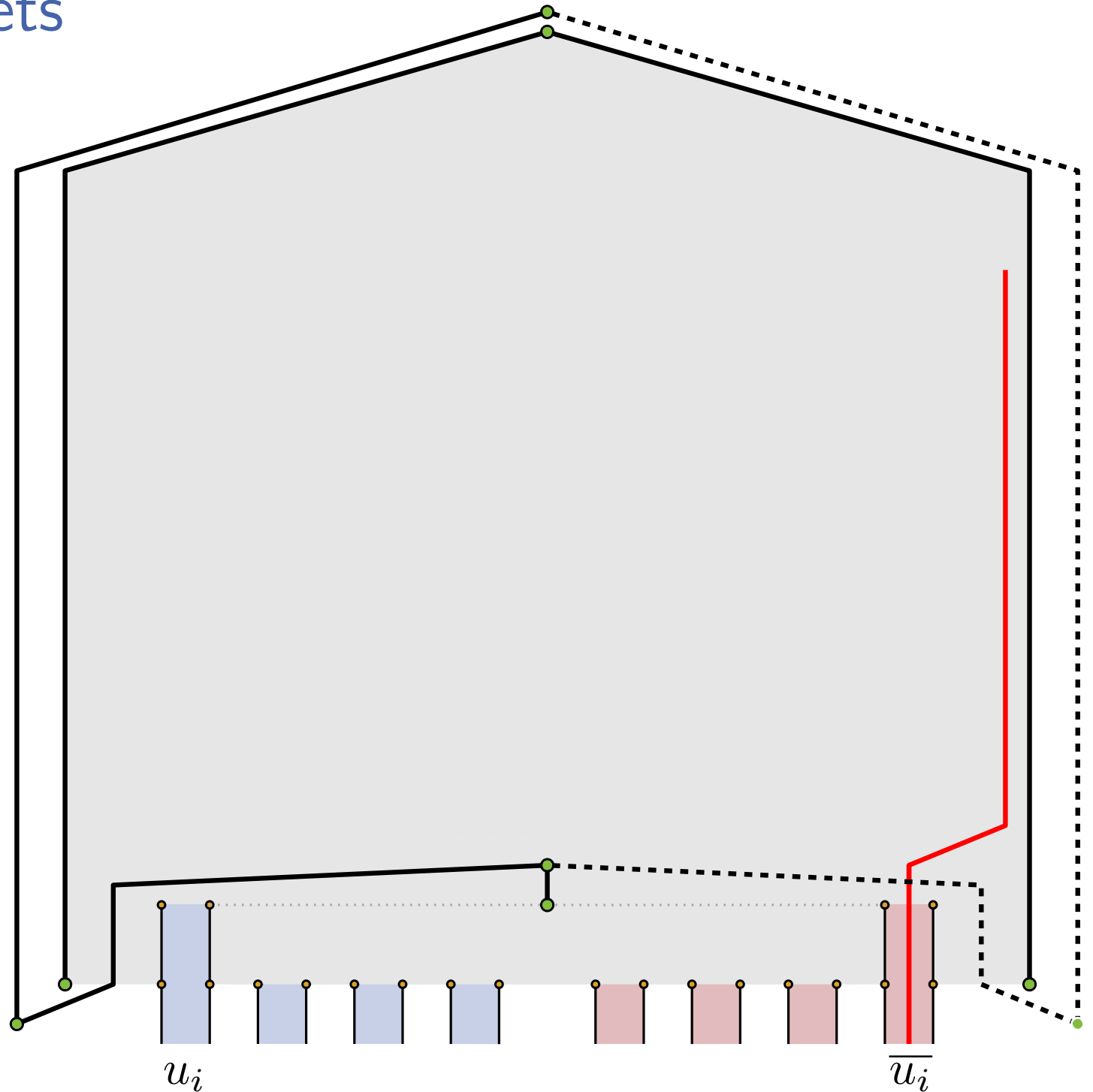
# Variable Gadgets

Ensure that for every  $i$  either the tunnel  $u_i$  or  $\overline{u_i}$  can be used, but not both!



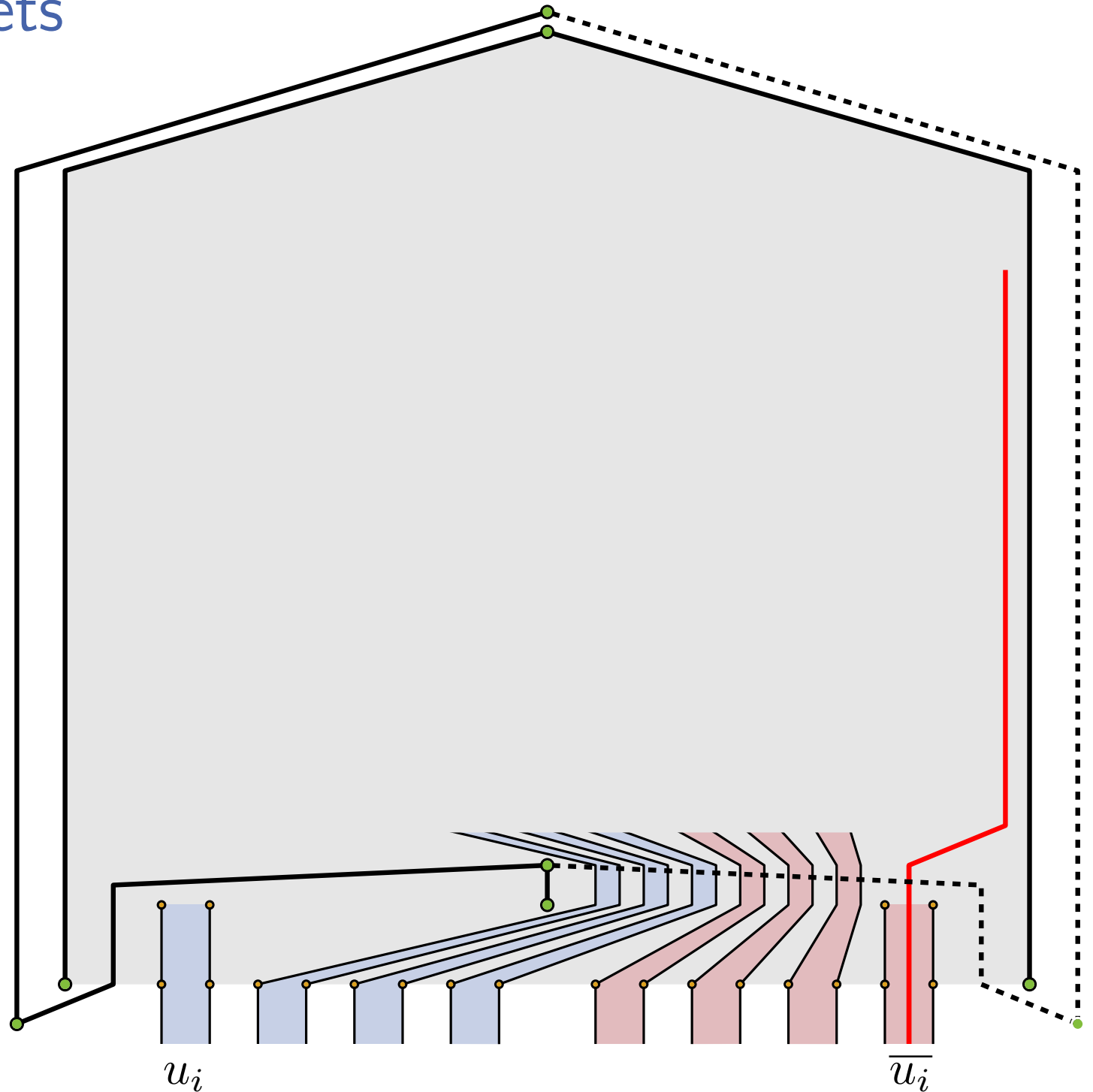
# Variable Gadgets

Ensure that for every  $i$  either the tunnel  $u_i$  or  $\overline{u_i}$  can be used, but not both!



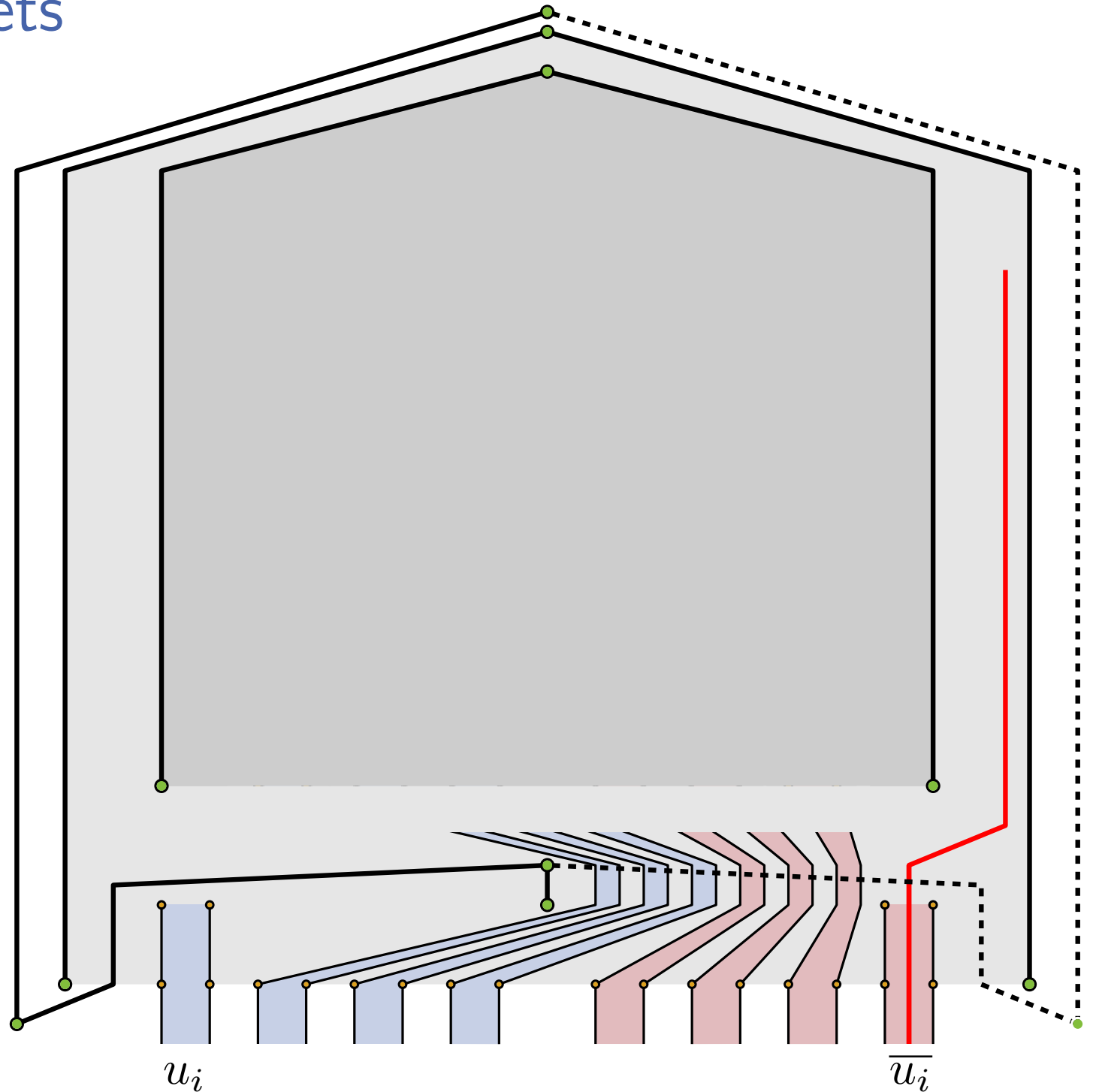
# Variable Gadgets

Ensure that for every  $i$  either the tunnel  $u_i$  or  $\overline{u_i}$  can be used, but not both!



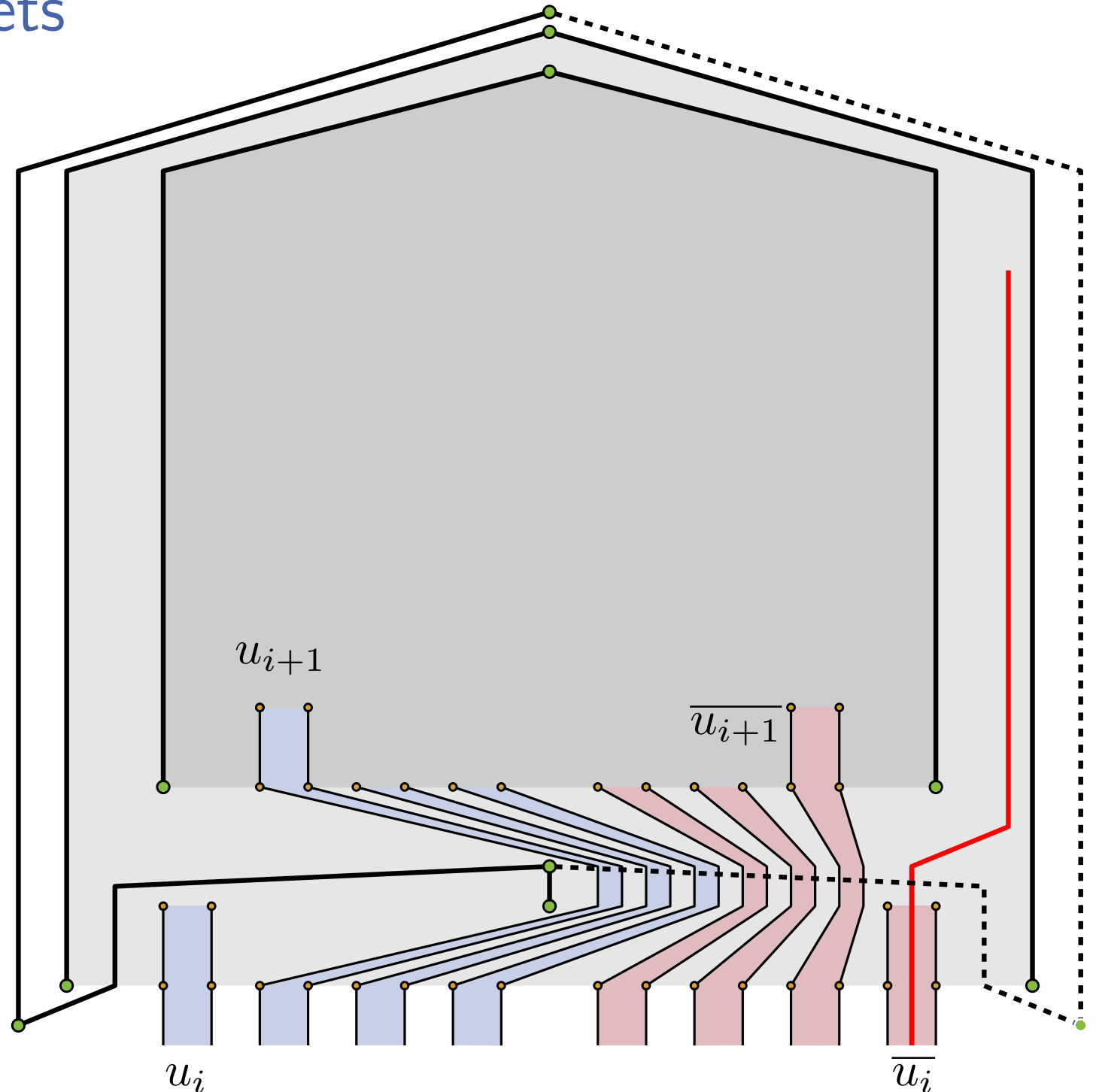
# Variable Gadgets

Ensure that for every  $i$  either the tunnel  $u_i$  or  $\overline{u_i}$  can be used, but not both!



# Variable Gadgets

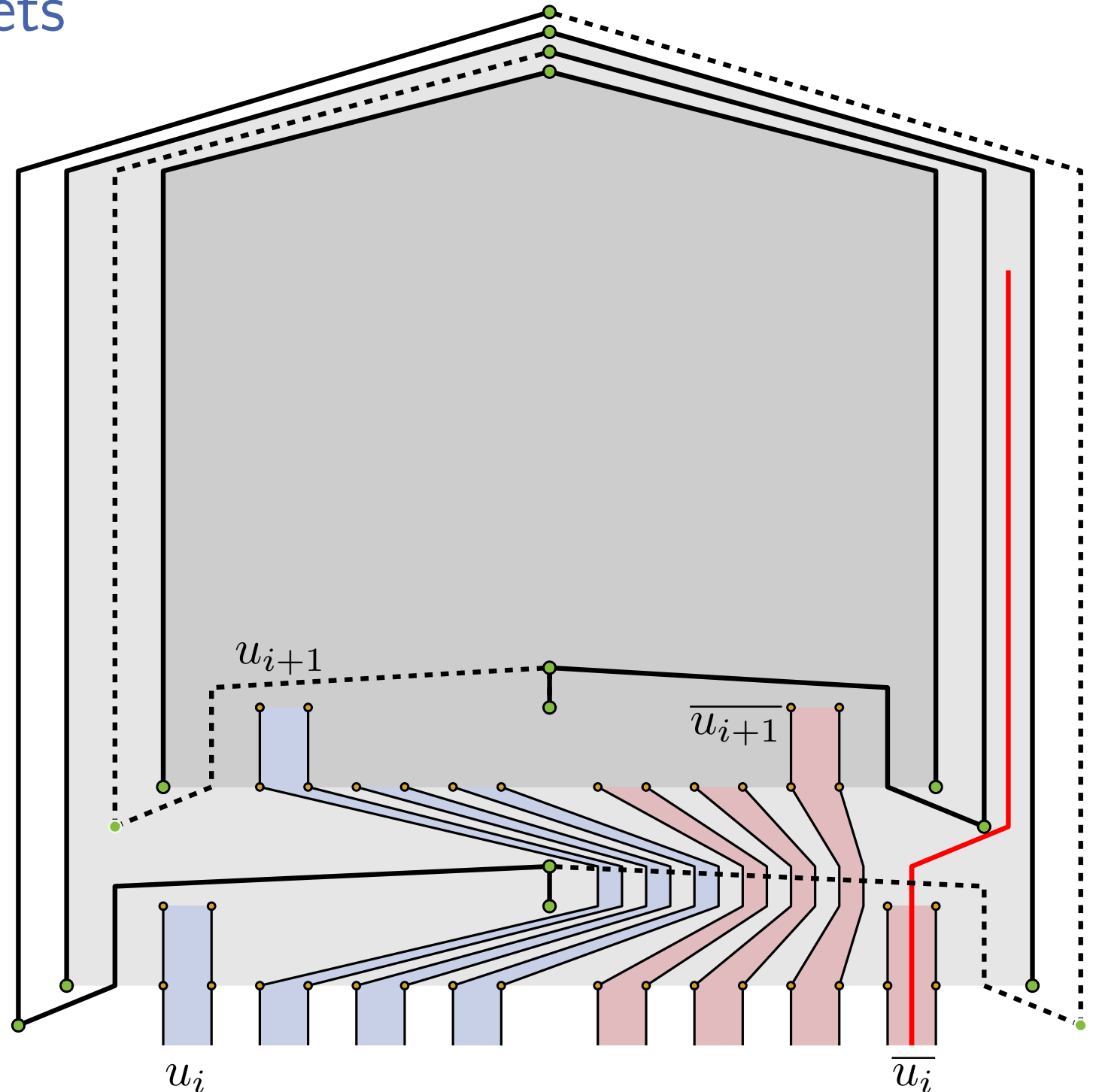
Ensure that for every  $i$  either the tunnel  $u_i$  or  $\overline{u_i}$  can be used, but not both!





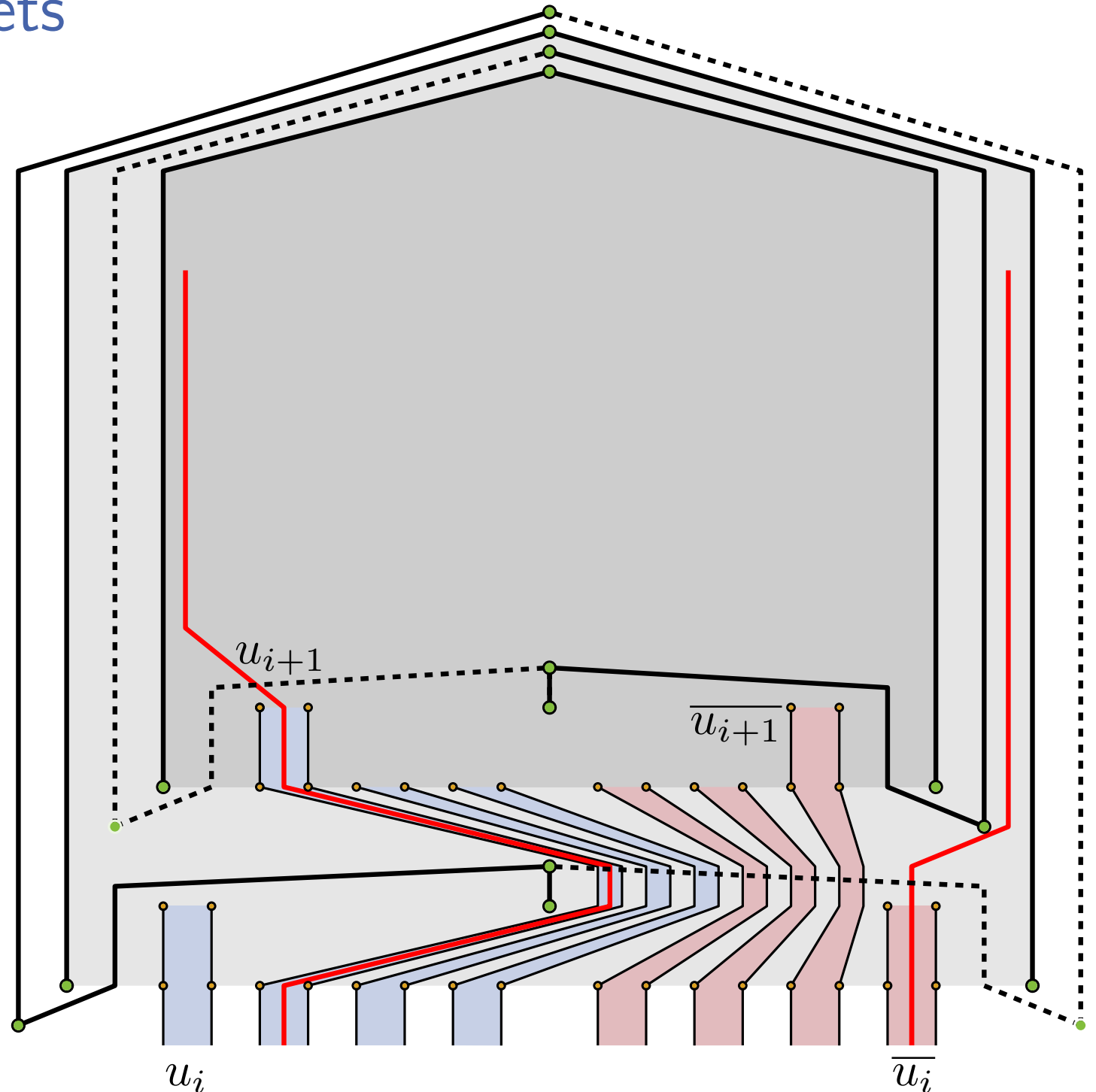
# Variable Gadgets

Ensure that for every  $i$  either the tunnel  $u_i$  or  $\overline{u_i}$  can be used, but not both!



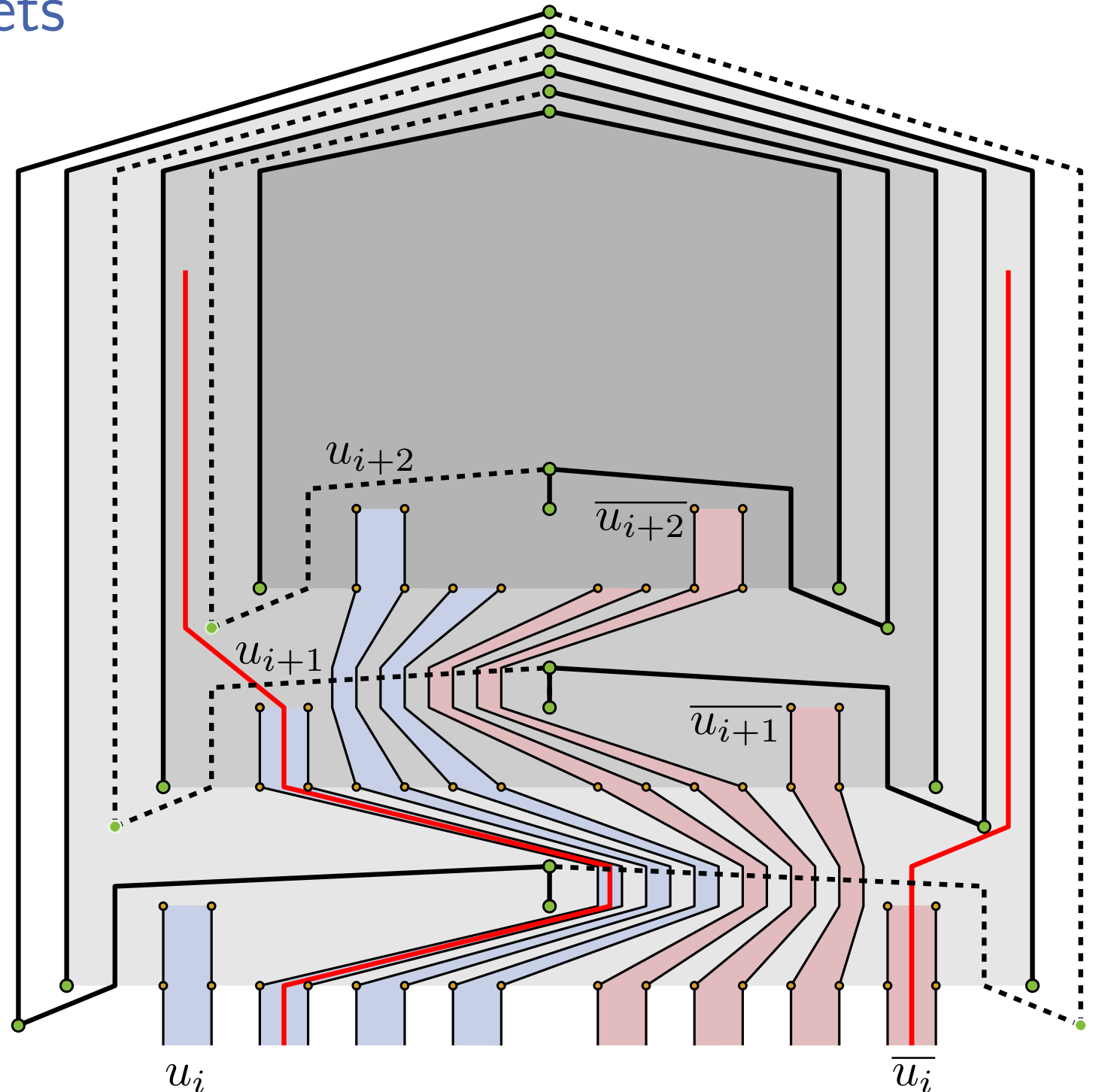
# Variable Gadgets

Ensure that for every  $i$  either the tunnel  $u_i$  or  $\overline{u_i}$  can be used, but not both!



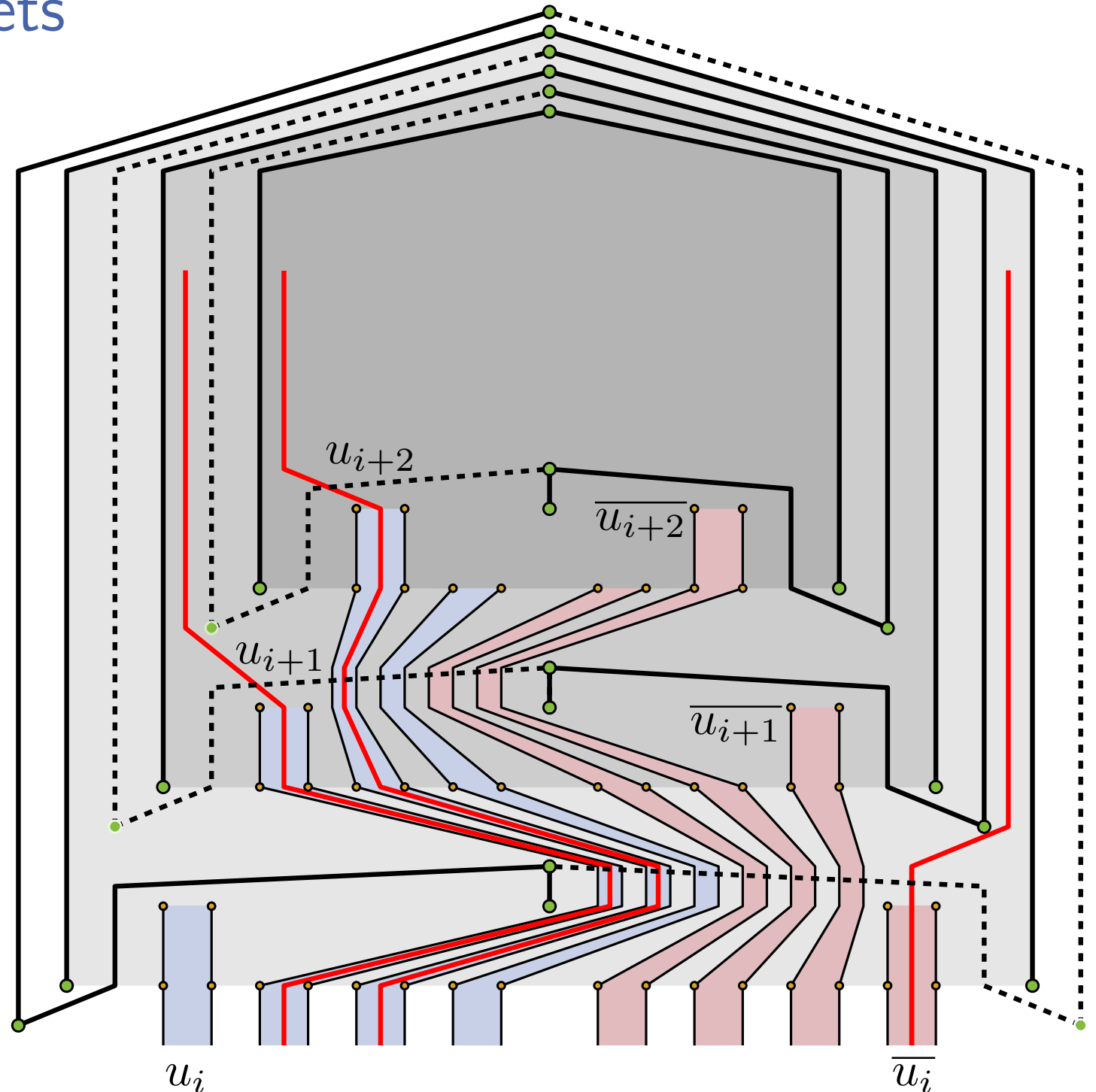
# Variable Gadgets

Ensure that for every  $i$  either the tunnel  $u_i$  or  $\overline{u_i}$  can be used, but not both!



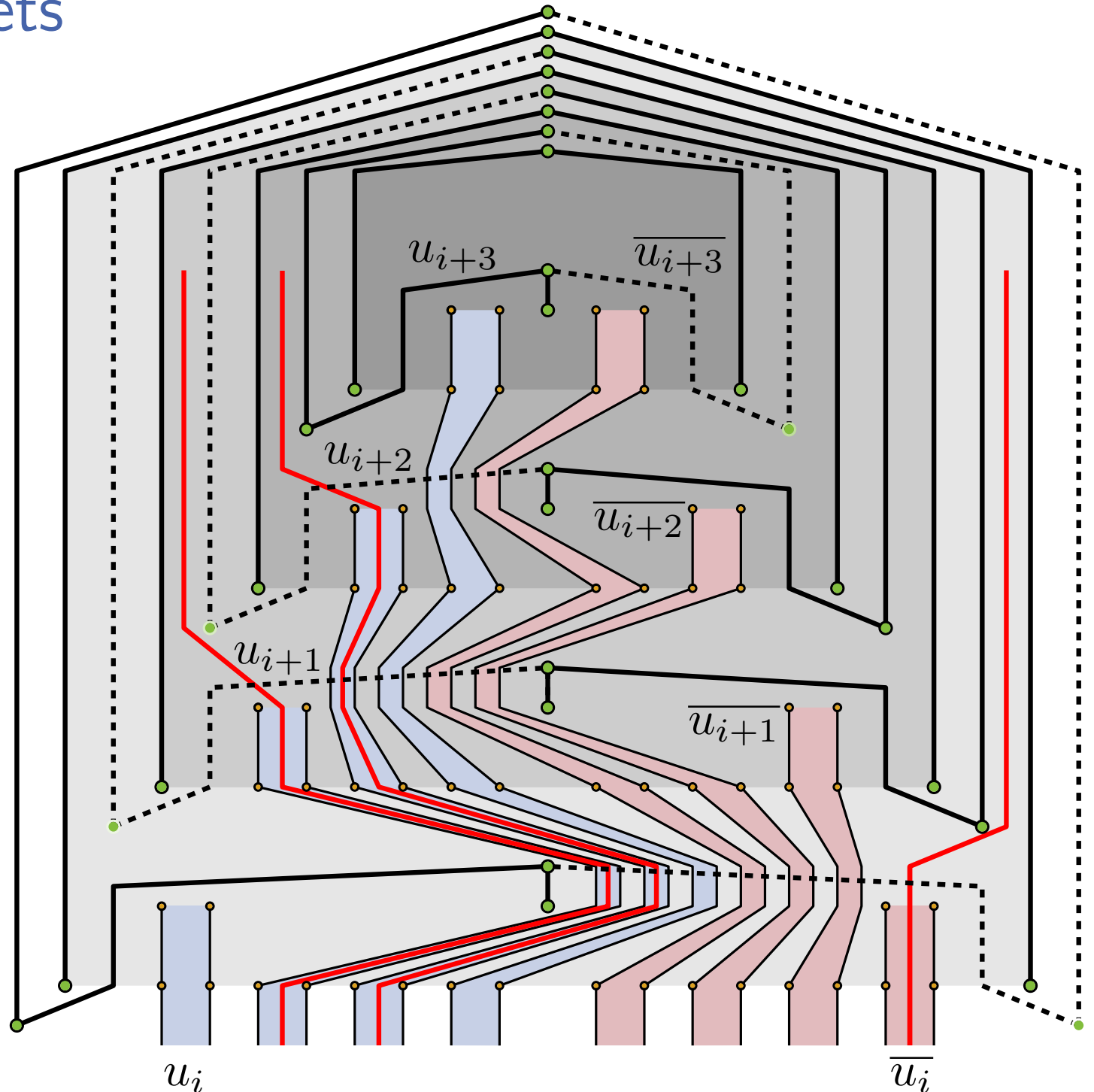
# Variable Gadgets

Ensure that for every  $i$  either the tunnel  $u_i$  or  $\overline{u_i}$  can be used, but not both!



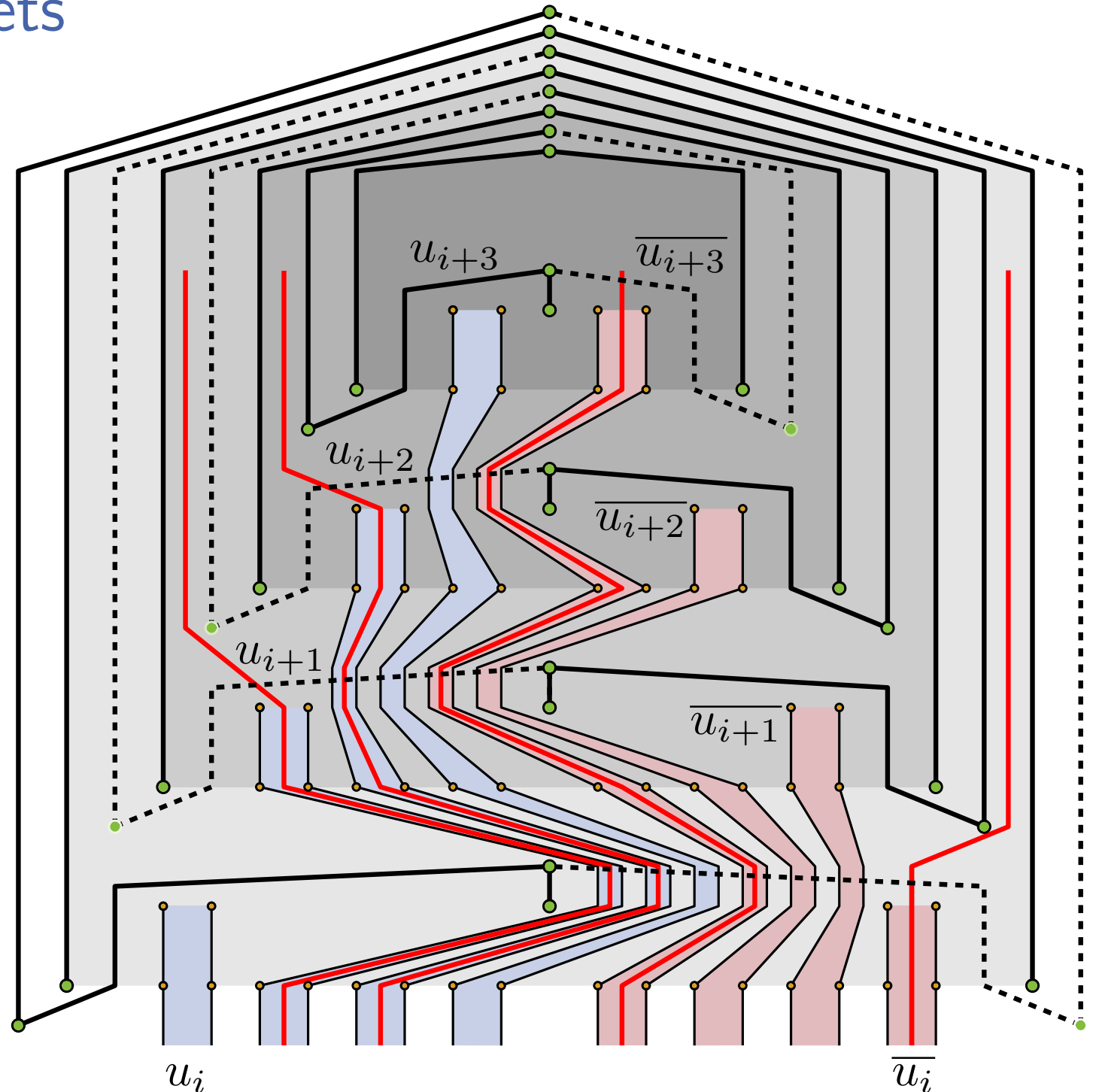
# Variable Gadgets

Ensure that for every  $i$  either the tunnel  $u_i$  or  $\overline{u_i}$  can be used, but not both!



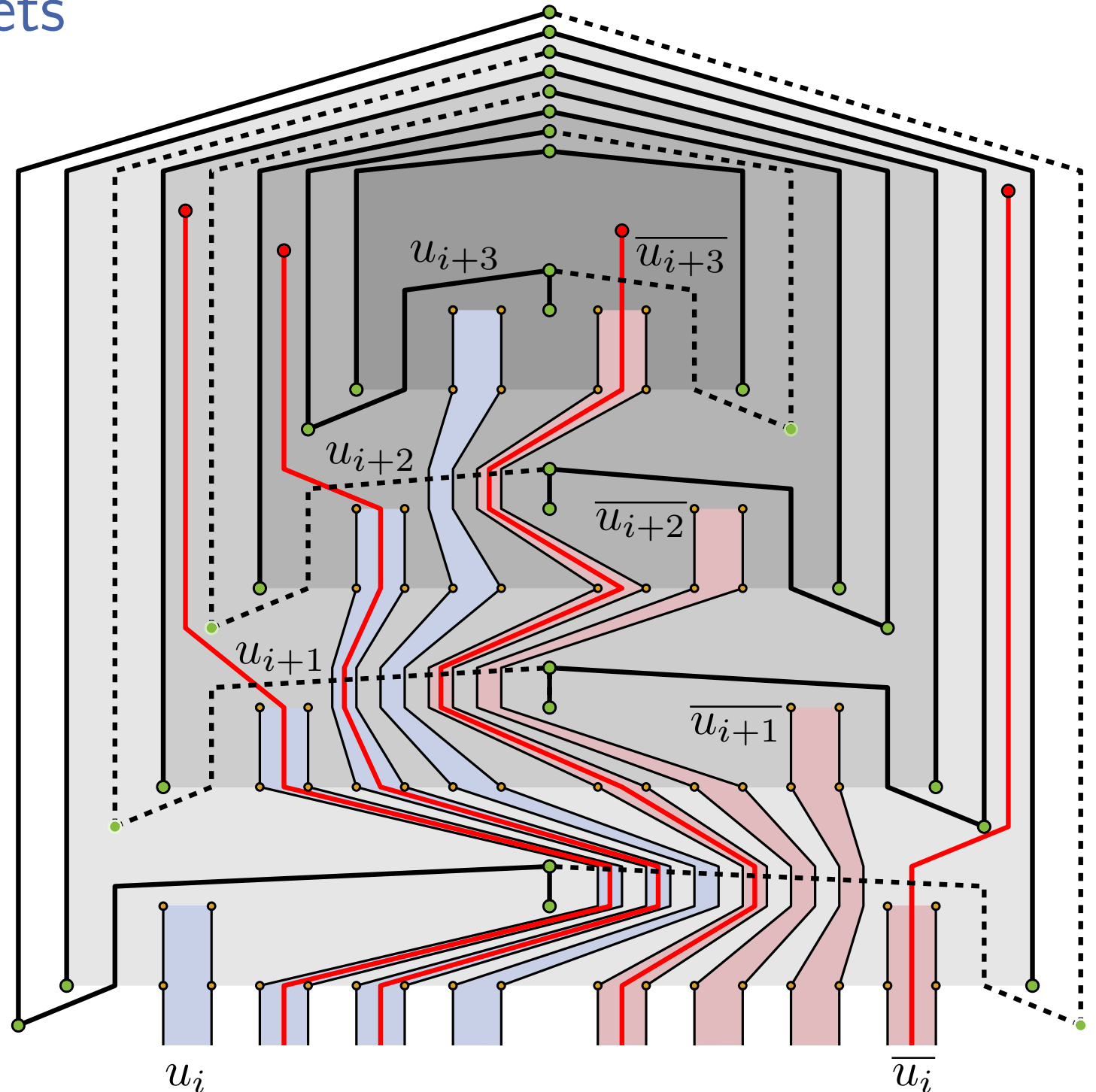
# Variable Gadgets

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Ensure that for every  $i$  either the tunnel  $u_i$  or  $\overline{u_i}$  can be used, but not both!

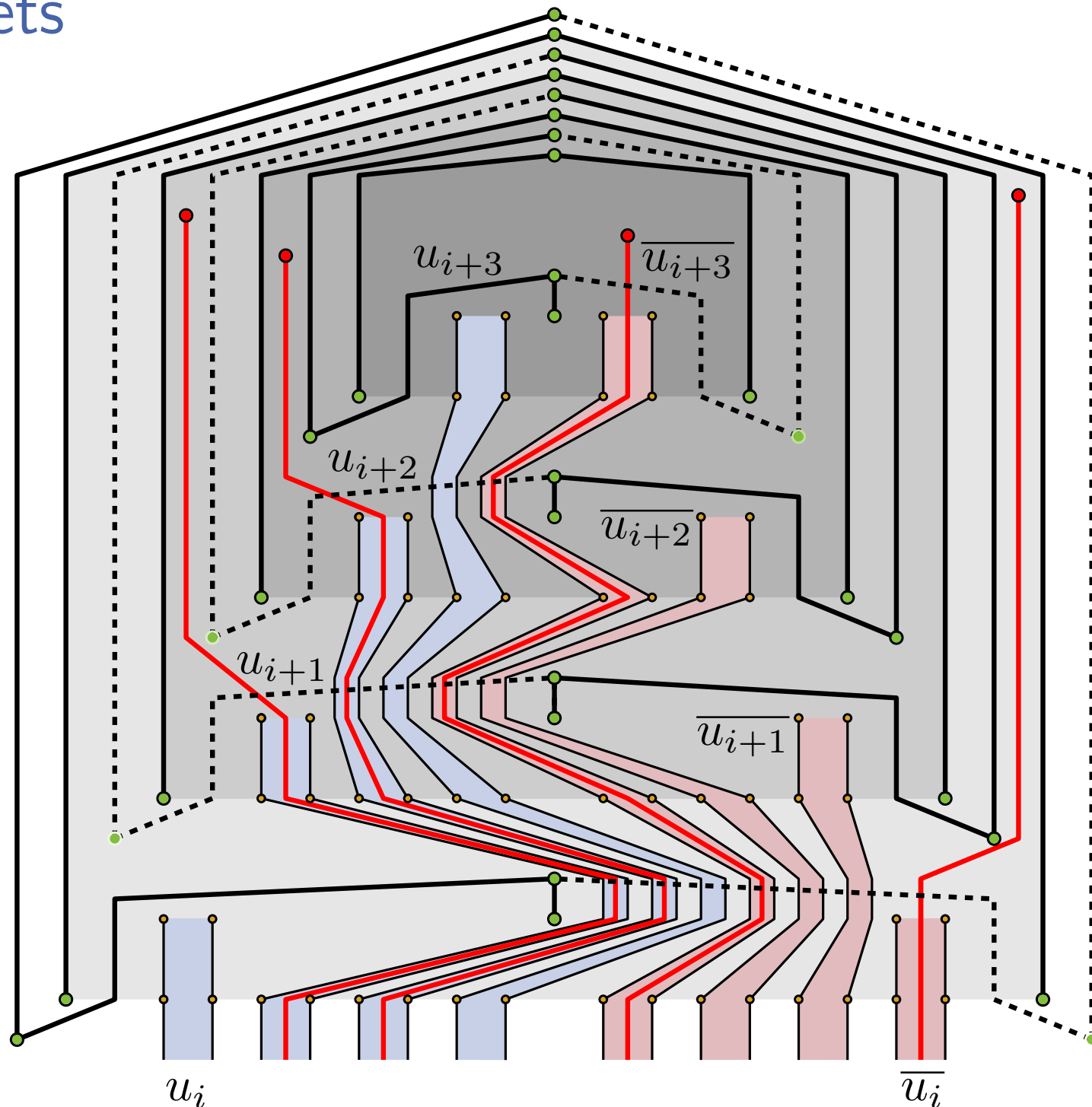


# Variable Gadgets

Ensure that for every  $i$  either the tunnel  $u_i$  or  $\overline{u_i}$  can be used, but not both!

$$\Delta = 2 \quad \checkmark$$

$$\lambda = 2 \quad ?$$

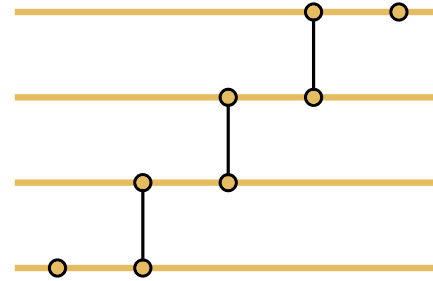




# Reducing to Level Width $\lambda = 2$



one level,  $\lambda = k$

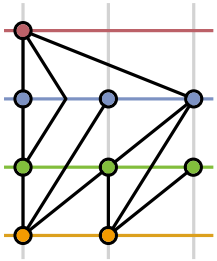


$k - 1$  levels,  $\lambda = 2$

# Result Overview

level-width  $\lambda = \max. \# \text{vertices per level}$

## ORDERED LEVEL PLANARITY

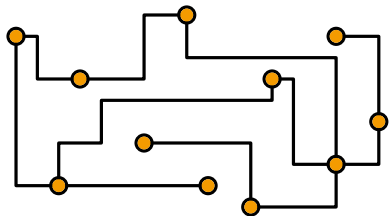


NP-complete even for  $\Delta = \lambda = 2$

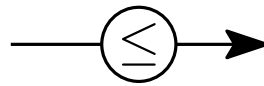
Polytime for  $\Delta_{in} = \Delta_{out} = 1$  or  $\lambda = 1$



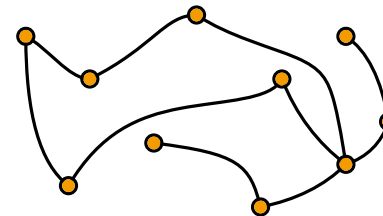
## GEODESIC PLANARITY



NP-hard even  
for matchings  
in general position



## BI-MONOTONICITY

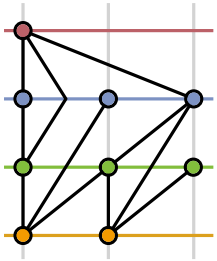


NP-hard even  
for matchings

# Result Overview

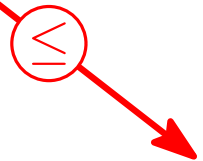
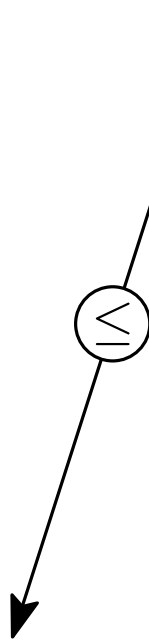
level-width  $\lambda = \max. \# \text{vertices per level}$

## ORDERED LEVEL PLANARITY



NP-complete even for  $\Delta = \lambda = 2$

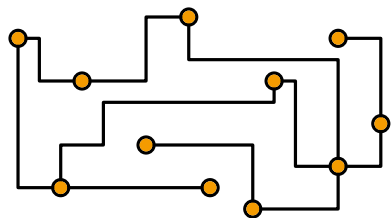
Polytime for  $\Delta_{in} = \Delta_{out} = 1$  or  $\lambda = 1$



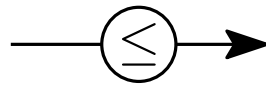
### CLUSTERED LEVEL PLANARITY

NP-complete even for  $\Delta = \lambda = 2$  and only 2 clusters

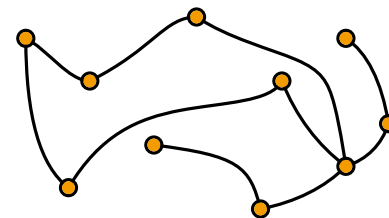
## GEODESIC PLANARITY



NP-hard even for matchings in general position



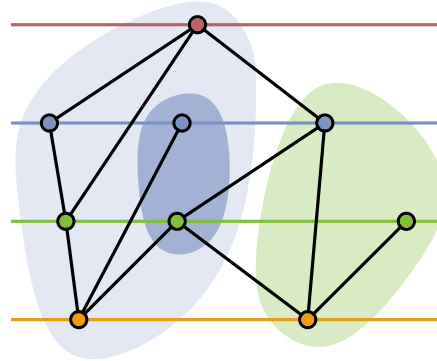
## BI-MONOTONICITY



NP-hard even for matchings

# CLUSTERED LEVEL PLANARITY

Combination of LEVEL PLANARITY and CLUSTER PLANARITY.



[Forster, Bachmaier'04]

NP-complete

[Angelini, Da Lozzo, Di Battista, Frati, Roselli'15]

Open: Complexity for flat clustering hierarchies

[Angelini et al.'15]

Our result: NP-hardness for  $\lambda = \Delta = 2$  and 2 clusters.

Poly-time algorithms for ...

... some proper instances

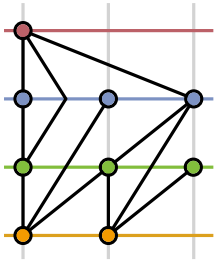
[Forster, Bachmaier'04]

... all proper instances

[Angelini et al.'15]

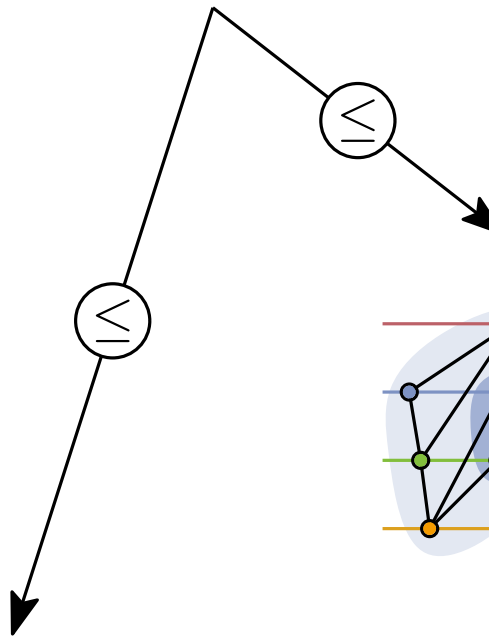
# Result Overview

## ORDERED LEVEL PLANARITY

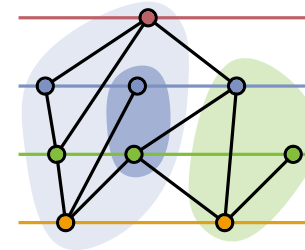


NP-complete even for  $\Delta = \lambda = 2$

Polytime for  $\Delta_{in} = \Delta_{out} = 1$  or  $\lambda = 1$

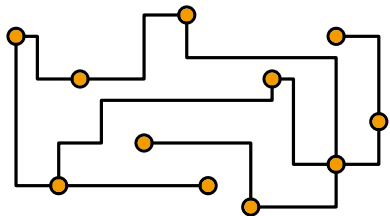


## CLUSTERED LEVEL PLANARITY

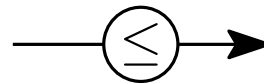


NP-complete even  
for  $\Delta = \lambda = 2$   
and only 2 clusters

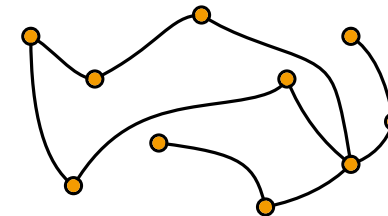
## GEODESIC PLANARITY



NP-hard even  
for matchings  
in general position



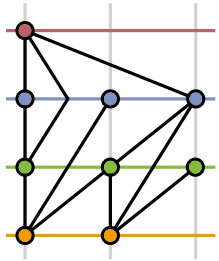
## BI-MONOTONICITY



NP-hard even  
for matchings

# Result Overview

## ORDERED LEVEL PLANARITY

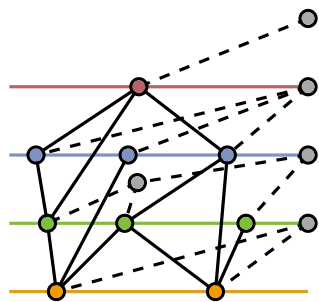


NP-complete even for  $\Delta = \lambda = 2$

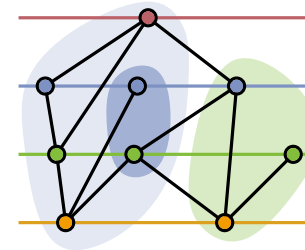
Polytime for  $\Delta_{in} = \Delta_{out} = 1$  or  $\lambda = 1$

[Angelini et al.'15]

## T-LEVEL PLANARITY

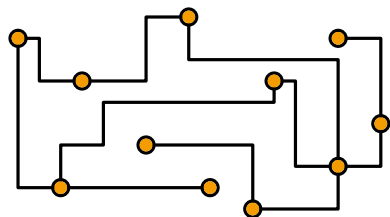


## CLUSTERED LEVEL PLANARITY



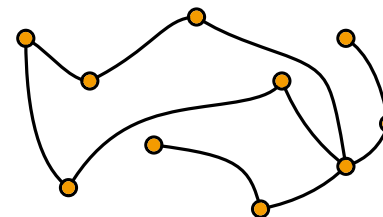
NP-complete even  
for  $\Delta = \lambda = 2$   
and only 2 clusters

## GEODESIC PLANARITY



NP-hard even  
for matchings  
in general position

## BI-MONOTONICITY

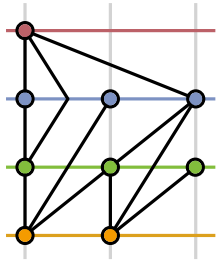


NP-hard even  
for matchings

# Result Overview

[Brückner, Rutter'17]

## ORDERED LEVEL PLANARITY

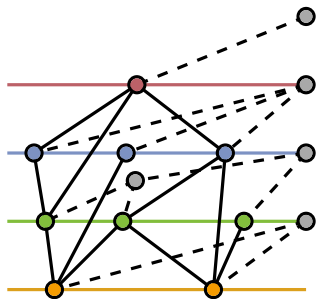


NP-complete even for  $\Delta = \lambda = 2$

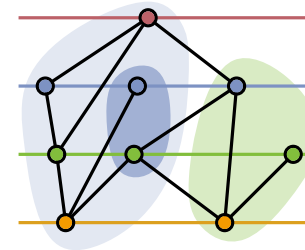
Polytime for  $\Delta_{in} = \Delta_{out} = 1$  or  $\lambda = 1$

**CONSTRAINED LEVEL PLANARITY**  
NP-complete for  $\Delta = \lambda = 2$  and total orders

## T-LEVEL PLANARITY

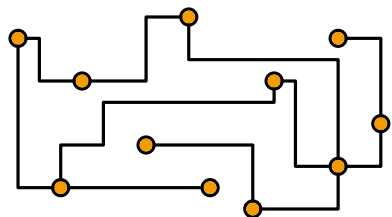


## CLUSTERED LEVEL PLANARITY



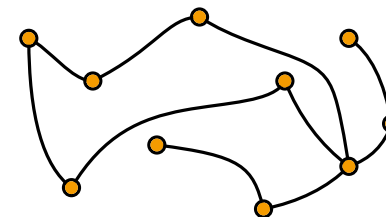
NP-complete even for  $\Delta = \lambda = 2$  and only 2 clusters

## GEODESIC PLANARITY



NP-hard even for matchings in general position

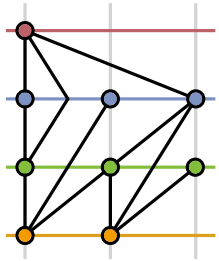
## BI-MONOTONICITY



NP-hard even for matchings

# Result Overview

## ORDERED LEVEL PLANARITY



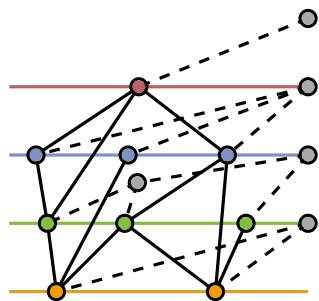
NP-complete even for  $\Delta = \lambda = 2$

Polytime for  $\Delta_{in} = \Delta_{out} = 1$  or  $\lambda = 1$

## CONSTRAINED LEVEL PLANARITY

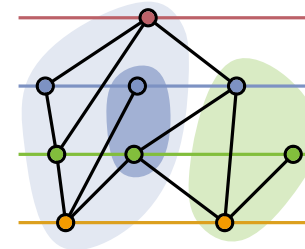
NP-complete for  $\Delta = \lambda = 2$  and total orders

## T-LEVEL PLANARITY

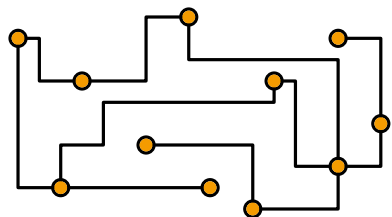


## CLUSTERED LEVEL PLANARITY

NP-complete even for  $\Delta = \lambda = 2$  and only 2 clusters

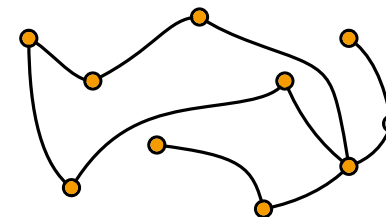


## GEODESIC PLANARITY



NP-hard even for matchings in general position

## BI-MONOTONICITY

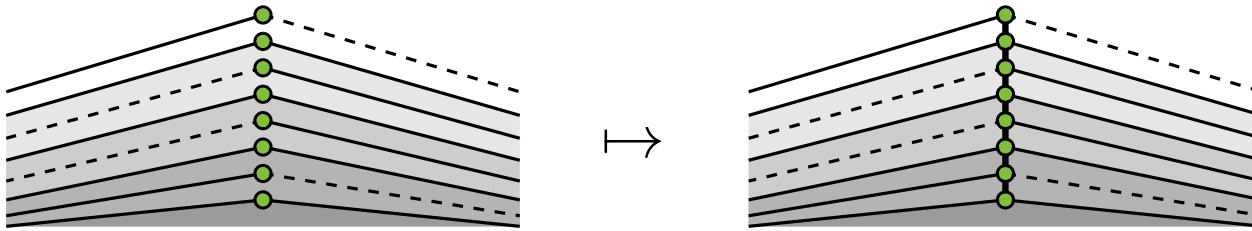


NP-hard even for matchings



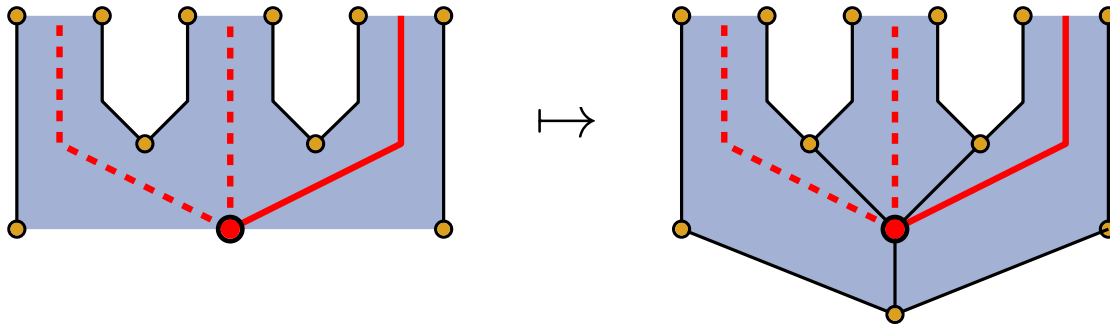
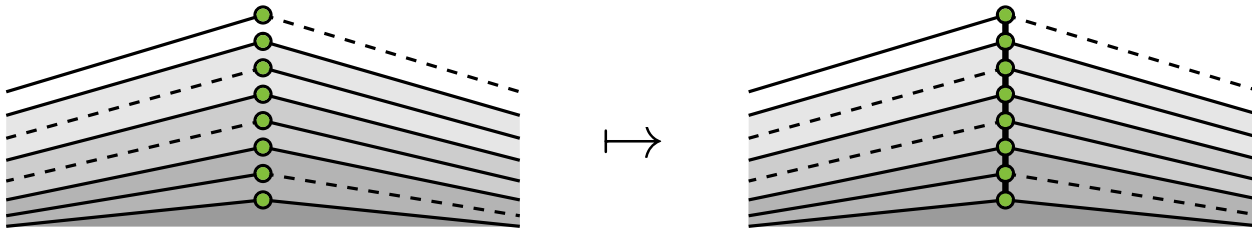
# Connectivity

NP-hardness of ORDERED LEVEL PLANARITY also holds for connected instances with  $\Delta = 4$  and  $\lambda = 2$



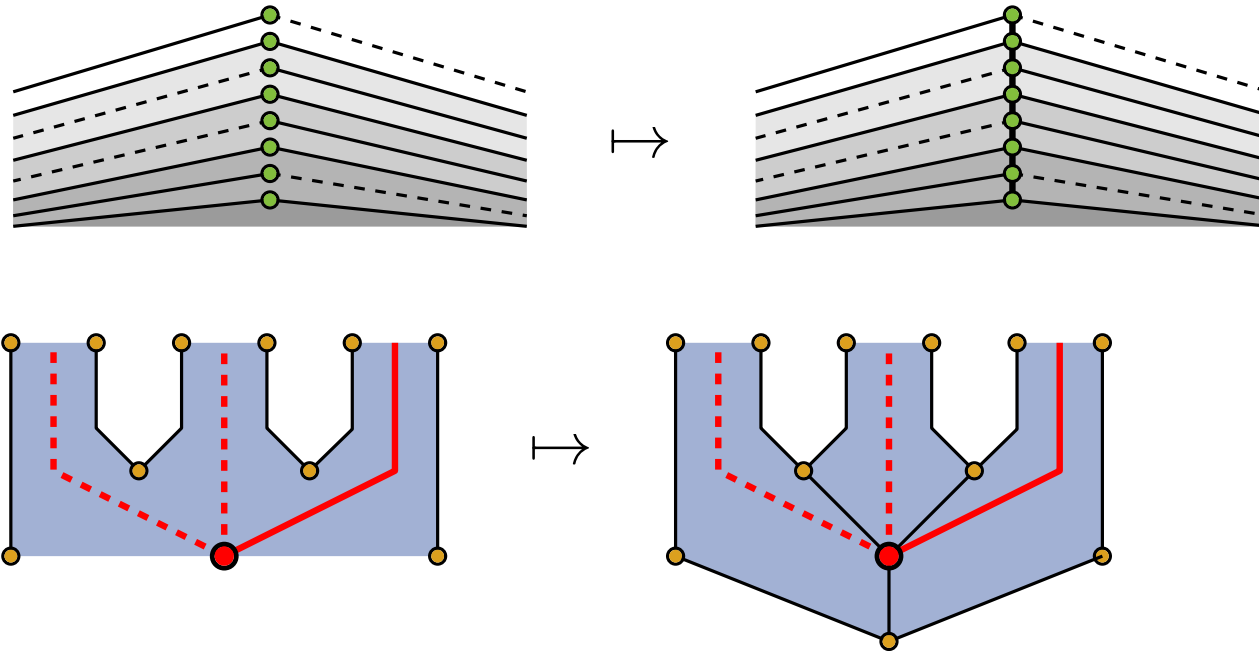
# Connectivity

NP-hardness of ORDERED LEVEL PLANARITY also holds for connected instances with  $\Delta = 4$  and  $\lambda = 2$

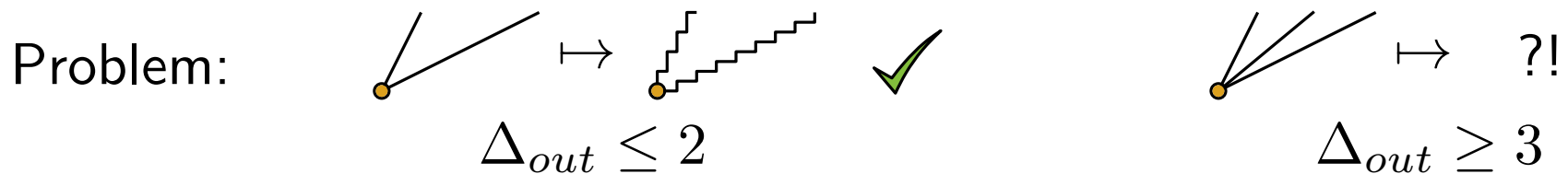


# Connectivity

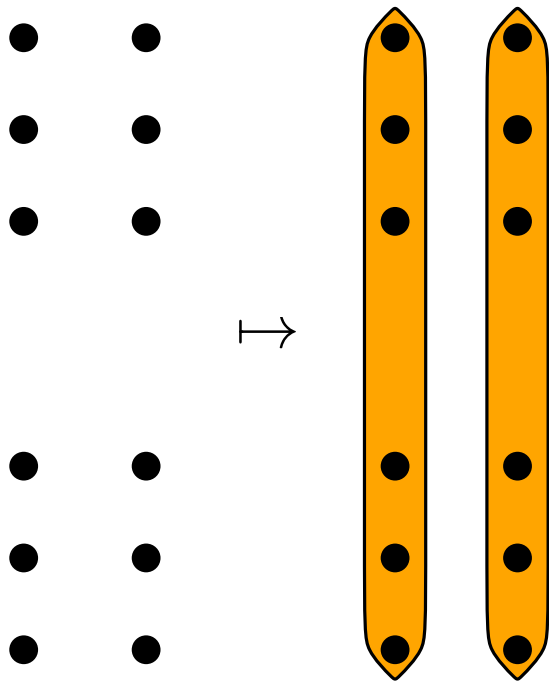
NP-hardness of ORDERED LEVEL PLANARITY also holds for connected instances with  $\Delta = 4$  and  $\lambda = 2$



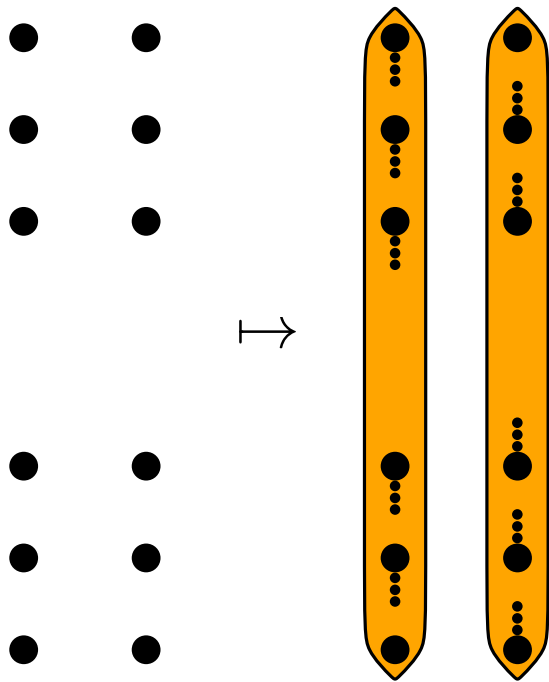
Open: Complexity of MANHATTAN GEODESIC PLANARITY for connected instances



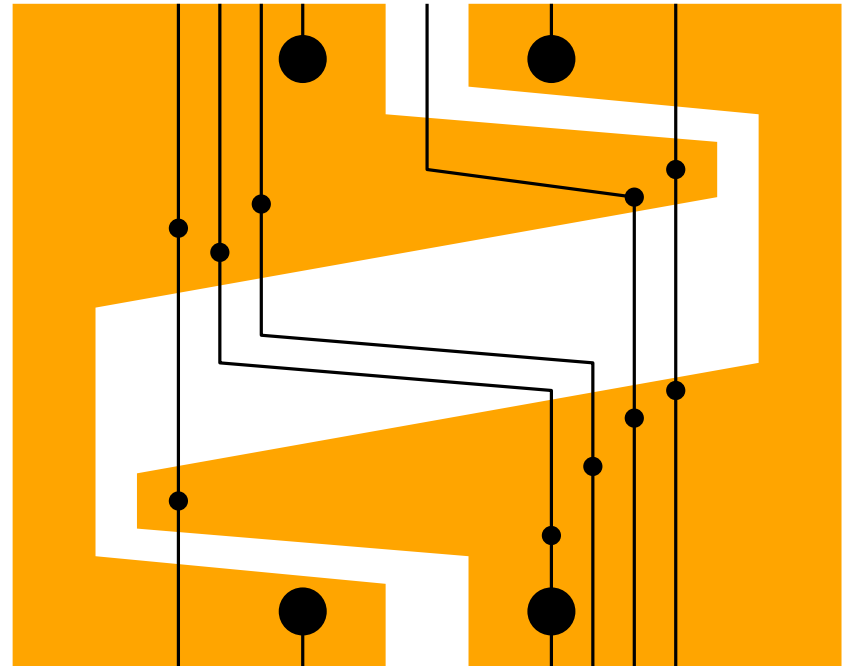
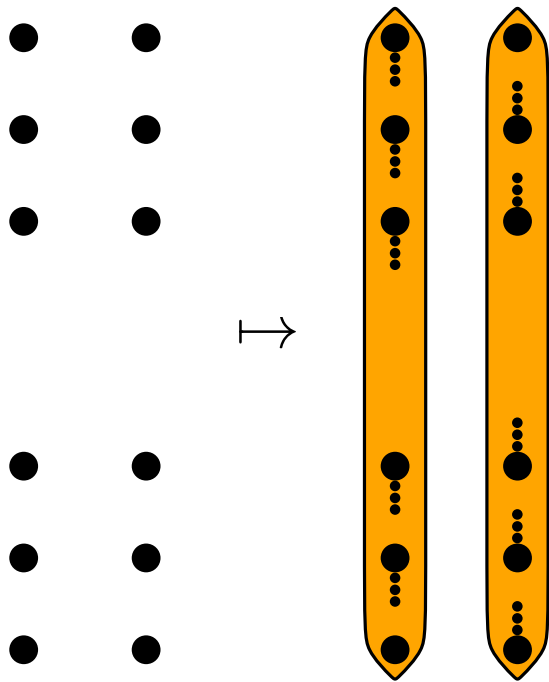
# CLUSTERED LEVEL PLANARITY



# CLUSTERED LEVEL PLANARITY



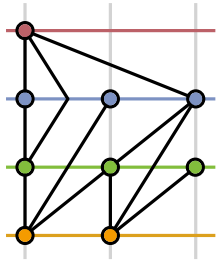
# CLUSTERED LEVEL PLANARITY



# Result Overview

level-width  $\lambda = \#$  vertices per level

## ORDERED LEVEL PLANARITY



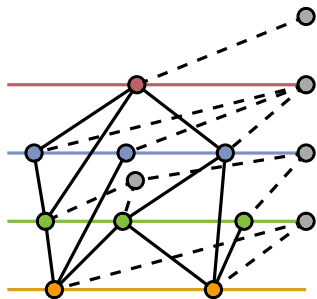
NP-complete even for  $\Delta = \lambda = 2$

Polytime for  $\Delta_{in} = \Delta_{out} = 1$  or  $\lambda = 1$

## CONSTRAINED LEVEL PLANARITY

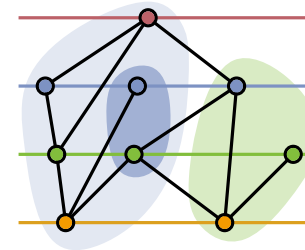
NP-complete for  $\Delta = \lambda = 2$  and total orders

## T-LEVEL PLANARITY

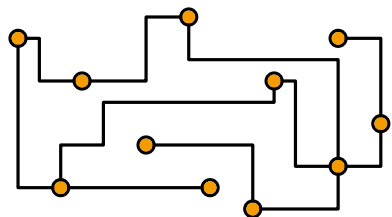


## CLUSTERED LEVEL PLANARITY

NP-complete even for  $\Delta = \lambda = 2$  and only 2 clusters

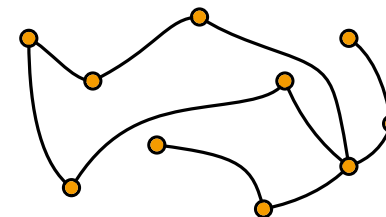


## GEODESIC PLANARITY



NP-hard even for matchings in general position

## BI-MONOTONICITY



NP-hard even for matchings