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Area requirement of visibility representations of trees. (English) [Zbl 1337.68274]

Summary: We study the area requirement of bar-visibility and rectangle-visibility representations of trees in the plane. We prove asymptotically tight lower and upper bounds on the area of such representations, and give linear-time algorithms that construct representations with asymptotically optimal area.

MSC:

68U05 Computer graphics; computational geometry (digital and algorithmic aspects)
68R10 Graph theory (including graph drawing) in computer science

Keywords:
area requirement; graph drawing; visibility representation; trees; computational geometry

Full Text: DOI

References:

[3] ()
[12] ()

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