

#### Planarity Preserving Augmentation of Plane Graphs to Meet Parity Constraints

J.C. Catana-Salazar, A. García, J. Tejel and J. Urrutia

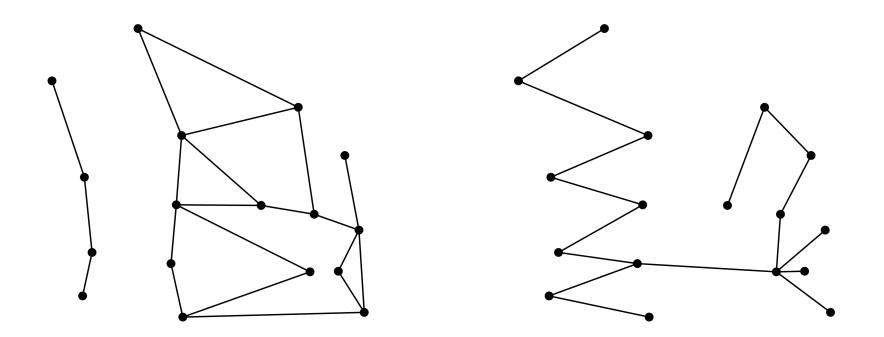
#### Planarity Preserving Augmentation of Plane Graphs to Meet Parity Constraints

- 1. Introduction
- 2. Fixed-embedding MOPs
  - 2.1.Non-augmentable graph family
  - 2.2.DP algorithm
- 3. Mobile-embedding MOPs
  - 3.1.Non-augmentable graph family
  - 3.2.Polynomial time algorithm
- 4. Complexity in geometric graphs
  - 4.1. NP-Completeness of the augmentation decision problem.
  - 4.2.Hardness heritage of geometric trees & paths.

### Definitions

#### Compatible graphs

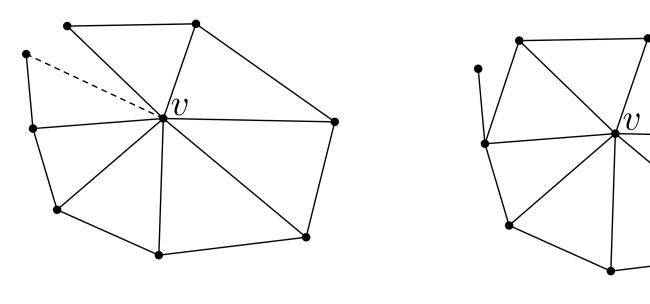
Two or more geometric graphs are compatible if their union is a simple plane graph



### Definitions

#### • Saturated

The neighborhood of a vertex is saturated if there is no edge that can be added in the graph, incident to it, avoiding edge crossing.



v is not saturated

v is saturated

### The problem

Given a topological (geometric) plane graph G = (V, E) and a set of parity constraints  $C = \{c_1, c_2, \ldots, c_n\}$  where each  $v_i \in V$  has assigned the constraint  $c_i$ , the augmentation problem to meet parity constraints is that finding a set of edges E, where  $E' \cap E = \emptyset$ 

### The problem

 $\bullet v_7$ 

 $v_{2}$ 

$$G = \{V, E\}$$

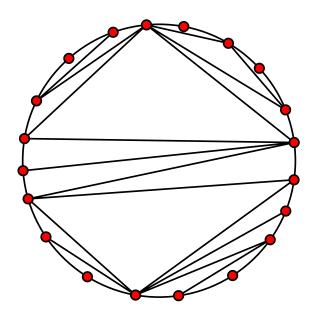
$$V = \{v_1, v_2, v_3, v_4, v_5, v_6, v_7, v_8\}$$

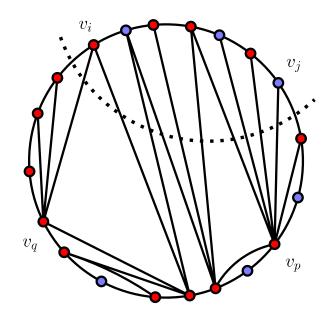
$$C_G = \{o_1, e_2, e_3, e_4, o_5, o_6, e_7, o_8\}$$

$$S(G, C_G) = v_2, v_4, v_5, v_7$$

# Fixed-embedding augmentation of MOPs

### Non-augmentable graph family

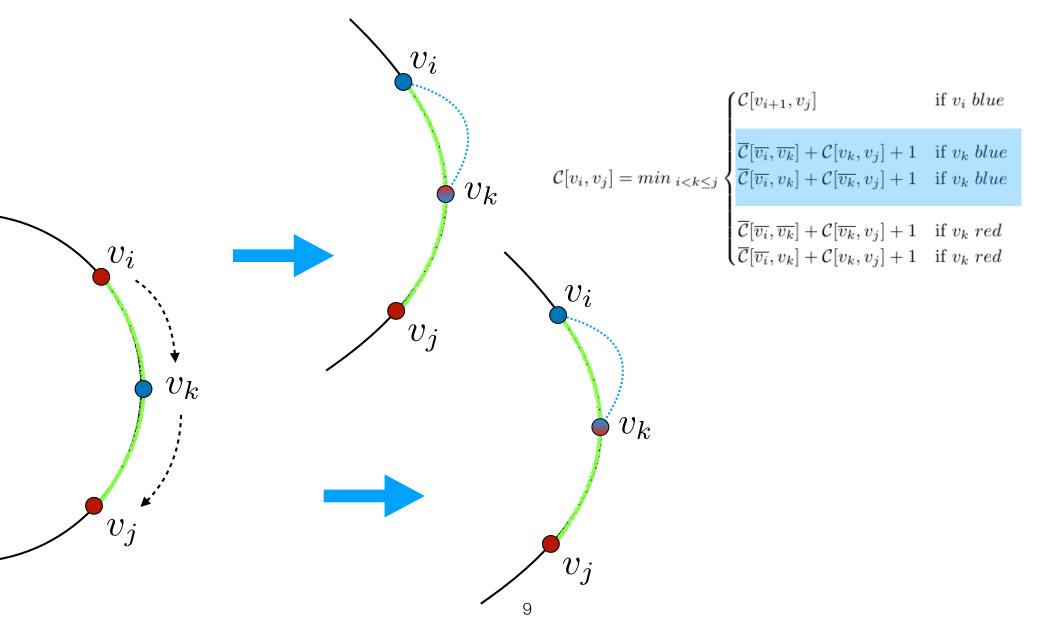




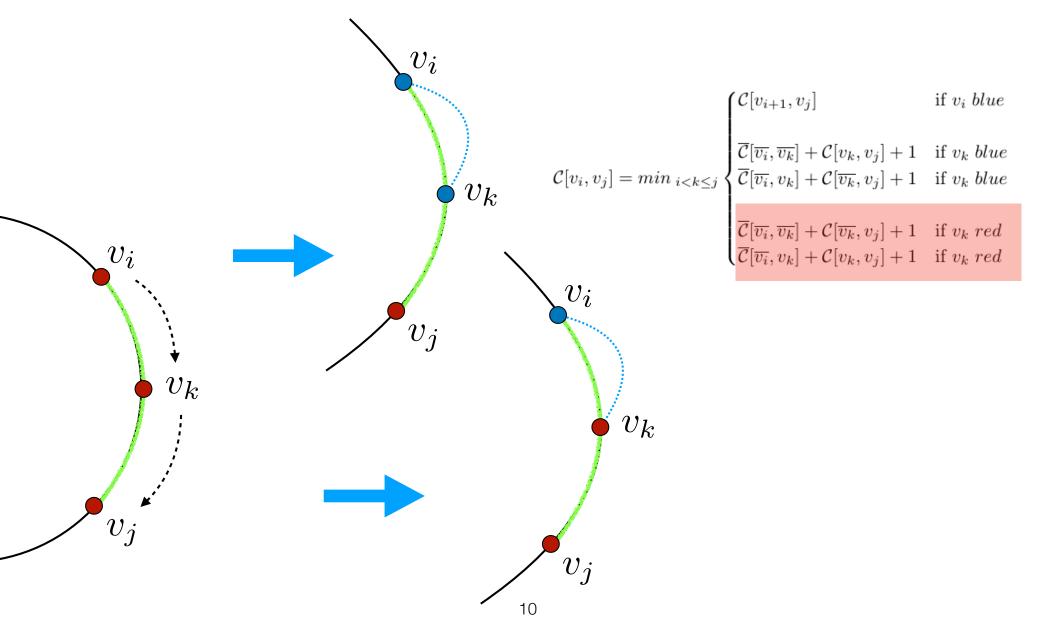
MOP with only red diagonals

MOP with only r-b diagonals

### **DP** algorithm



### **DP** algorithm



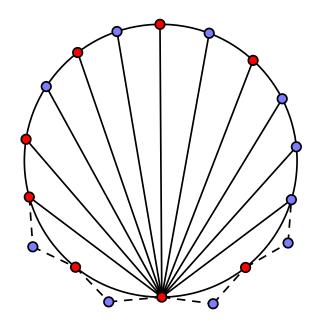
### **DP** algorithm

**Theorem 2.5.** Let G = (V, E) be a MOP graph and  $C_G$  a set of parity constraints. Then, finding a compatible and disjoint graph H = (V, E') with edge set E' of minimum size, such that  $G' = G \cup H$  meets  $C_G$ , can be computed in  $\mathcal{O}(n^3)$  time.

**Corollary 2.5.1.** Let G = (V, E) be a MOP graph and  $C_G$  a set of parity constraints. Then, computing a topological plane matching M of  $S(G, C_G)$  compatible and disjoint with G (if exists), can be done in  $\mathcal{O}(n^3)$  time.

# Mobile-embedding augmentation of MOPs

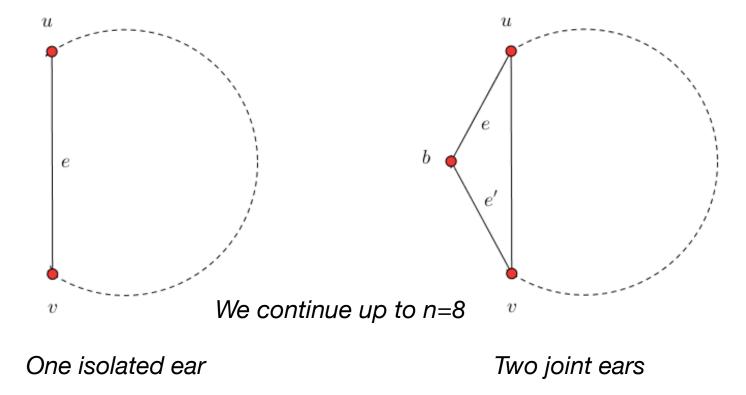
### Non-augmentable graph family



Start with possibly 4 blue ears

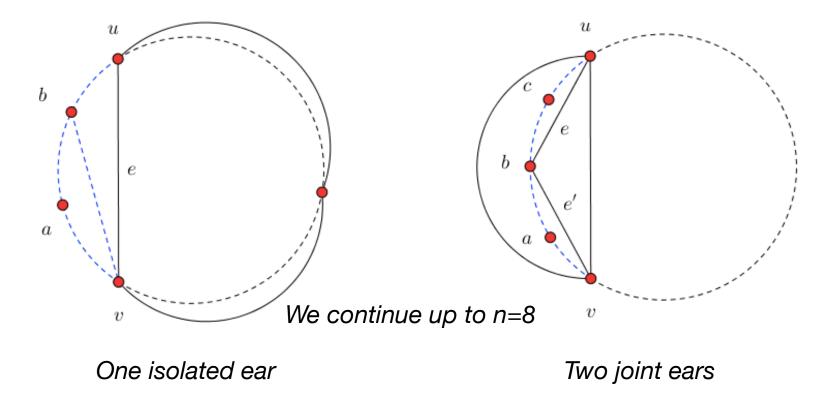
# Mobile-embedding augmentation algorithm

Suppose,  $\forall v \in V \text{ is red}$ 



# Mobile-embedding augmentation algorithm

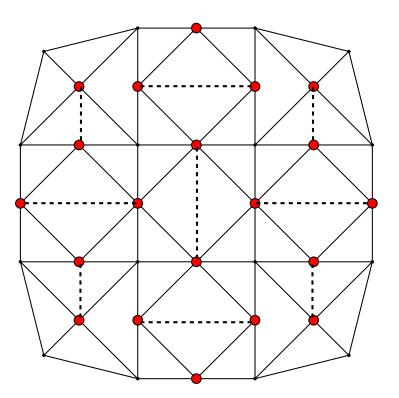
Suppose,  $\forall v \in V \text{ is red}$ 

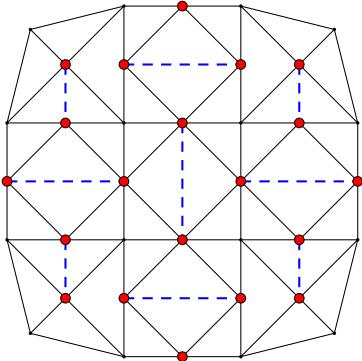


### Mobile-embedding augmentation algorithm

**Theorem 3.1.** Let G = (V, E) be a MOP graph and  $C_G$  a set of parity constraints, where  $S(G, C_G) = V$ . Then, deciding if G has an embedding such that there exists a compatible and disjoint topological graph H, such that  $G' = G \cup H$  meets  $C_G$  can be computed in  $\mathcal{O}(n^2)$  time.

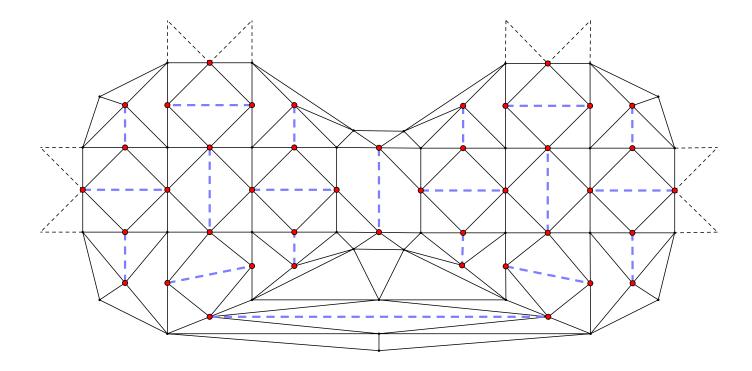
# Complexity in geometric graphs



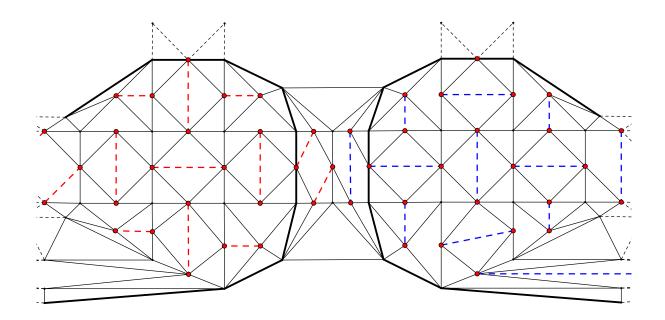


Negative augmentation

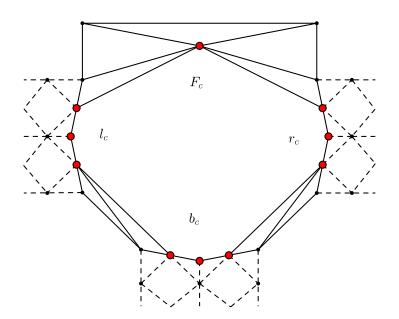
Positive augmentation



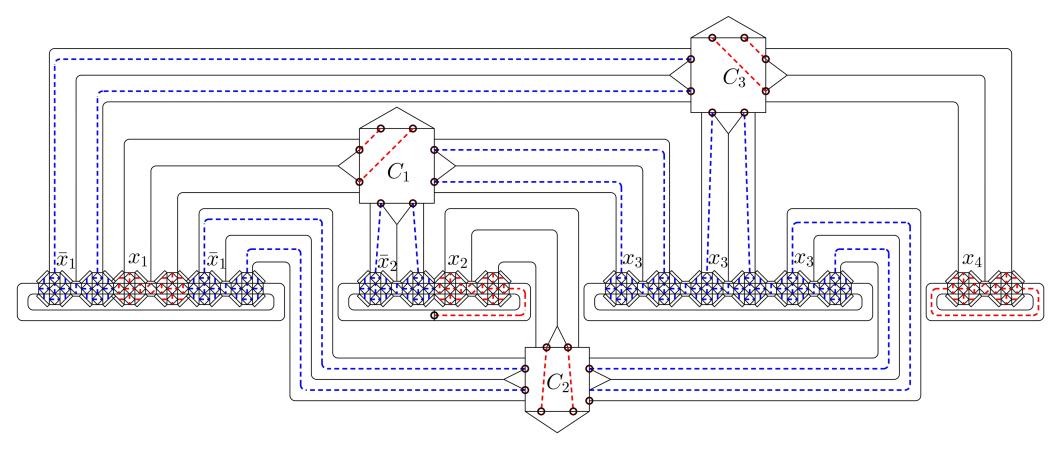
Literal gadget



Connection of two literals

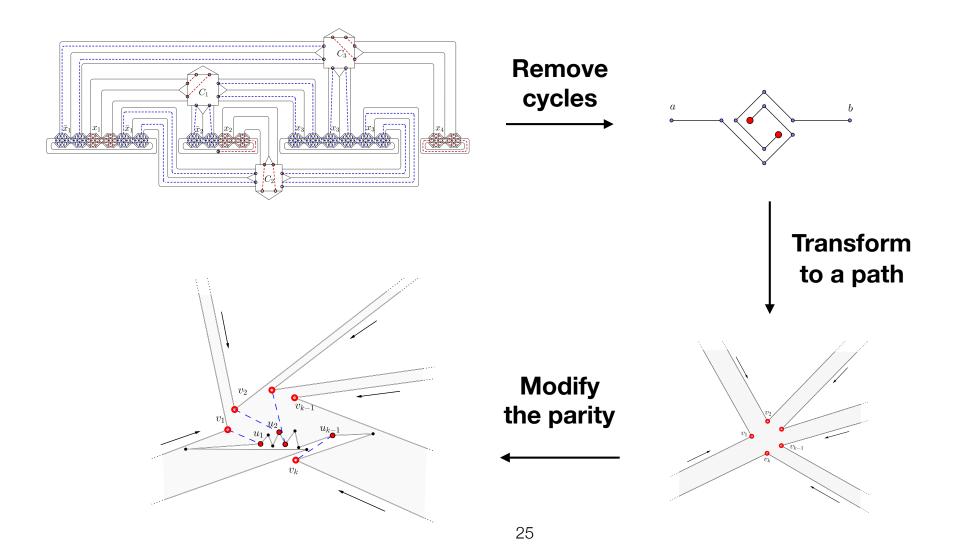


Clause gadget



**Theorem 4.1.** Let G = (V, E) be a topological plane graph and  $C_G$  a set of parity constraints. Then, the problem of deciding if there exists a topological plane graph H disjoint and compatible with G, such that  $G' = G \cup H$  meets  $C_G$  is  $\mathcal{NP}$ -Complete. The problem remains  $\mathcal{NP}$ -Complete even when  $S(G, C_G) = V$ .

# Hardness heritage of geometric trees & paths



# Hardness heritage of geometric trees & paths

**Theorem 4.2.** Let T = (V, E) be a geometric plane tree. Then, the problem of deciding if T admits a compatible and disjoint perfect matching is  $\mathcal{NP}$ -Complete.

**Theorem 4.3.** Let P = (V, E) be a geometric plane path. Then, the problem of deciding if P admits a compatible and disjoint perfect matching is  $\mathcal{NP}$ -Complete.



#### Thanks!

#### and

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