

# Planarity Preserving <br> Augmentation of Plane Graphs to Meet Parity Constraints 

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

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## 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 $C=\left\{c_{1}, c_{2}, \ldots, c_{n}\right\}$ 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 $E^{\prime}$, where

$$
E^{\prime} \cap E=\emptyset
$$

## The problem

$$
\begin{aligned}
& G=\{V, E\} \\
& V=\left\{v_{1}, v_{2}, v_{3}, v_{4}, v_{5}, v_{6}, v_{7}, v_{8}\right\} \\
& C_{G}=\left\{o_{1}, e_{2}, e_{3}, e_{4}, o_{5}, o_{6}, e_{7}, o_{8}\right\} \\
& S\left(G, C_{G}\right)=v_{2}, v_{4}, v_{5}, v_{7}
\end{aligned}
$$



## 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 $H=\left(V, E^{\prime}\right)$ with edge set $E^{\prime}$ of minimum size, such that $G^{\prime}=G \cup H$ meets $C_{G}$, can be computed in $\mathcal{O}\left(n^{3}\right)$ 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 $S\left(G, C_{G}\right)$ compatible and disjoint with $G$ (if exists), can be done in $\mathcal{O}\left(n^{3}\right)$ time.

## Mobile-embedding augmentation of MOPs

## Non-augmentable graph family



Start with possibly 4 blue ears

## Mobile-embedding augmentation algorithm

Suppose, $\forall v \in V$ is red




Two joint ears

## Mobile-embedding augmentation algorithm

Suppose, $\forall v \in V$ is red



One isolated ear


Two joint ears

## Mobile-embedding augmentation algorithm

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

## Complexity in

## geometric graphs

## NP-Completeness of the augmentation decision problem



## NP-Completeness of the augmentation decision problem



Negative augmentation


Positive augmentation

## NP-Completeness of the augmentation decision problem



Literal gadget

# NP-Completeness of the augmentation decision problem 



Connection of two literals

## NP-Completeness of the augmentation decision problem



Clause gadget

## NP-Completeness of the augmentation decision problem



## NP-Completeness of the augmentation decision problem

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 $G^{\prime}=G \cup H$ meets $C_{G}$ is $\mathcal{N} \mathcal{P}$-Complete. The problem remains $\mathcal{N P}$-Complete even when $S\left(G, C_{G}\right)=V$.

## Hardness heritage of geometric trees \& paths



Remove cycles


Transform to a path

## 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 $\mathcal{N P}$-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 $\mathcal{N} \mathcal{P}$-Complete.


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