

Design & Analysis of Information Systems

Mathematics in Computer Science.

This year's topic is

Computational Geometry.

Mathematics in computer science

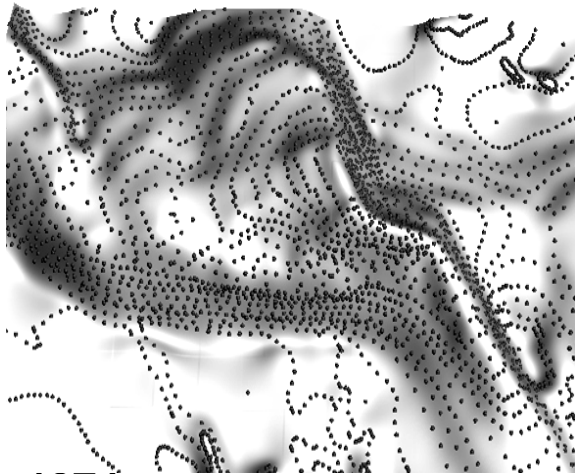
- Mathematics seeks for **elegant** solutions
 - “**Solution**” is not just “showing the answer”.
 - It is important to describe the solution process.
- Computer science seeks for **elegant** and **efficient** algorithms
 - **Algorithm**: Concrete description of process.
 - Algorithms lead to our modern life.
- Mathematics is vital in algorithm design
 - Solve seemingly-impossible tasks.

Computational Geometry

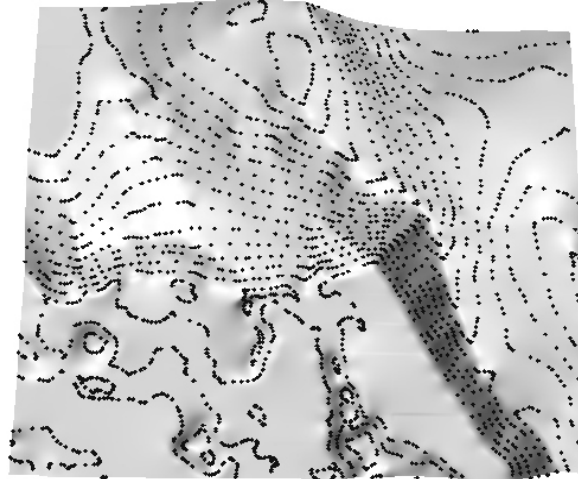
- Design algorithms for geometric problems
 - Many modern applications
 - GIS, Graphics, Geometric Modeling, Robotics, Multidimensional Database, Computer Vision.
 - Fast processing of massive data
 - Giga pixel data = 1000,000,000 data in a single digital picture
- **Elegant** geometry for algorithm design
 - Discrete geometry, etc.
 - Exciting intellectual puzzles (知的パズル)

Diverse elevation point data: density, distribution, accuracy

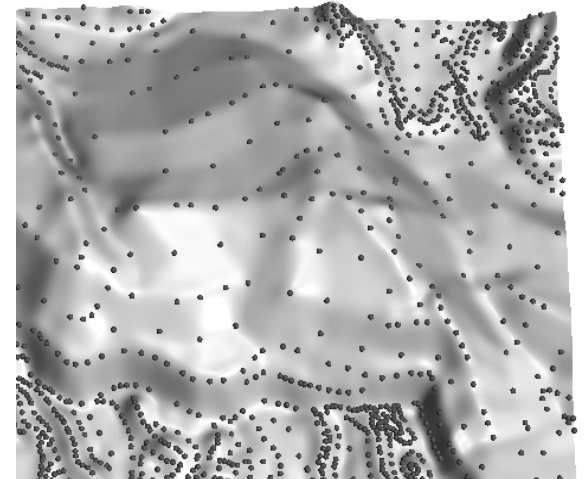
Photogrammetry 0.76m v. accuracy (5ft contours)



1974

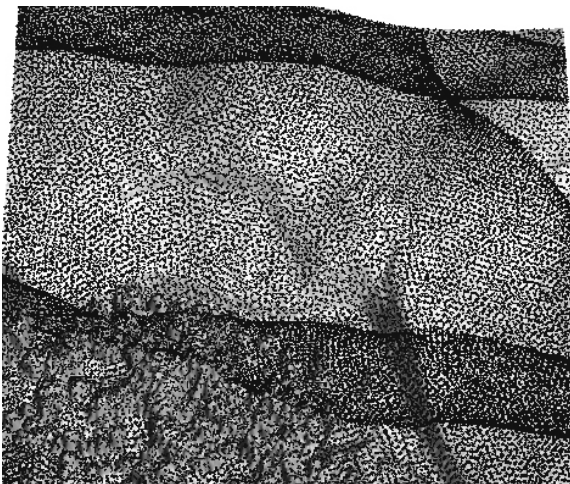


1995

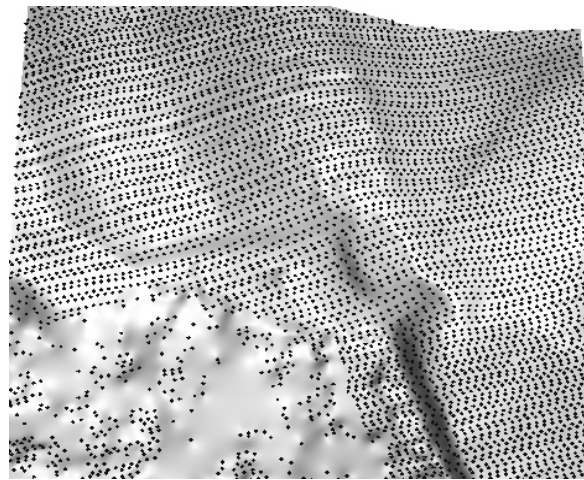


1998

Lidar 0.15m v. accuracy; altitude 700m and 2300m



1999



2001



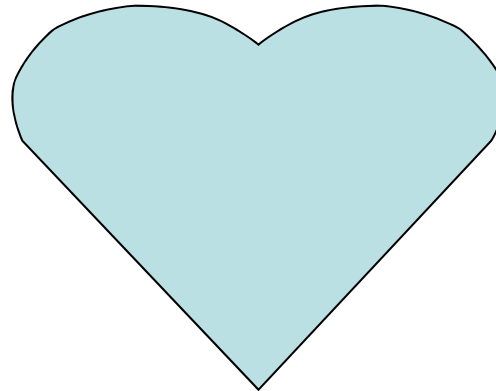
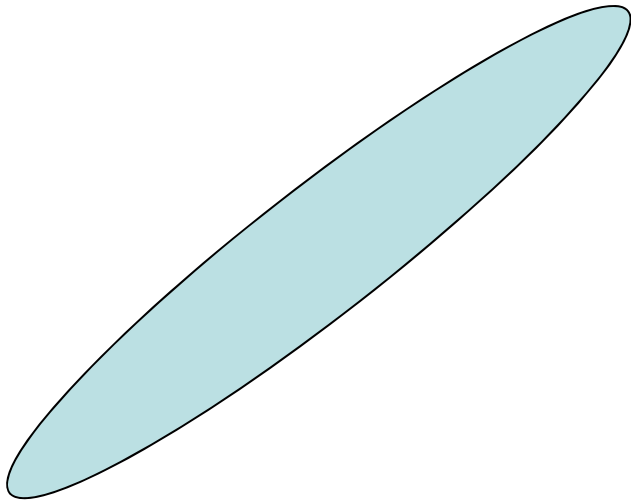
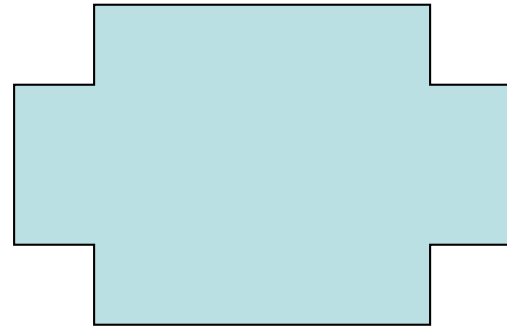
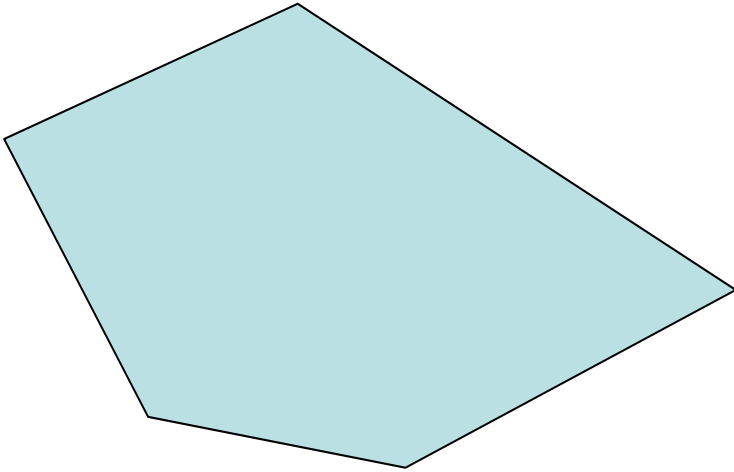
2004

↑ 100 meters

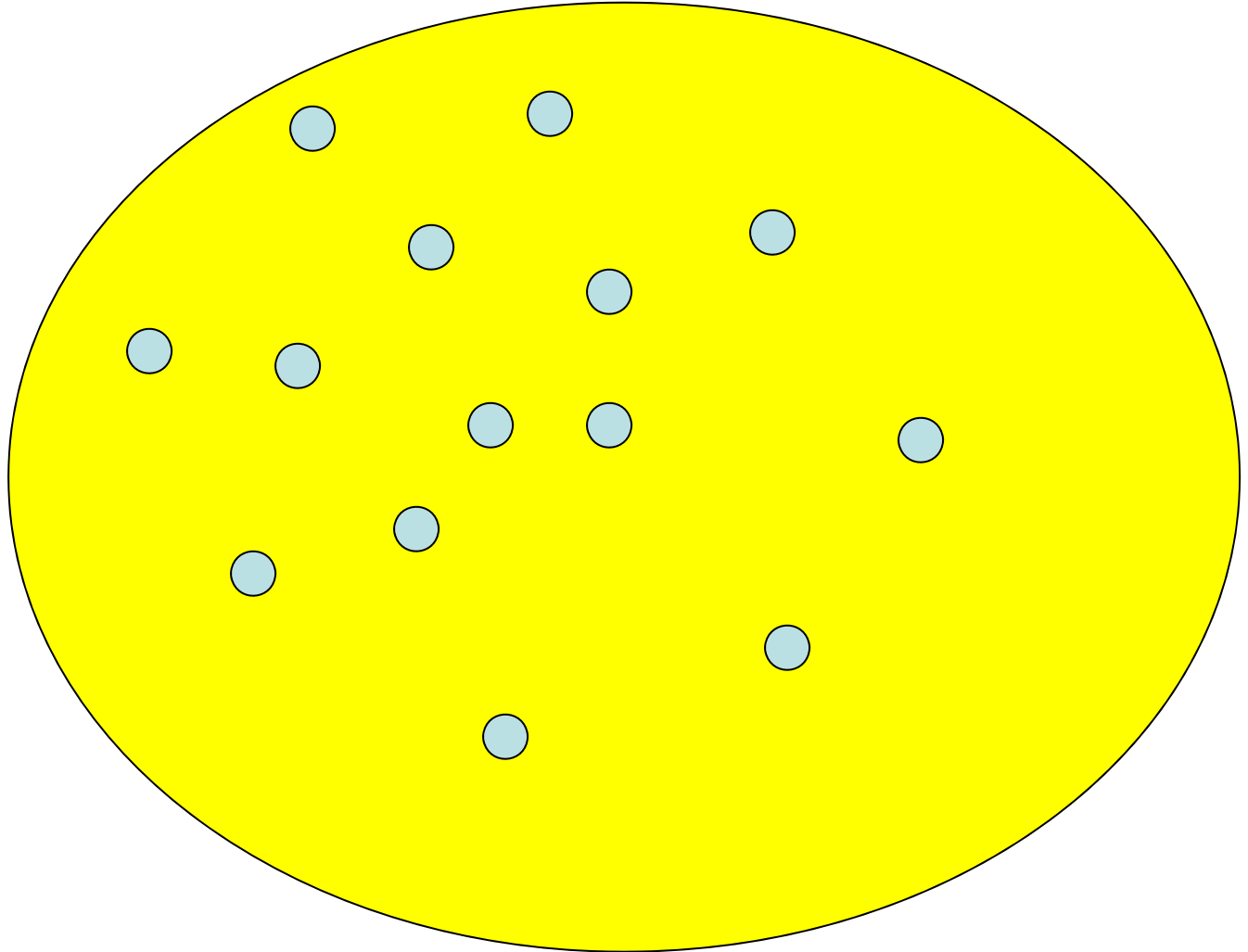
Example of geometric computation

- **Convex hull** computation (凸包の計算)
 - A showcase of algorithmic techniques
- Given a set S of n points in a plane, compute its convex hull
 - Convex set: A set X such that for any two points p and q in X , the segment pq is in X
 - Convex hull $CH(S)$ of S : Minimum convex set containing S
 - Question: Is convex hull well-defined (i.e., always uniquely exists) ?

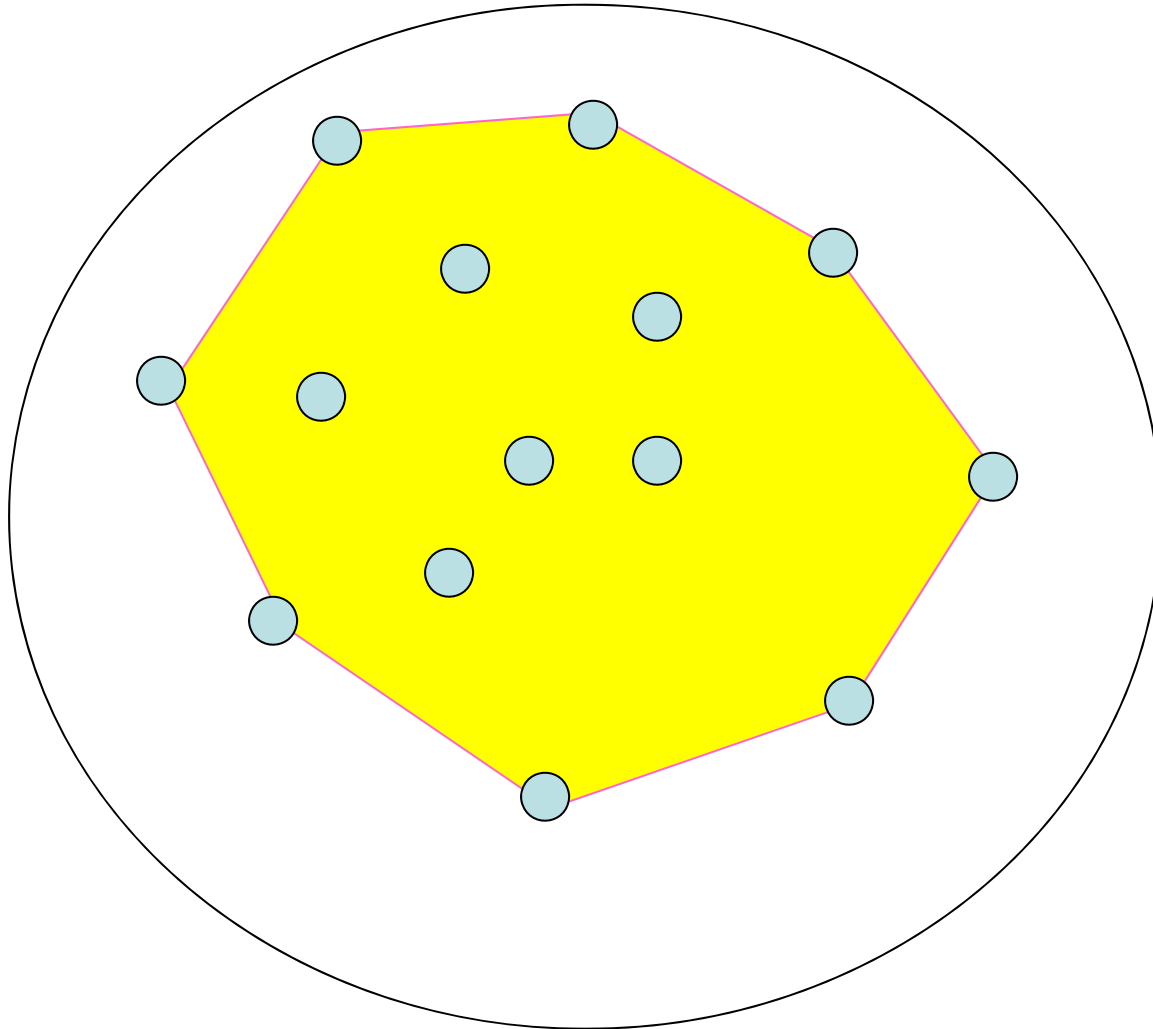
Convex Sets ?



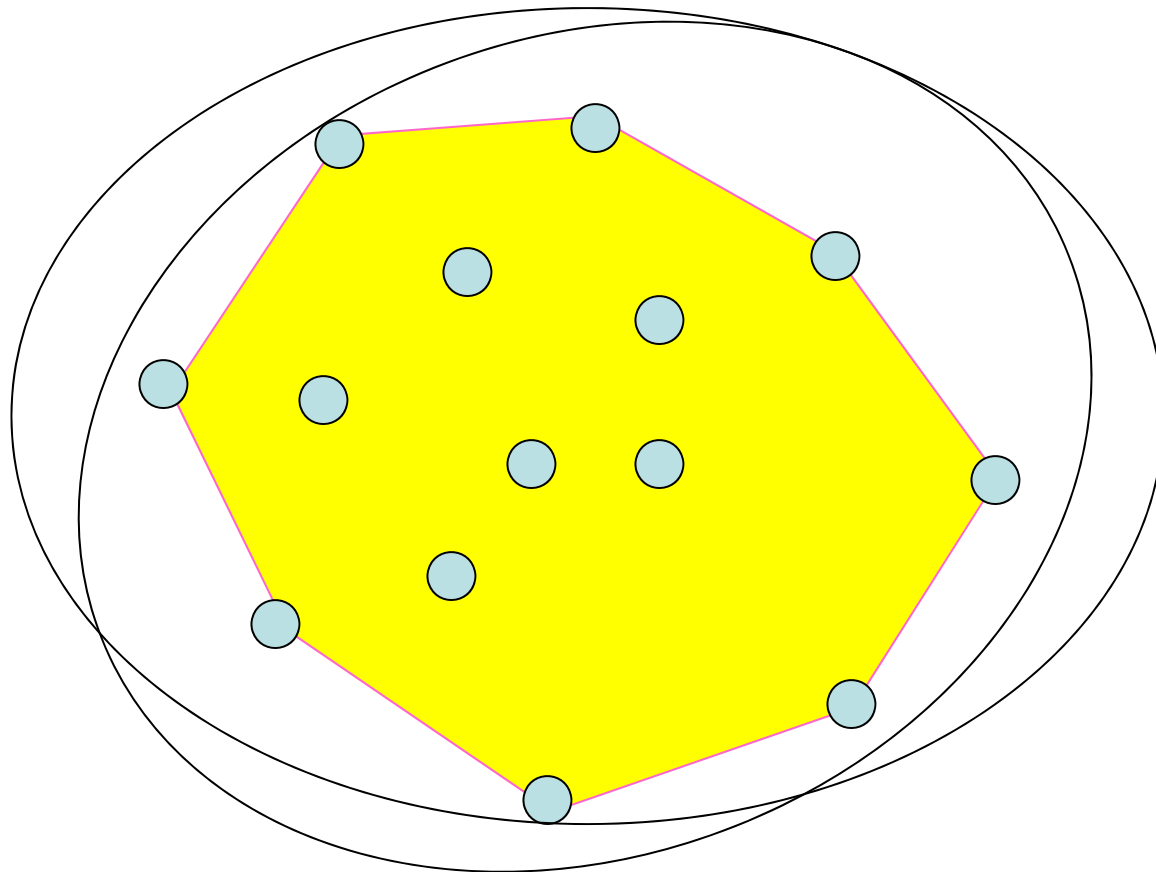
Convex set containing S



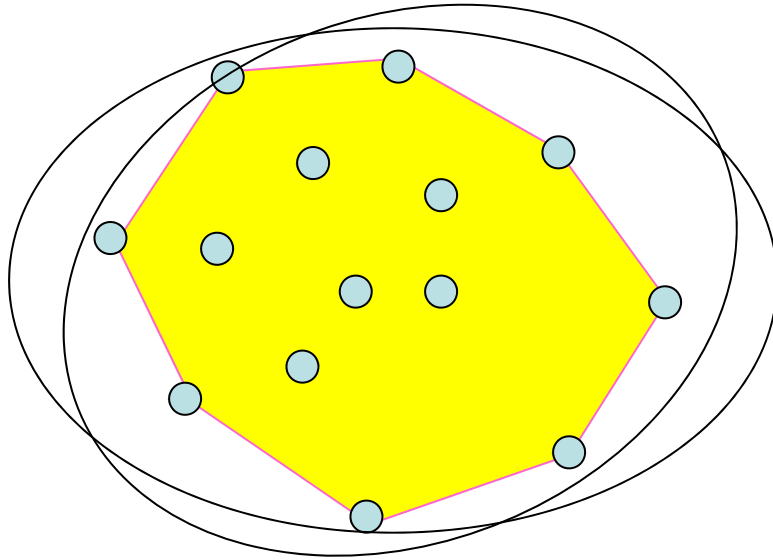
Convex hull of S



Every convex set containing S
must also contain $\text{CH}(S)$



Convex hull exists



$$CH(S) = \bigcap_{X : \text{convex}, X \supset S} X$$

- Nice mathematical representation.
- But it is hard to use in computation.

Convex Hull Computation

- Given a set S of n points, compute $CH(S)$
- Can you design an algorithm?

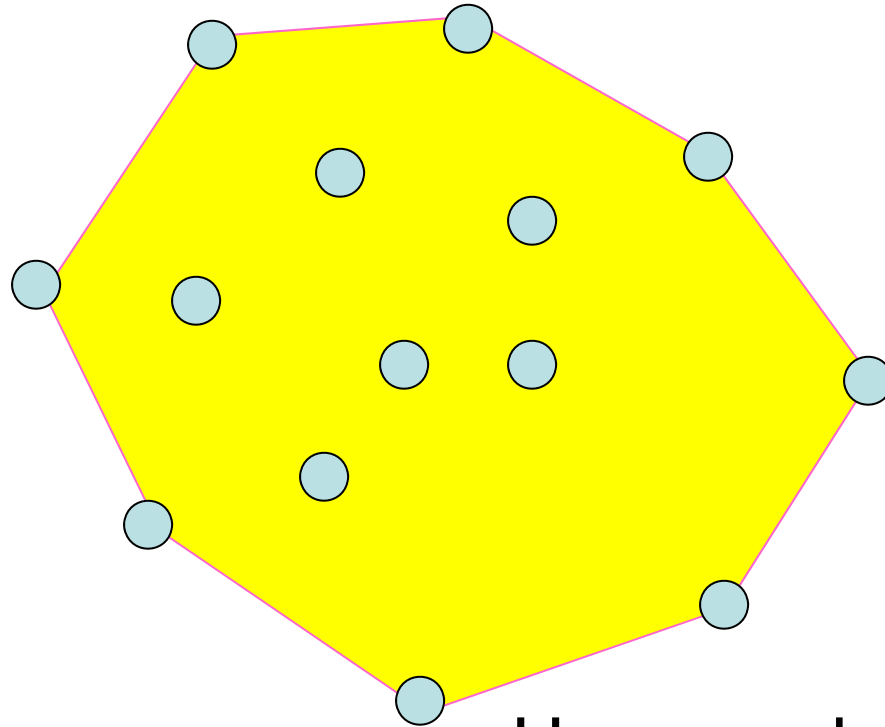
$$CH(S) = \bigcap_{X: \text{convex}, X \supset S} X$$

Very nuisance formula. The right hand side is intersection of infinite number of convex sets

We should transform this “cold” formula into more “friendly” one.

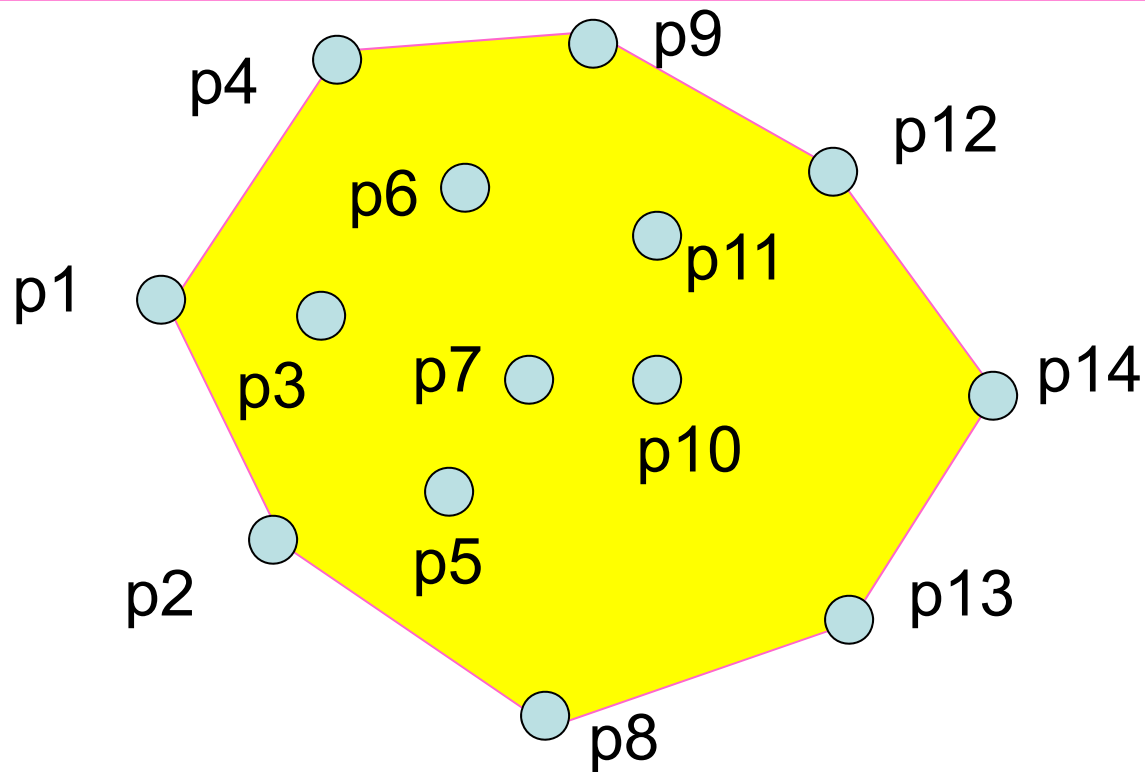
Characterization.

1. $\text{CH}(S)$ is a convex polygon
2. Vertices of $\text{CH}(S)$ are points of S
3. $\text{CH}(S)$ contains all points of S



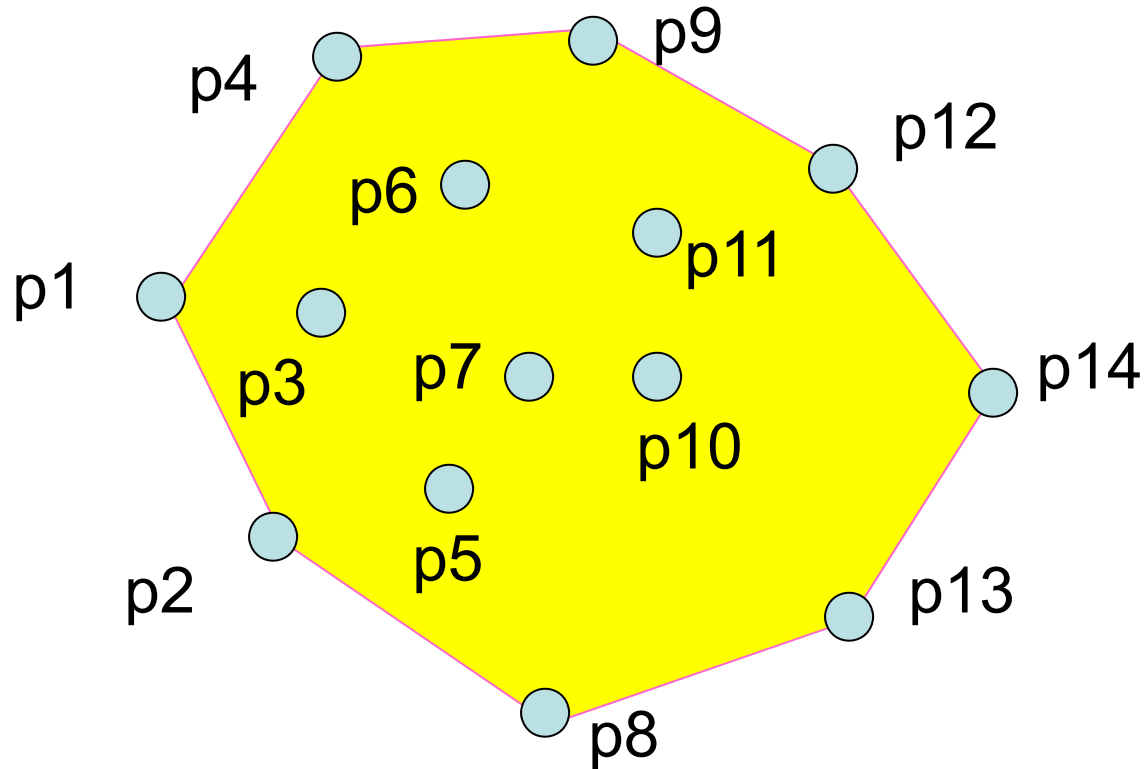
Homework: Prove it!

A representation of $CH(S)$:
the list of vertices in a clockwise order
starting from the leftmost one



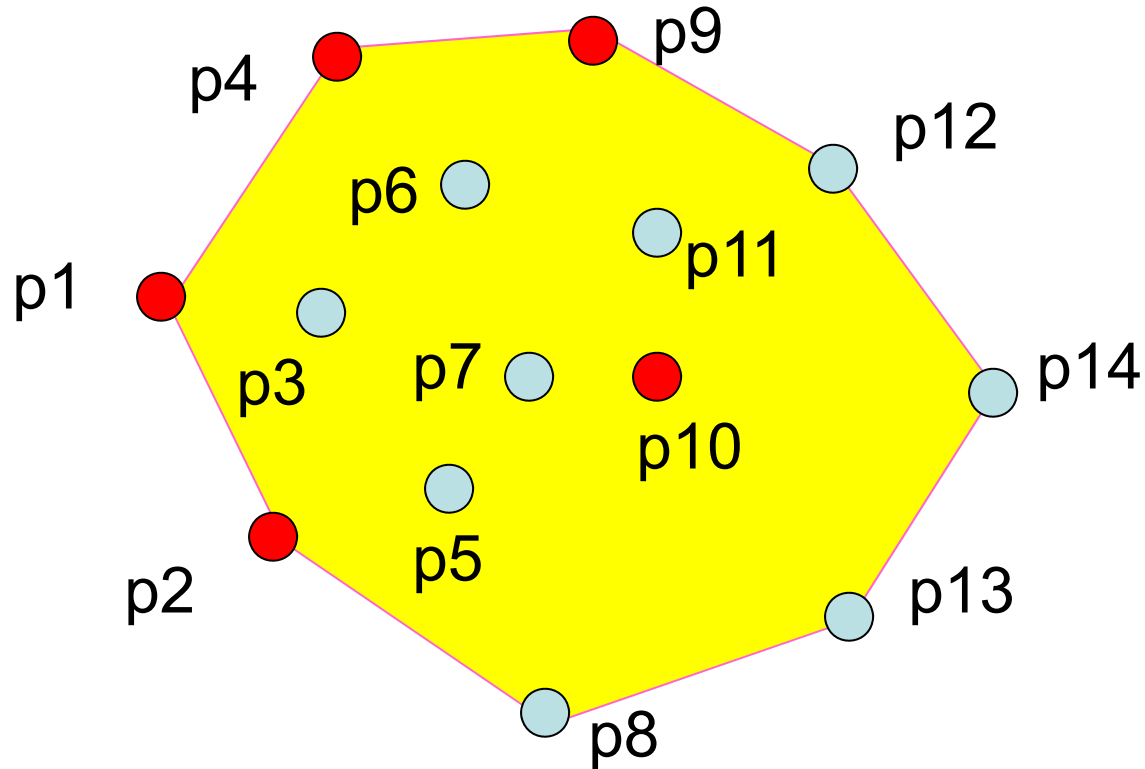
Question: Show $CH(S)$ of the above picture
in the above representation.

Now, the problem is in the discrete and finite world



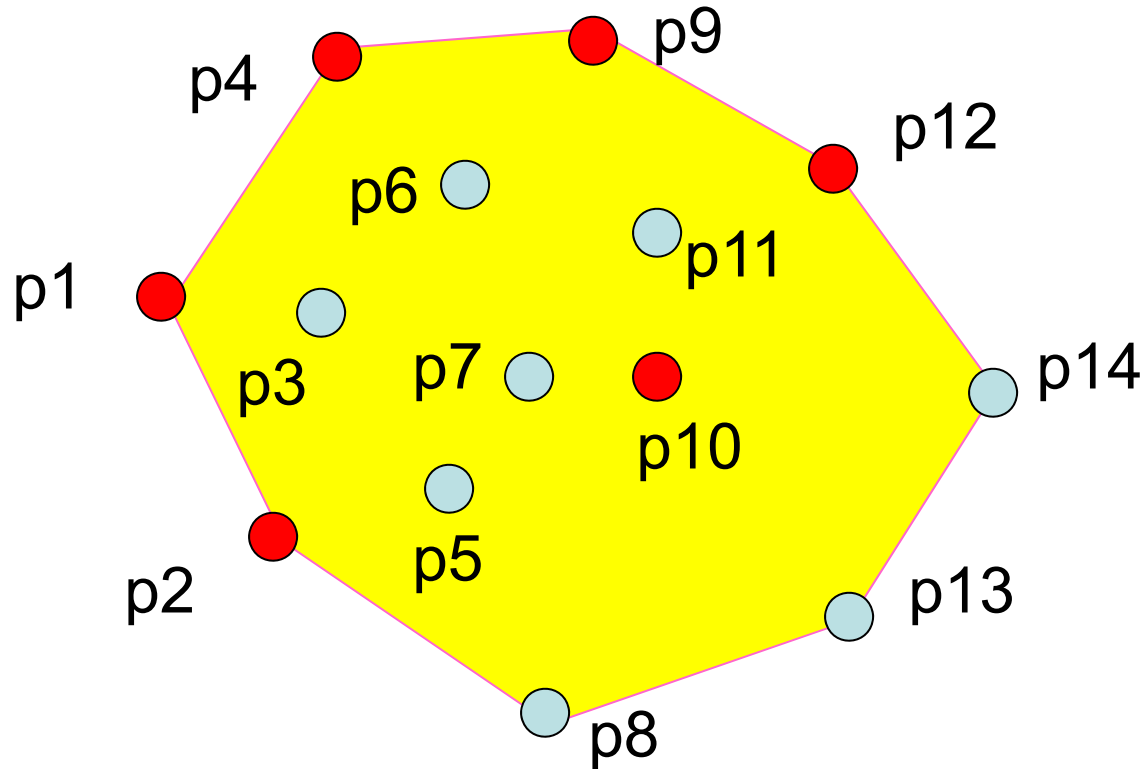
Find the (partial) permutation of S forming the convex hull.

Verification problem



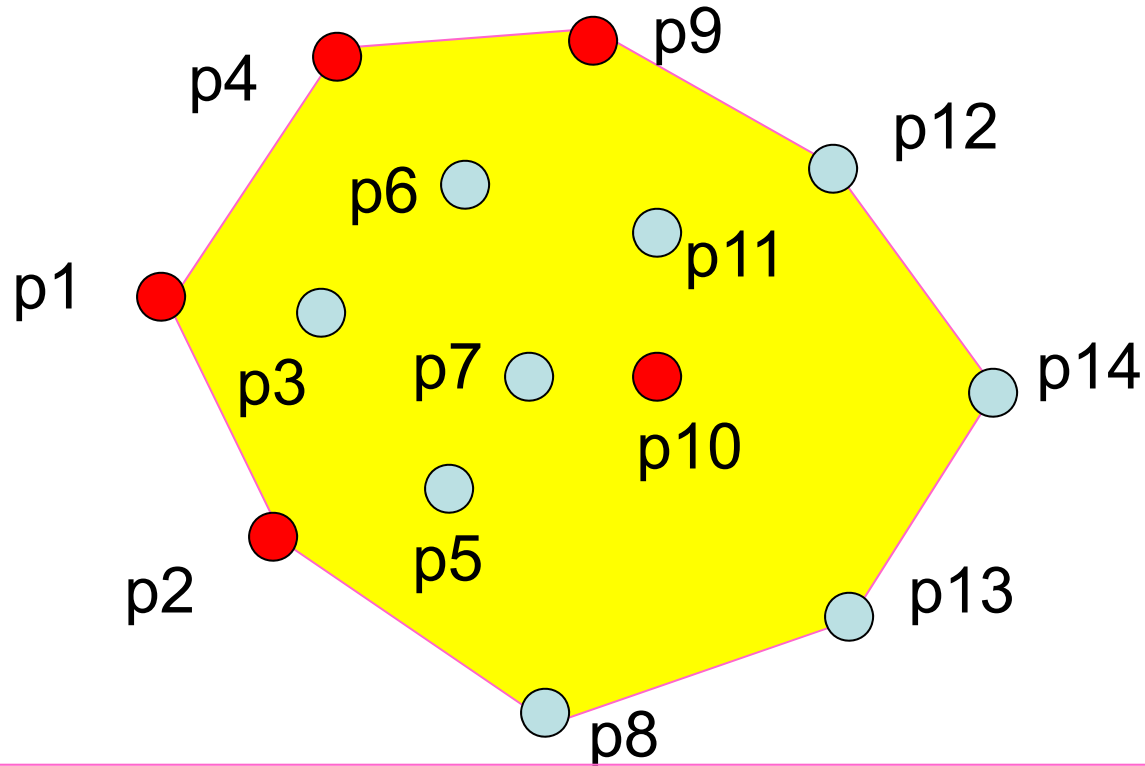
Given a list $(p1, p2, p10, p12, p9, p4)$, verify whether it is $CH(S)$.

Verification problem 1



Given a list $(p1, p2, p10, p12, p9, p4)$, verify whether it gives a convex polygon

Verification problem 2



If the list $(p_1, p_2, p_{10}, p_{12}, p_9, p_4)$ gives a convex polygon, show all other points are contained in it.

A brute-force algorithm

- Algorithm 1:
 - Generate all possible partial permutations of S
 - For each permutation P , verify it gives $CH(S)$
- Questions
 - Is the above algorithm always correct?
 - How much time does it take if $n = 1000$.
- Conclusion: We need a better algorithm.
- Question: Please consider a better algorithm than this!

Analysis of Algorithm

- Time Complexity
 - Given an input of size n (words/bits), how many basic steps are required in an algorithm?
 - Arithmetic operations
 - Comparisons, Data Access (read, write)
 - Floor/Ceiling $[314,1592] = 314$
 - $T(n)$: number of basic steps
 - Asymptotic time complexity
 - $T(n) < c f(n)$ for a suitable constant c and a familiar function $f(n)$
 - We write $T(n) = O(f(n))$
- Classification of time complexity
 - Polynomial time algorithm: $f(n)$ is a polynomial in n
 - Linear time algorithm: $T(n) = O(n)$
 - Quadratic time algorithm: $T(n) = O(n^2)$
 - Exponential time algorithm : e.g., $f(n) = 2^n$
 - Unbounded time algorithm : No such $f(n)$

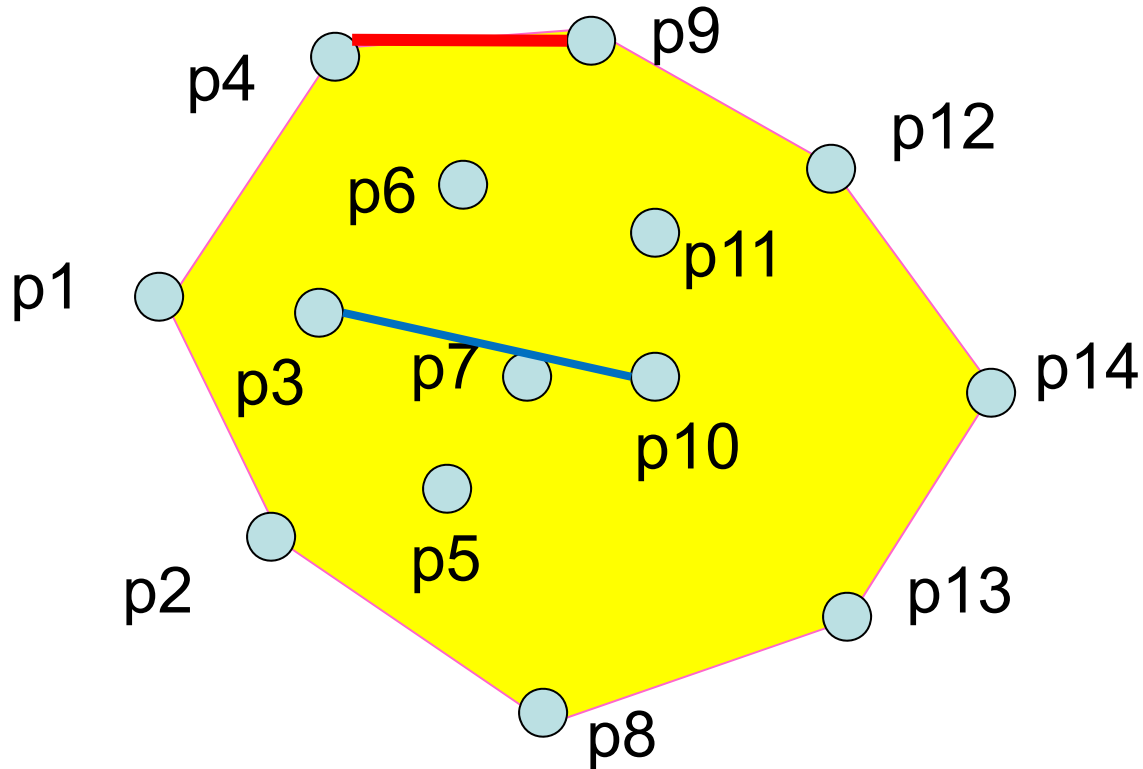
Complexity of a problem

- Complexity of a problem X
 - The complexity of X is $O(f(n))$ if there is an algorithm to solve X in $O(f(n))$ time
 - The complexity of X is $\Omega(f(n))$ if there is no algorithm to solve X in $o(f(n))$ time
 - $o(f(n))$: strictly smaller than $O(f(n))$
 - The complexity of X is $\Theta(f(n))$ if it is both $O(f(n))$ and $\Omega(f(n))$
- Complexity class of a problem
 - A problem X is in class P if there is a polynomial time algorithm to solve X , that is, the complexity of $X = O(f(n))$ for a polynomial $f(n)$.

Typical problems in class P

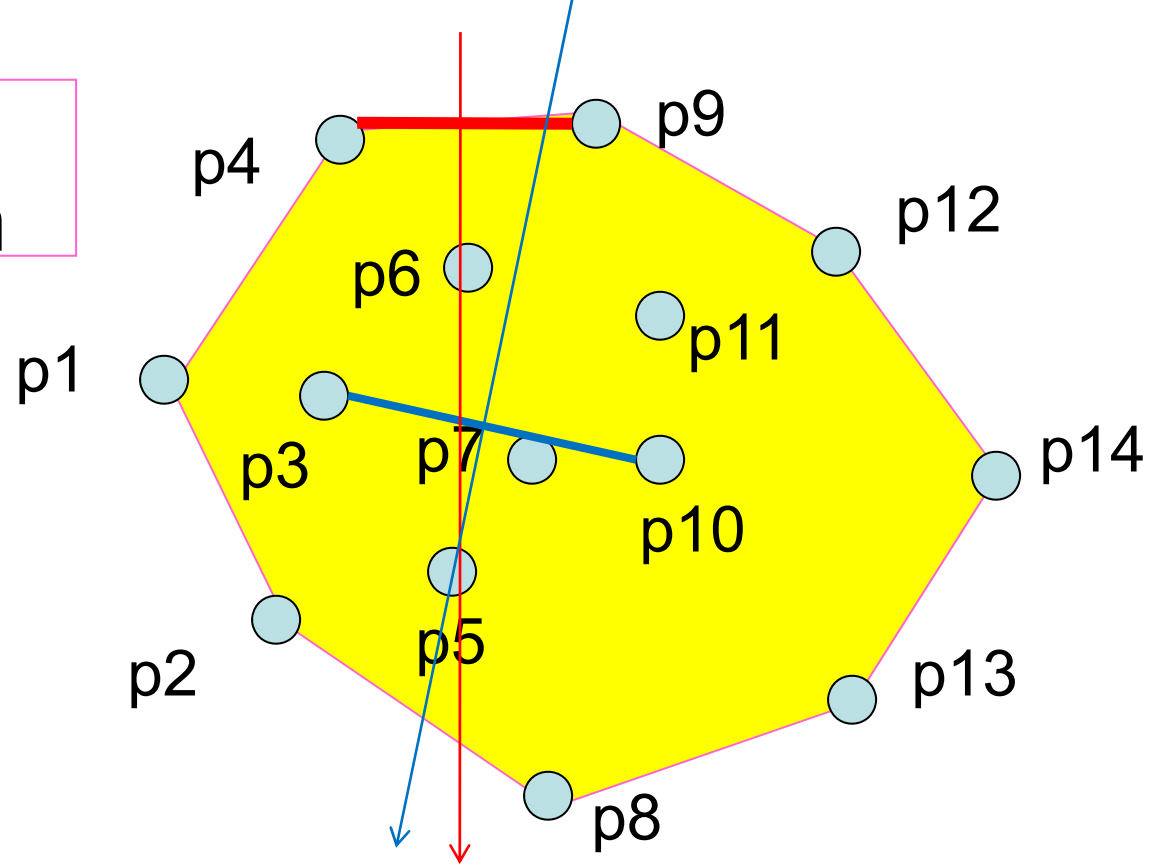
- Finding maximum element in a given set of n numbers : $\Theta(n)$ time
- Sorting n numbers: $O(n \log n)$ time
 - $\Theta(n \log n)$ if we restrict the computation model
- Computing the “distance” of two DNA sequences of length n : $O(n^2)$ time
- **Computing convex hull of n points in the plane**
 - How to do it? What is the time complexity?

Edge verification



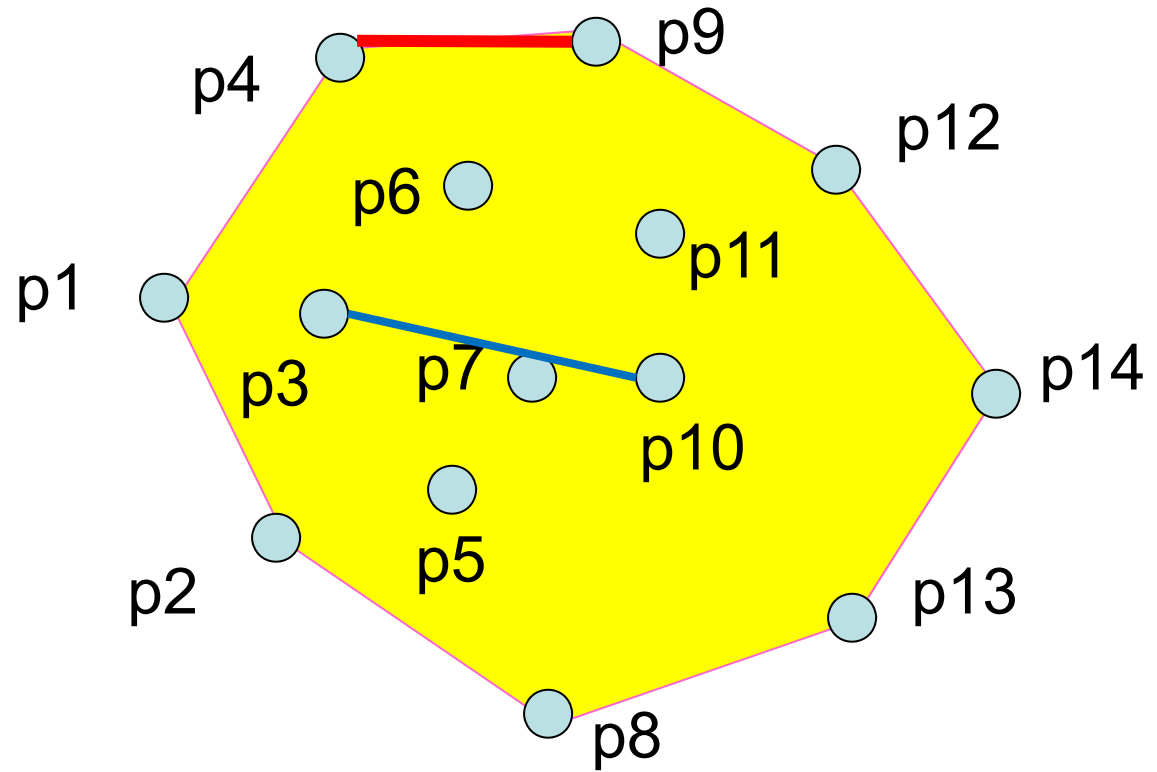
(p4, p9) is an edge of the convex hull, while (p3, p10) is not. How to distinguish them?

Edge verification



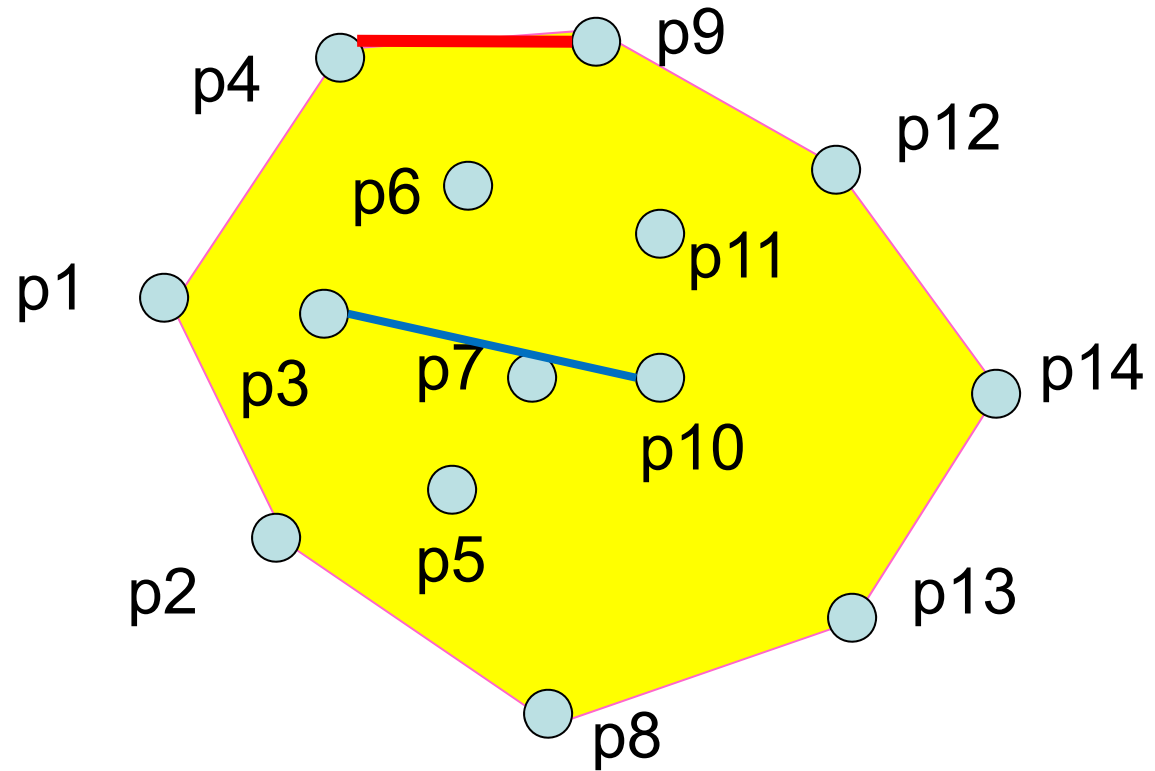
- Order all points in the orthogonal direction to the edge we want to verify
- Convex hull edge if and only if its endpoints are both maximum (or minimum) in the ordering

Convex hull algorithm using edge verification



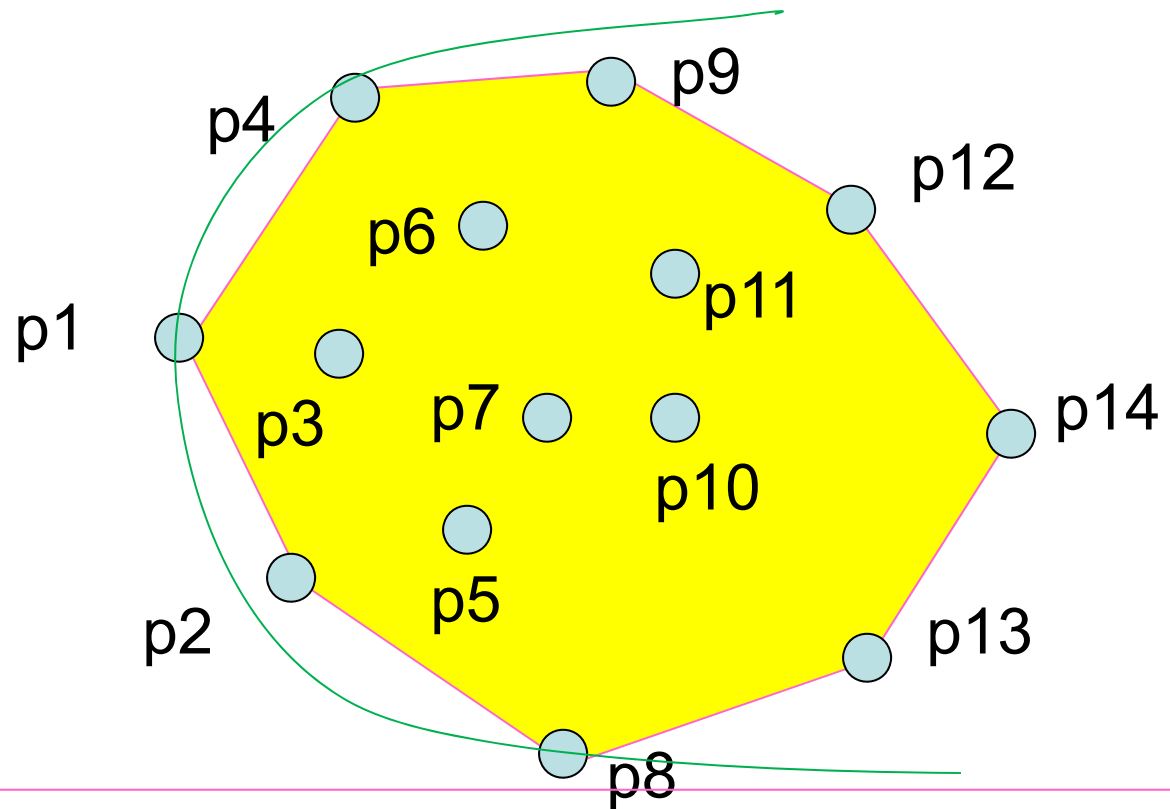
- Verify all $n(n-1)/2$ candidate edges
- Collect all the convex hull edges
- Arrange them into convex hull
 - How to do it?

Time
complexity
of the
algorithm
using
edge
verification



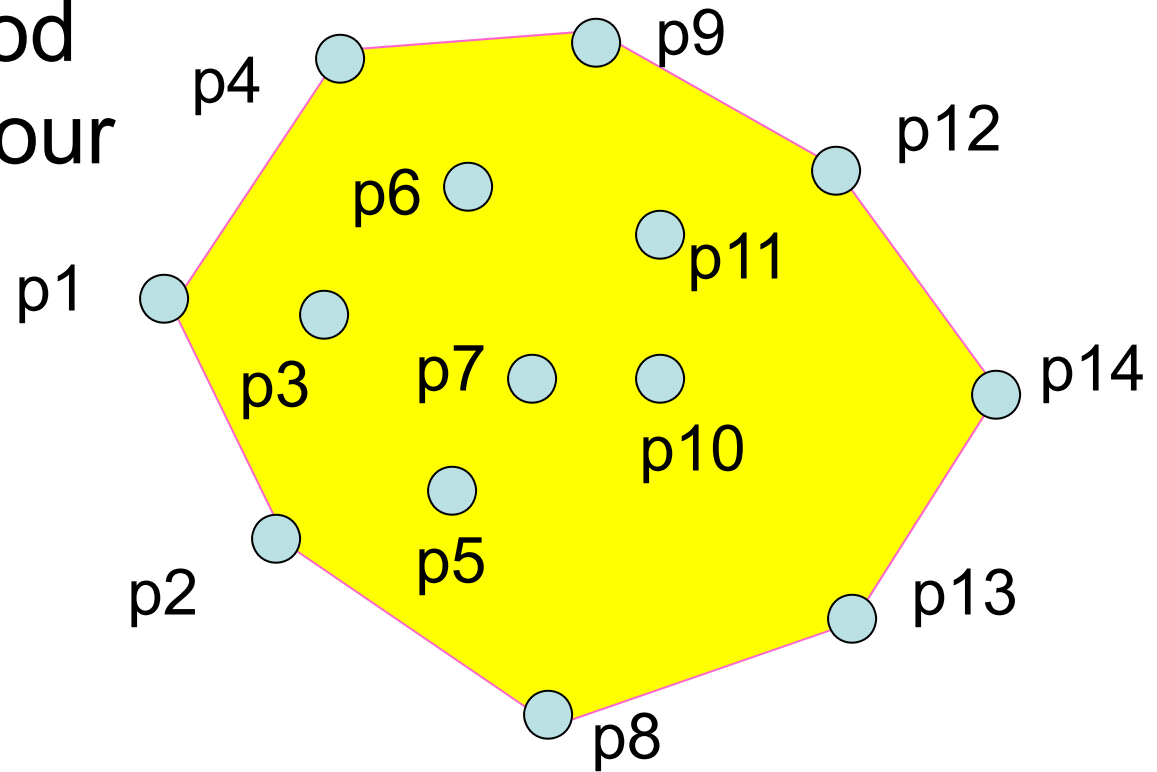
- $O(n^3)$ time algorithm
 - Edge verification = $O(n)$ time for each candidate
 - $O(n^2)$ candidate edges
- Polynomial time. But very slow! How to improve?

Learn from
our real life



- Consider points as pins on a board. (パチンコ台の釘だと思おう)
- You are given a string. How to realize the convex hull. (紐を使って凸包を計算しよう)
- “Gift wrapping” algorithm or.....

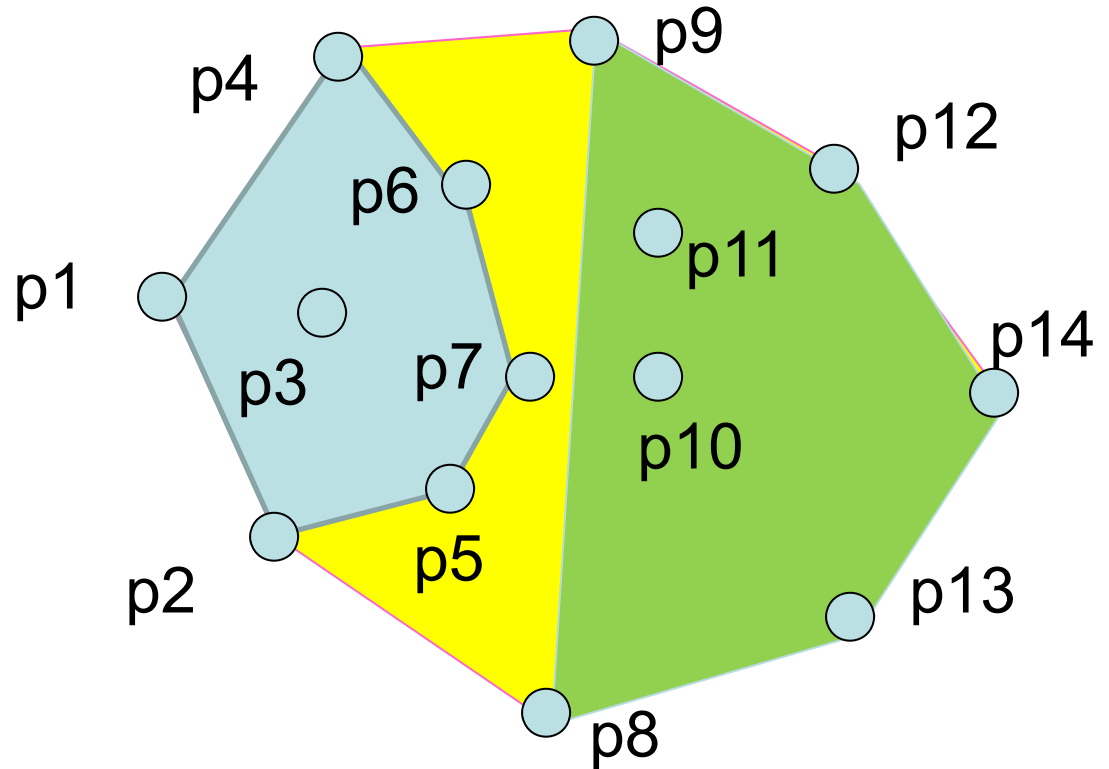
Another method
learning from our
real life



- Consider points as pins on a board.
- You can touch from any given direction by hand. How to realize the convex hull.
- “hand probing” algorithm

Algorithmic paradigms

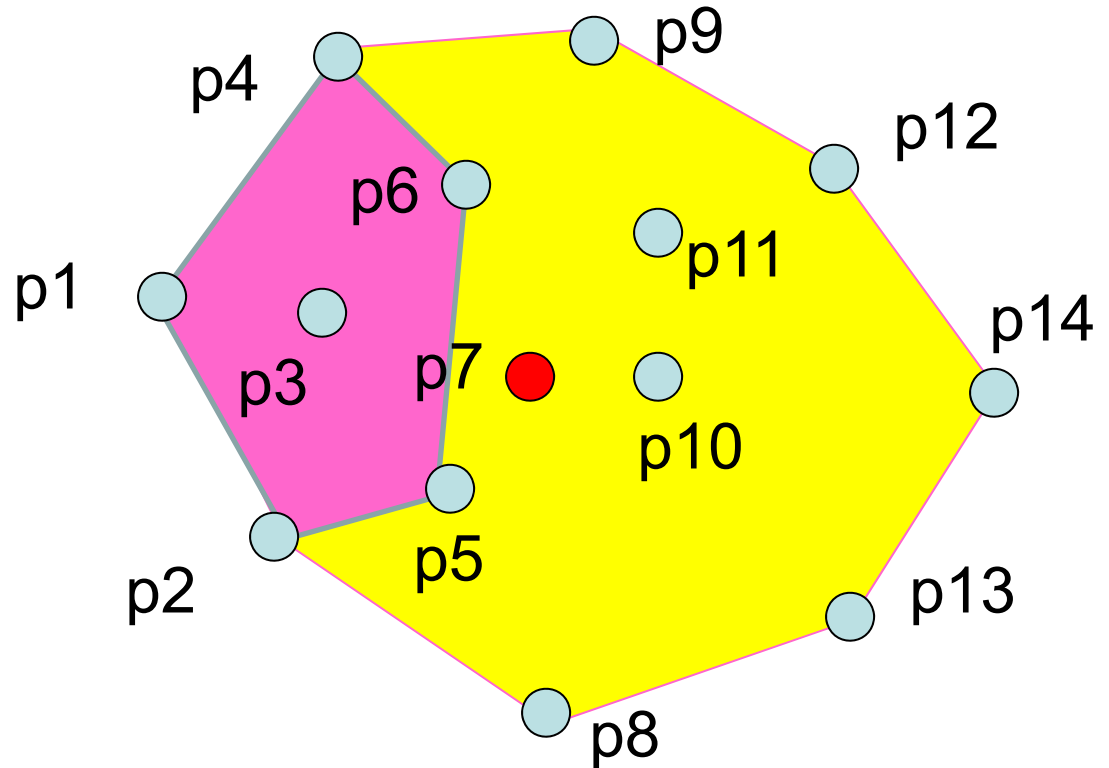
1. Divide and conquer



- Process “left half” and “right half” independently
- Merge two outputs

Algorithmic paradigms

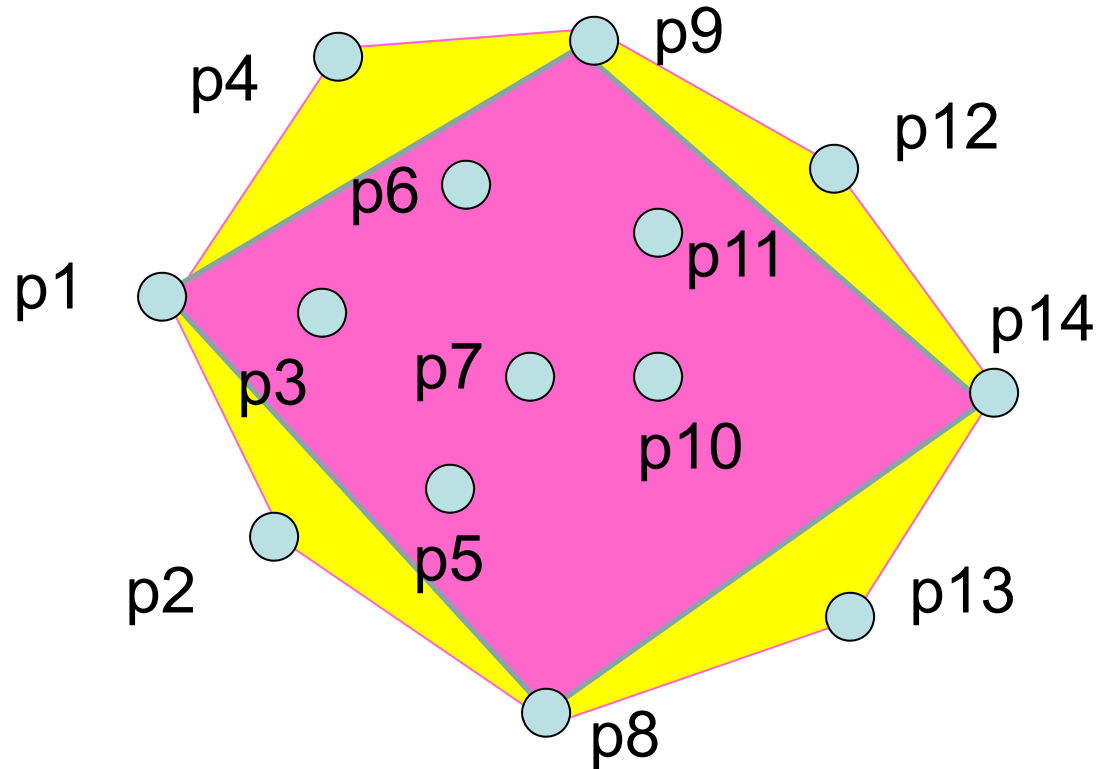
2. Incremental method



- Process points left-to-right
- Start from the triangle formed by p1,p2,p3, and add points one by one updating the convex hull

Algorithmic paradigms

3. Prune by preprocessing



- Remove all points in the pink quadrangle
- Run an algorithm discussed before

Time complexities of algorithms

- Brute-force:
- Edge verification:
- Gift wrapping:
- Probing:
- Divide & Conquer:
- Left to right incremental:
- Pruning + Gift wrapping

Applications

- Classical use of convex hulls
 - Diameter computation
 - Rotating caliper
 - Fast collision detection
- Tokuyama's original use of convex hull algorithms
 - Statistics
 - Data mining (!)
 - Image processing (!!)

