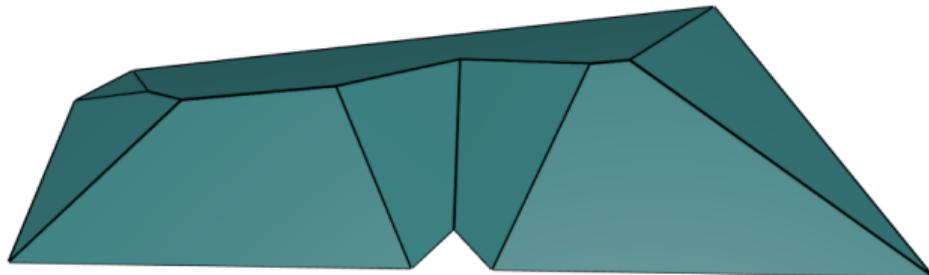


BISECTOR GRAPHS FOR MIN-/MAX-VOLUME ROOFS OVER SIMPLE POLYGONS

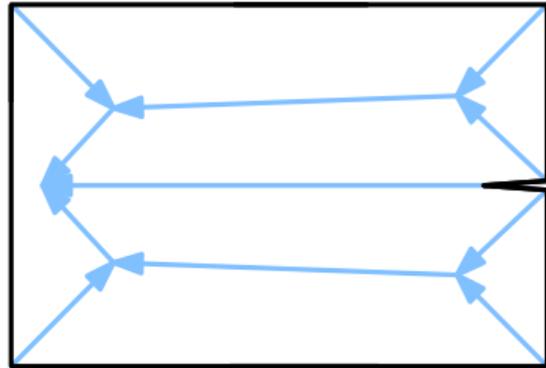
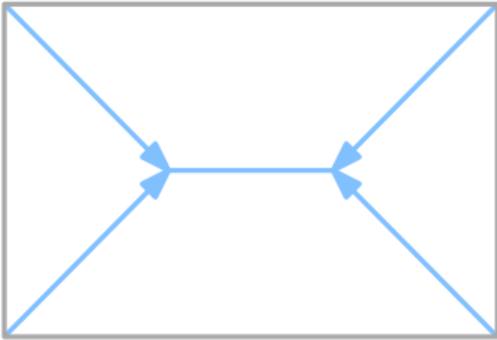
Günther Eder – Martin Held – Peter Palfrader

March 2016, Lugano



MOTIVATION

- Comparing two polygons. A lower area does not always lead to a lower roof volume.
- The lower envelope over all planes is not the minimum volume roof. (Neither does the upper envelope lead to the maximum volume roof.)

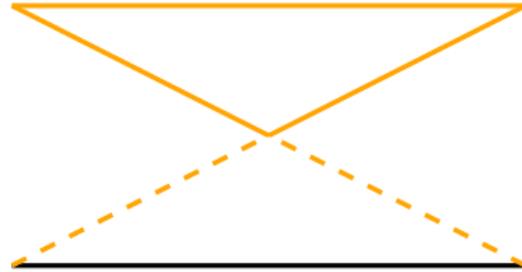


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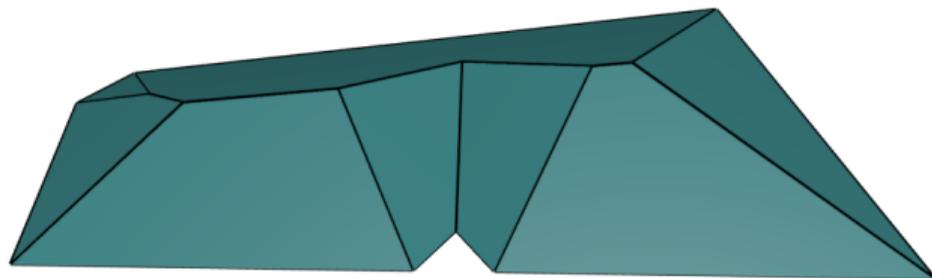
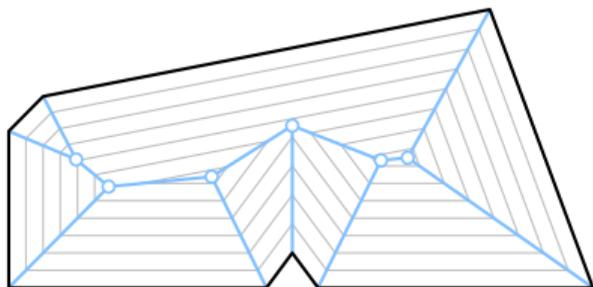
x/y



x/z

APPROACH

- Building on *Roof Model* and *Bisector Graphs*^[2].
- *Gradient Property*^[2] generalized.
- *Wavefront Propagation*^[1] extended by two additional events.



2. Oswin Aichholzer, Franz Aurenhammer, David Albers, and Bernd Gärtner. A Novel Type of Skeleton for Polygons. *Journal of Universal Computer Science*, 1995

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THEOREM (ROOF \leftrightarrow BISECTOR GRAPH^[2])

Every roof for P corresponds to a unique bisector graph of P , and vice versa.

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NATURAL GRADIENT PROPERTY

Let $\mathcal{R}(\mathcal{P})$ be a roof for \mathcal{P} . We say that a facet f of $\mathcal{R}(\mathcal{P})$ has the *natural gradient property* if, for every point $p \in f$, there exists a path that (i) starts at p , (ii) follows the steepest gradient, and (iii) reaches the boundary of \mathcal{P} .

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EXTENDED WAVEFRONT PROPAGATION

- Edge Event and Split Event^[2].
- Create Event and Divide Event

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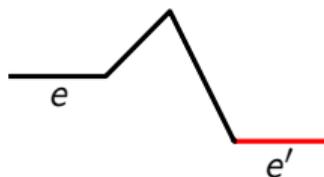
1. Oswin Aichholzer and Franz Aurenhammer. Straight Skeletons for General Polygonal Figures in the Plane. In *Proc. 2nd Internat. Comput. and Combinat. Conf.* Springer Berlin Heidelberg, 1996

APPROACH

- Building on *Roof Model* and *Bisector Graphs*^[2].
- *Gradient Property*^[2] generalized.
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GENERAL POSITION

- No two edges of \mathcal{P} are parallel to each other.
- Not more than three bisectors of edges of \mathcal{P} meet in one point.



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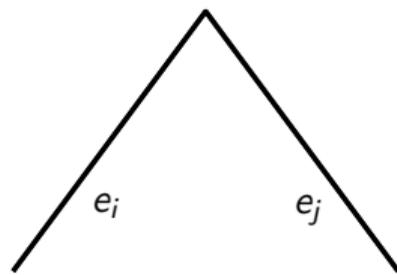
DEFINITION (MIN-/MAX-VOLUME BISECTOR GRAPH)

The *maximum-volume bisector graph* $\mathcal{B}_{\max}(\mathcal{P})$ of a polygon \mathcal{P} is a bisector graph $\mathcal{B}(\mathcal{P})$ where the associated roof $\mathcal{R}(\mathcal{P})$ has the natural gradient property for each of its facets and that maximizes the volume over all possible natural roofs for \mathcal{P} . Similarly for the *minimum-volume bisector graph* $\mathcal{B}_{\min}(\mathcal{P})$.

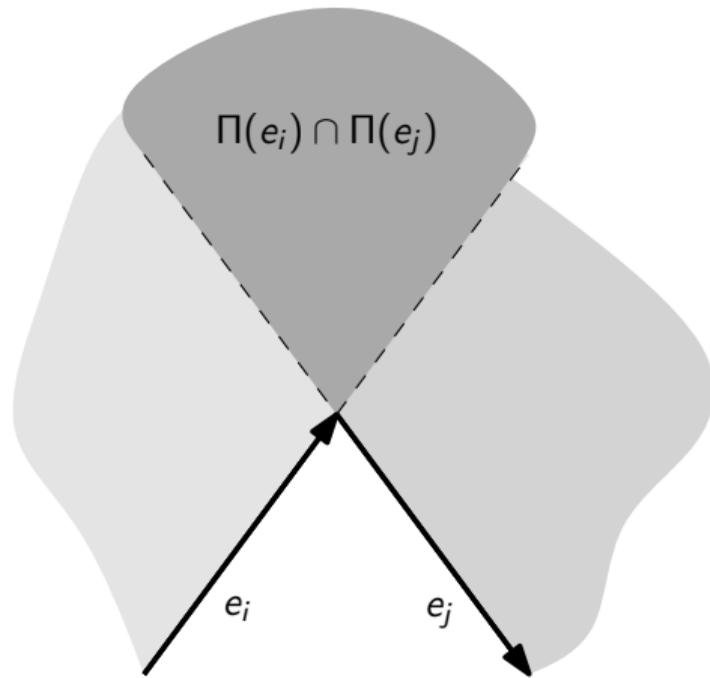
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Two consecutive edges e_i, e_j of \mathcal{P} .

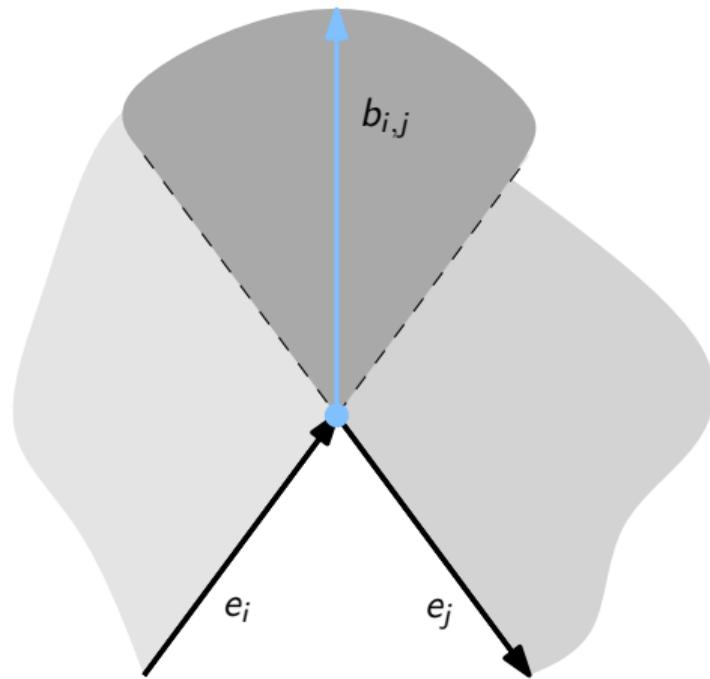


Edges of \mathcal{P} are oriented. A half plane $\Pi(e)$ that starts at the supporting line $\ell(e)$ of an edge spans to its left. $\Pi(e)$ overlaps locally with the interior of \mathcal{P} .

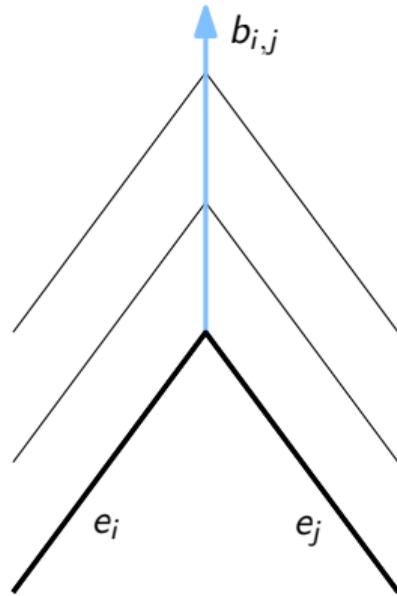


BISECTOR

A bisector $b_{i,j}$ spans from the intersection of the supporting line of two edges into their common interior.

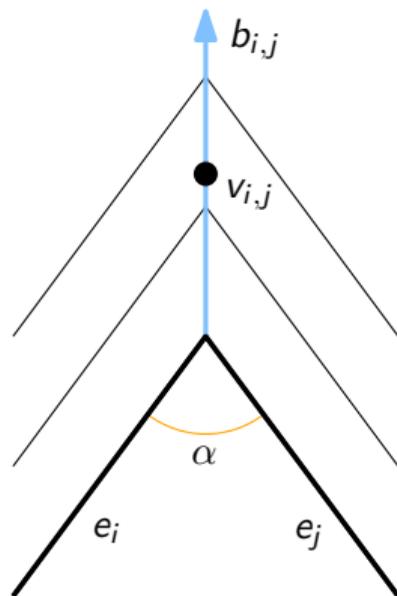


Wavefront propagation of e_i and e_j .



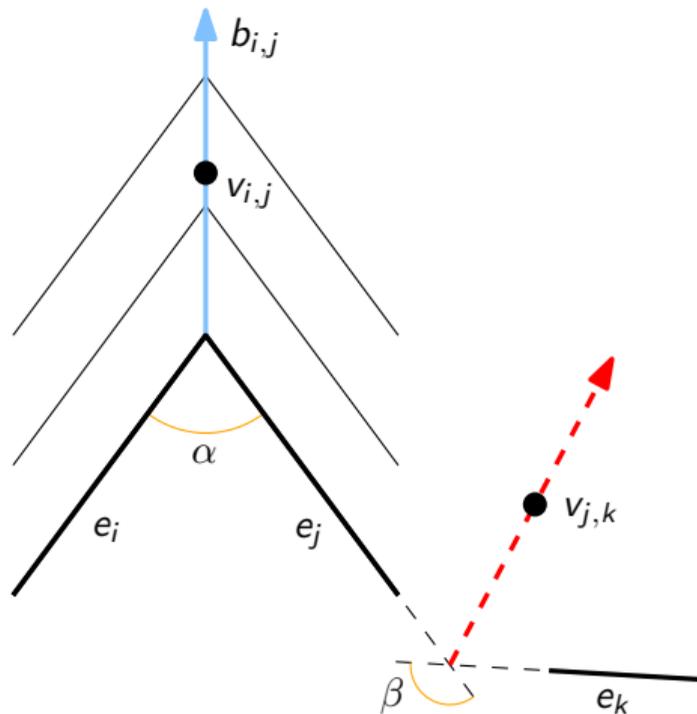
Wavefront propagation of e_i and e_j . A wavefront edge moves at unit speed (self parallel). The speed $s(v)$ of a wavefront vertex v depends on the angle between the supporting lines forming its bisector^[3].

$$s(v_{i,j}) = \frac{1}{\sin(\alpha/2)}$$

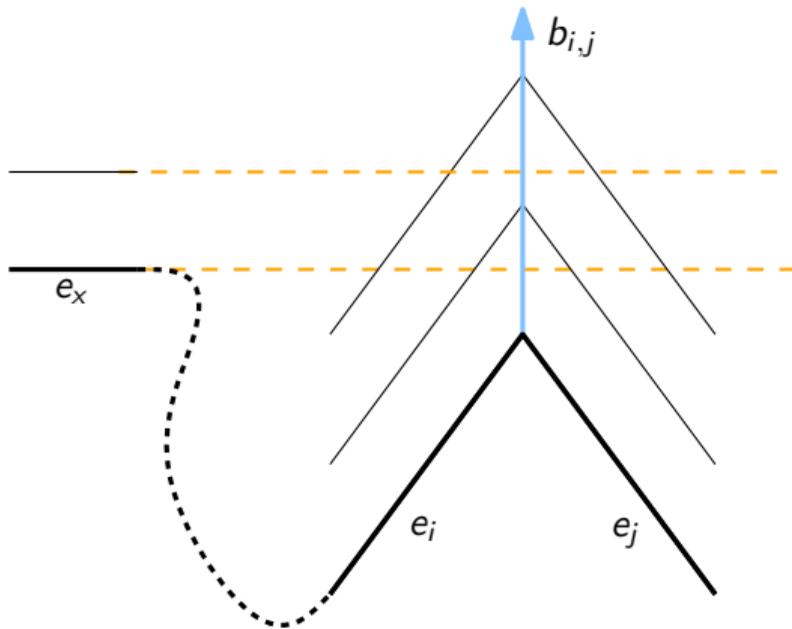


Every bisector defines a vertex that has a starting point and associated speed. In case such a vertex is not part of the wavefront we call it *stealth vertex*.

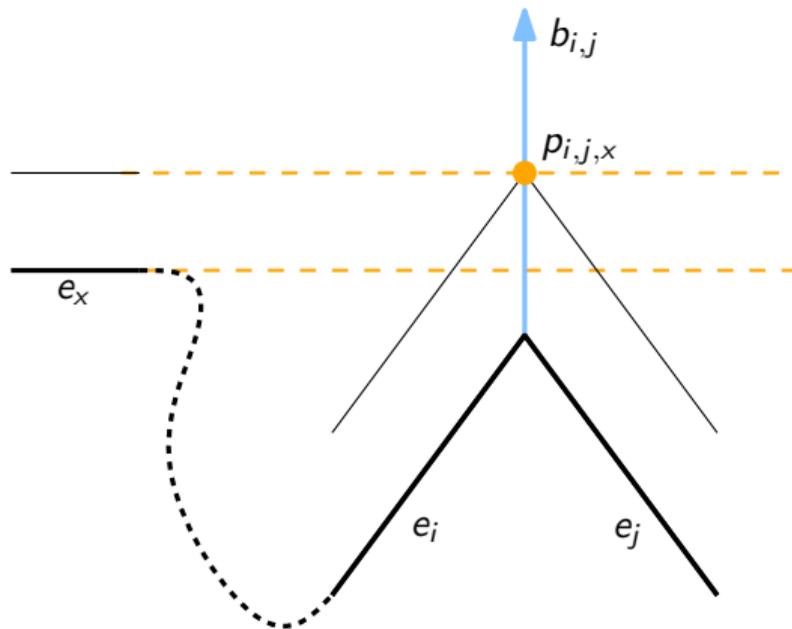
$$s(v_{i,j}) = \frac{1}{\sin(\alpha/2)}$$
$$s(v_{j,k}) = \frac{1}{\sin(\beta/2)}$$



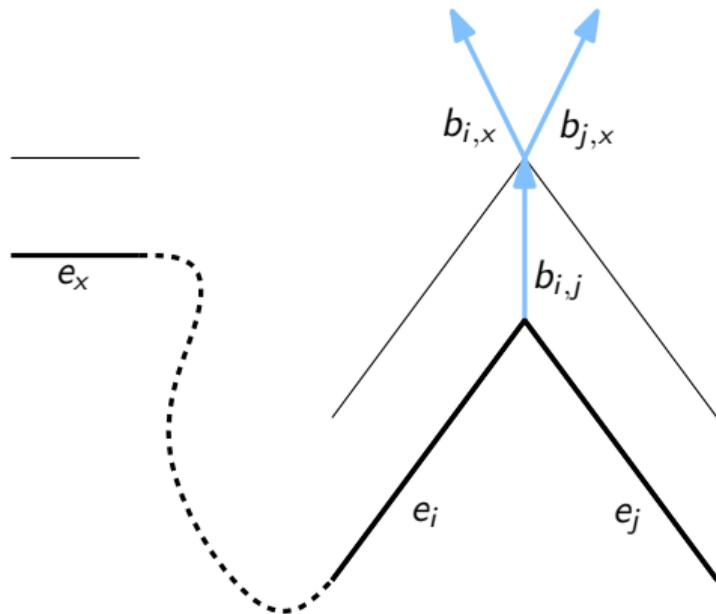
Another input edge e_x of \mathcal{P} .



At some point $p_{i,j,x}$ is the wavefront vertex incident with the supporting line from the wavefront edge of e_x .

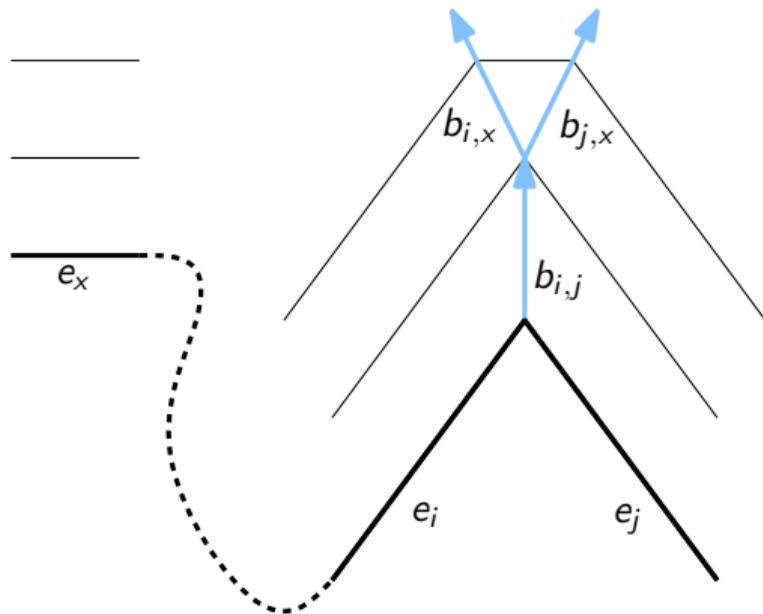


At some point $p_{i,j,x}$ is the wavefront vertex incident with the supporting line from the wavefront edge of e_x . The three bisectors meet at that point as well.



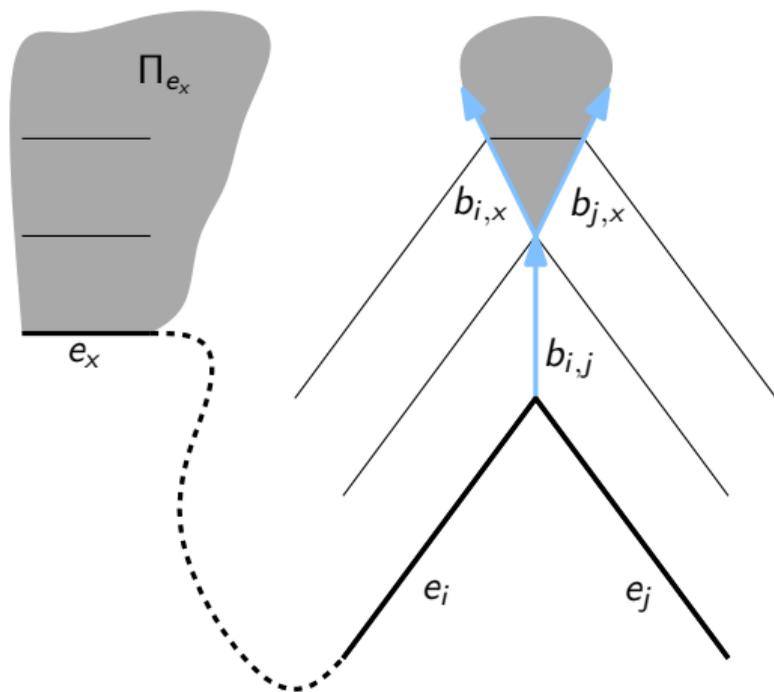
CREATE EVENT

The wavefront changes: an additional edge e is created, and e is parallel to the wavefront edge of e_x . The two wavefront vertices on $b_{i,x}$ and $b_{j,x}$ are both reflex.



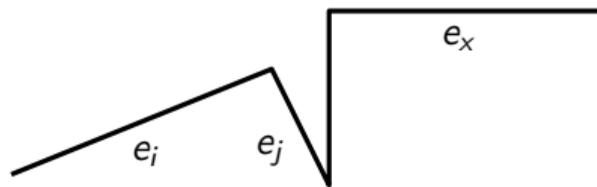
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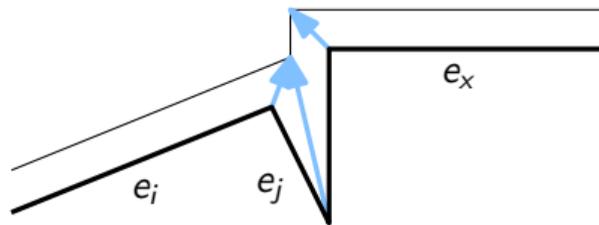
CREATE EVENT, CONT.

Consecutive edges along a polygon boundary.



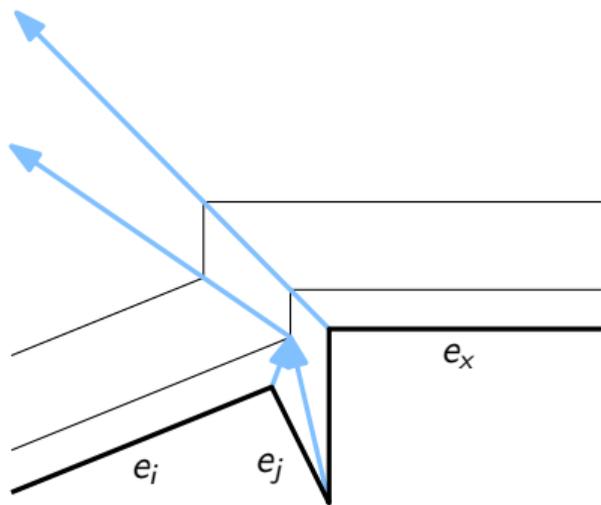
CREATE EVENT, CONT.

Consecutive edges along a polygon boundary. Wavefront propagation on the first (edge) event.



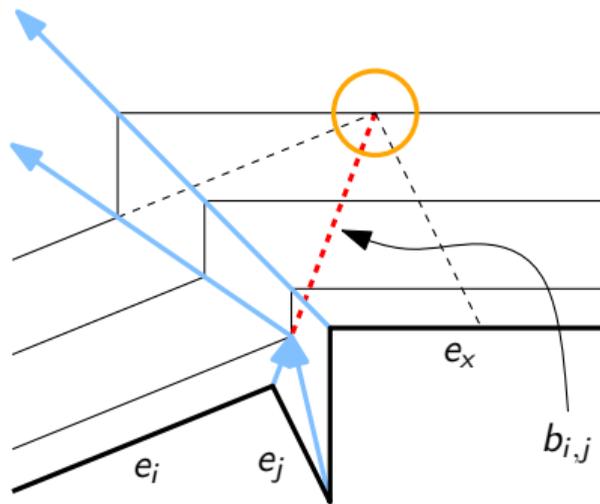
CREATE EVENT, CONT.

Consecutive edges along a polygon boundary. Wavefront propagation on the first (edge) event. Wavefront propagation continues.



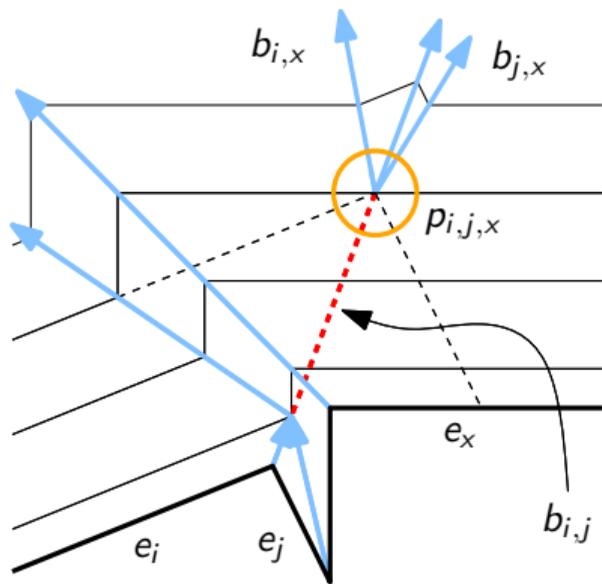
CREATE EVENT, CONT.

The stealth vertex $v_{i,j}$ becomes incident with the wavefront edge originating from e_x at point $p_{i,j,x}$.



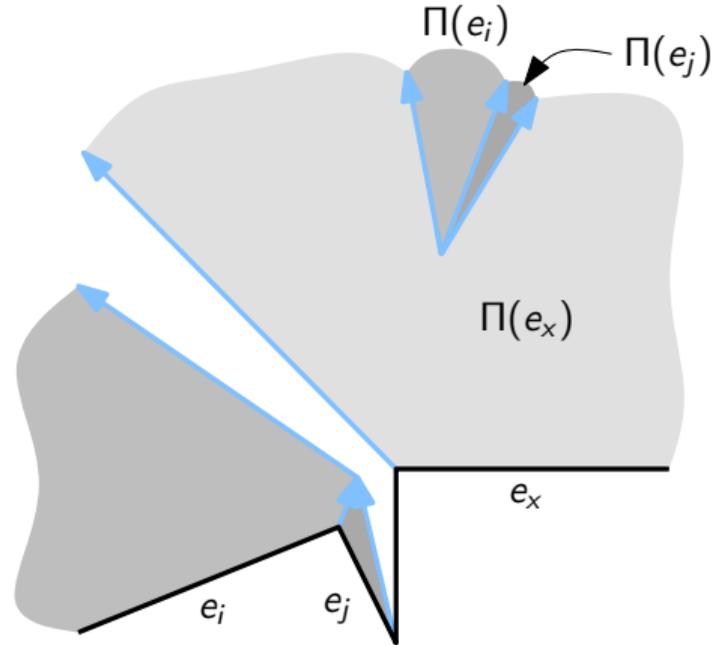
CREATE EVENT, CONT.

The stealth vertex $v_{i,j}$ becomes incident with the wavefront edge originating from e_x at point $p_{i,j,x}$. Three arcs start at this point and create two new facets.



CREATE EVENT, CONT.

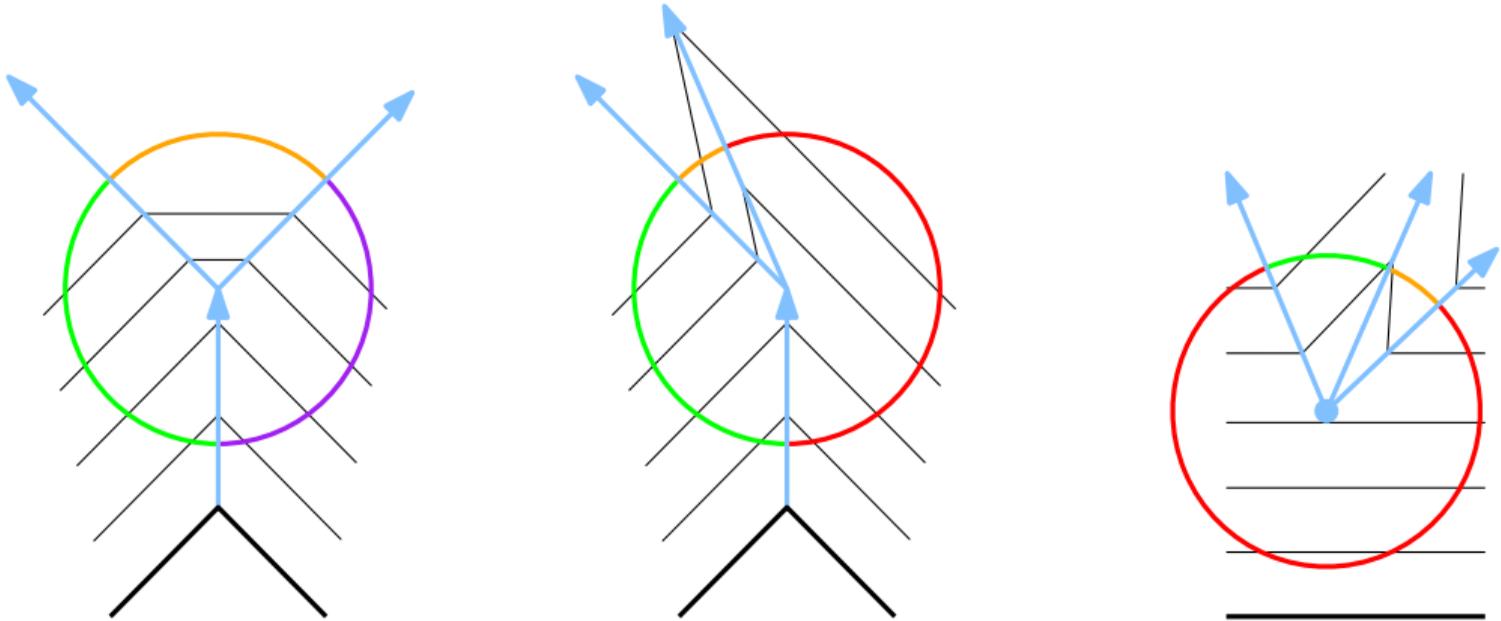
The stealth vertex $v_{i,j}$ becomes incident with the wavefront edge originating from e_x at point $p_{i,j,x}$. Three arcs start at this point and create two new facets. One of these facets lies in the plane $\Pi(e_i)$ and one in $\Pi(e_j)$.



ACCELERATING/DECELERATING CREATE EVENT

LEMMA

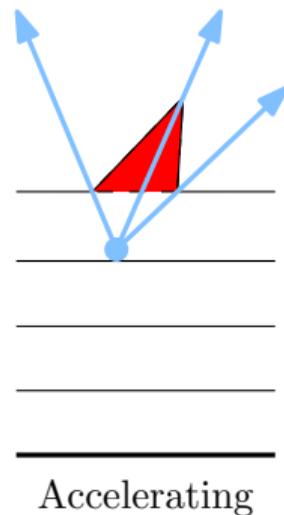
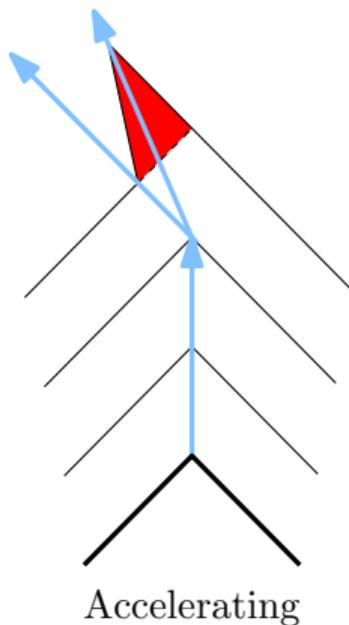
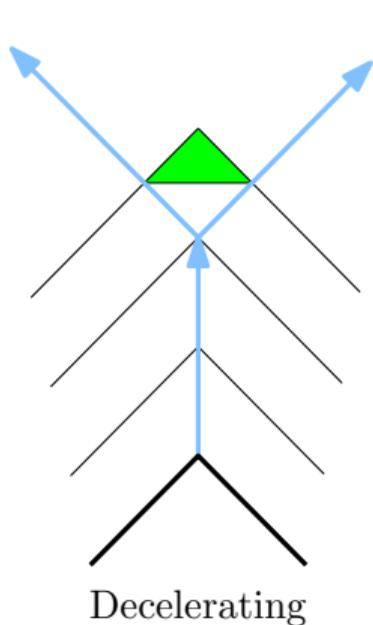
A small disc c centered around a create event p is partitioned into three wedges by the three arcs incident at p . If one wedge has an angle greater than π it involves a wavefront vertex, starting at p , that moves faster than the wavefront vertex which ends at p .



ACCELERATING/DECELERATING CREATE EVENT

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COMPLEXITY

- The wavefront propagation is used both to compute $\mathcal{B}_{\min}(P)$ and $\mathcal{B}_{\max}(P)$.
- The complexity is dominated by the computation of the create events.
- One create event takes $\mathcal{O}(n \log n)$ time to compute and enqueue.
- There can be up to $\mathcal{O}(n^2)$ create events.

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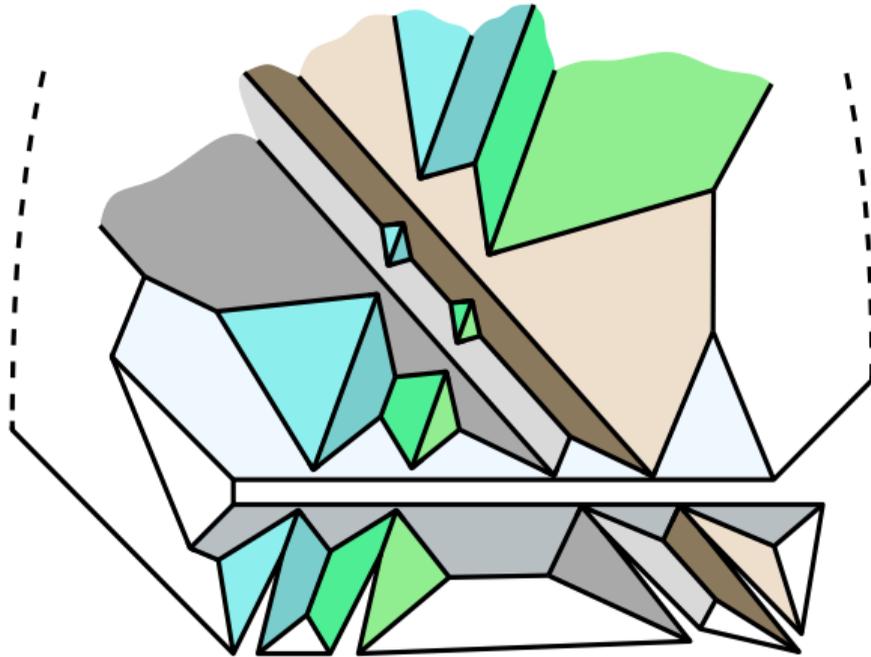
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The overall complexity to compute $\mathcal{B}_{\min}(P)$ or $\mathcal{B}_{\max}(P)$ is in $\mathcal{O}(n^3 \log n)$.

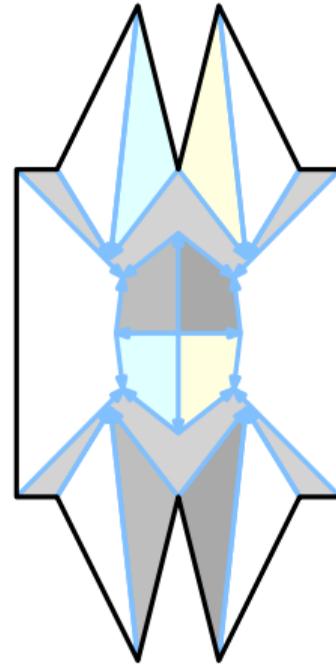
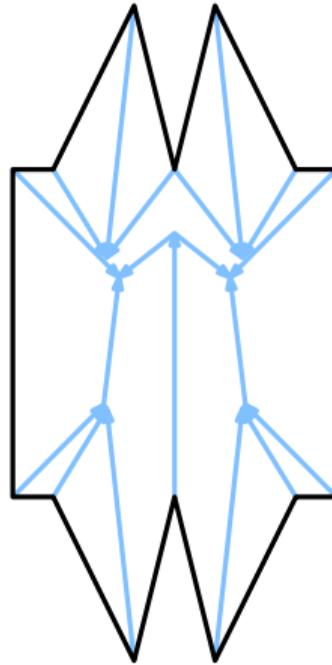
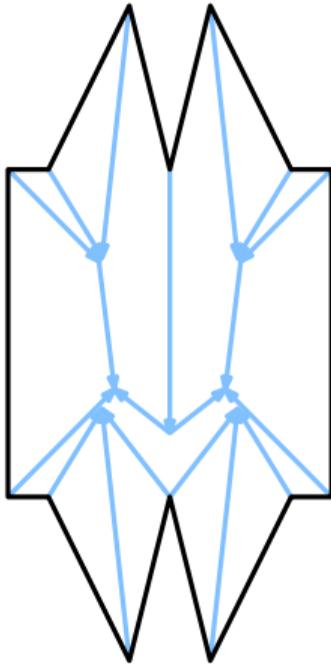
END

Thanks for your attention!



LEMMA

The number of facets \mathcal{B}_{\min} and \mathcal{B}_{\max} can have is in $\mathcal{O}(n^2)$.



LEMMA

The upper envelope of two natural roofs is not necessarily a natural roof.

REFERENCES I

- [1] Oswin Aichholzer and Franz Aurenhammer. Straight Skeletons for General Polygonal Figures in the Plane. In *Proc. 2nd Internat. Comput. and Combinat. Conf.* Springer Berlin Heidelberg, 1996.
- [2] Oswin Aichholzer, Franz Aurenhammer, David Alberts, and Bernd Gärtner. A Novel Type of Skeleton for Polygons. *Journal of Universal Computer Science*, 1995.
- [3] Siu-Wing Cheng and Antoine Vigneron. Motorcycle Graphs and Straight Skeletons. In *Proc. 13th Symposium on Discrete Algorithms*, 2002.