

Near-Optimal ε -Kernel Construction and Related Problems

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David M. Mount

University of Maryland, College Park

SoCG 2017

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Input

S : Set of n points in \mathbb{R}^d

$\varepsilon > 0$: Approximation parameter

d : Constant dimension

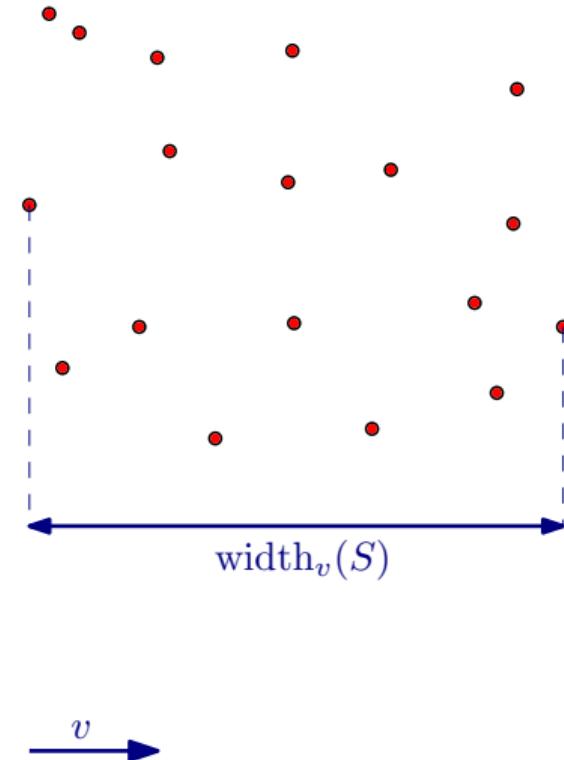
Output

$Q \subseteq S$ such that for all vector v ,

$$\text{width}_v(Q) \geq (1 - \varepsilon) \text{width}_v(S)$$

and $|Q| = O(1/\varepsilon^{(d-1)/2})$

- Approximation of the convex hull
- Connected to diameter, width...



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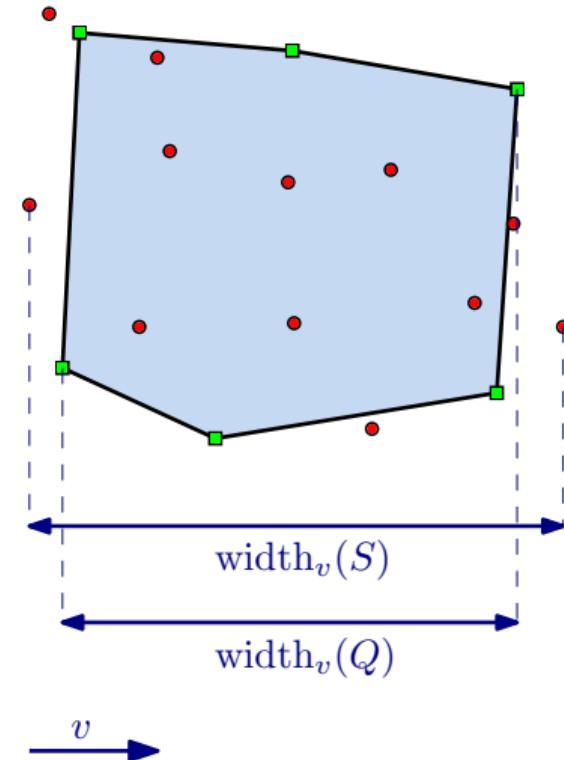
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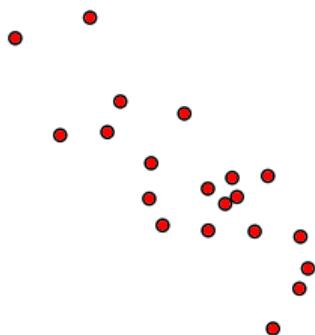


Simple ε -Kernel Construction [AHV04]

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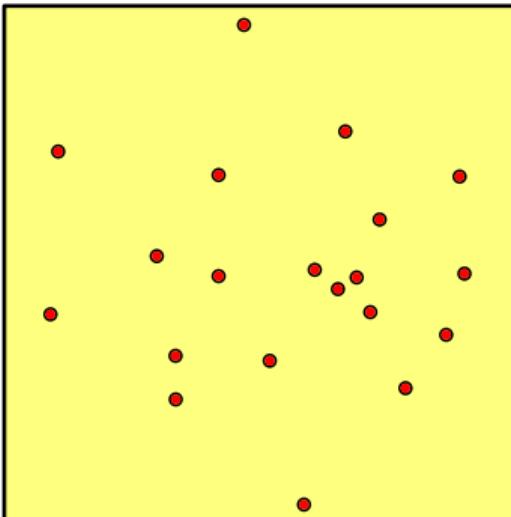


n points

- 1 Fatten the point set inside a unit hypercube
time $O(n)$
- 2 Keep one point from top and bottom non-empty ε -grid cells in each column
time $O(n + 1/\varepsilon^{d-1})$
- 3 Place hypercube of size 2 around and $\sqrt{\varepsilon}$ -grid on facets [Brl76]
time $O(1/\varepsilon^{(d-1)/2})$
- 4 Find nearest neighbor of each grid vertex
time $O(1/\varepsilon^{3(d-1)/2})$
- 5 Return subset of original points

Total time: $O(n + 1/\varepsilon^{3(d-1)/2})$

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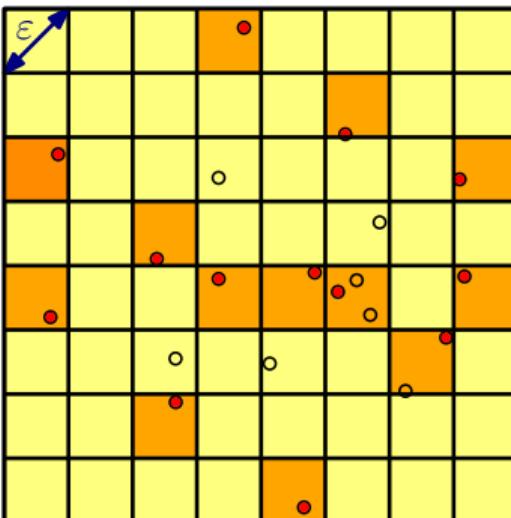
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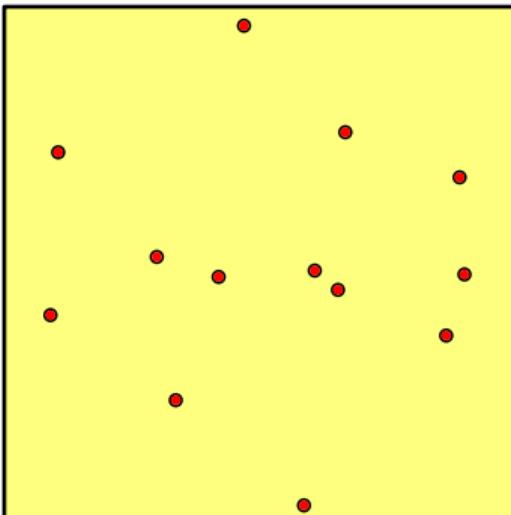
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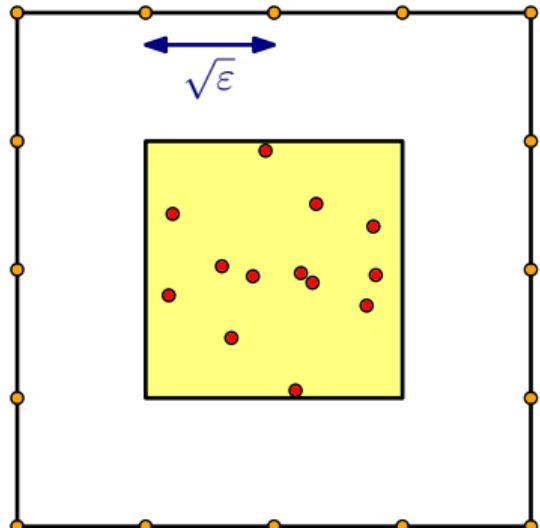
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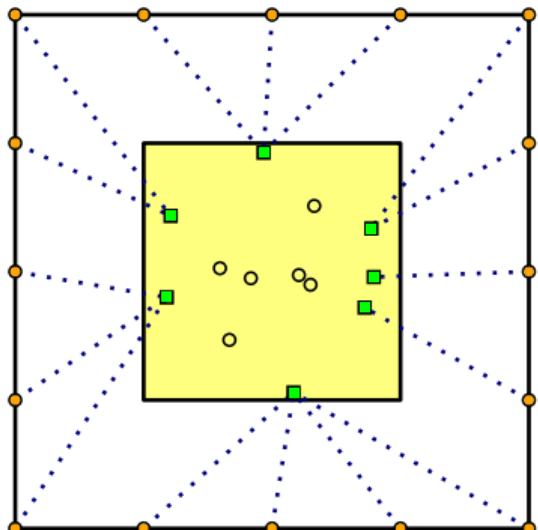


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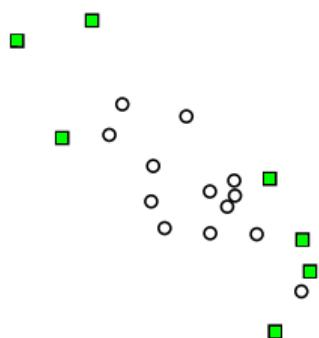
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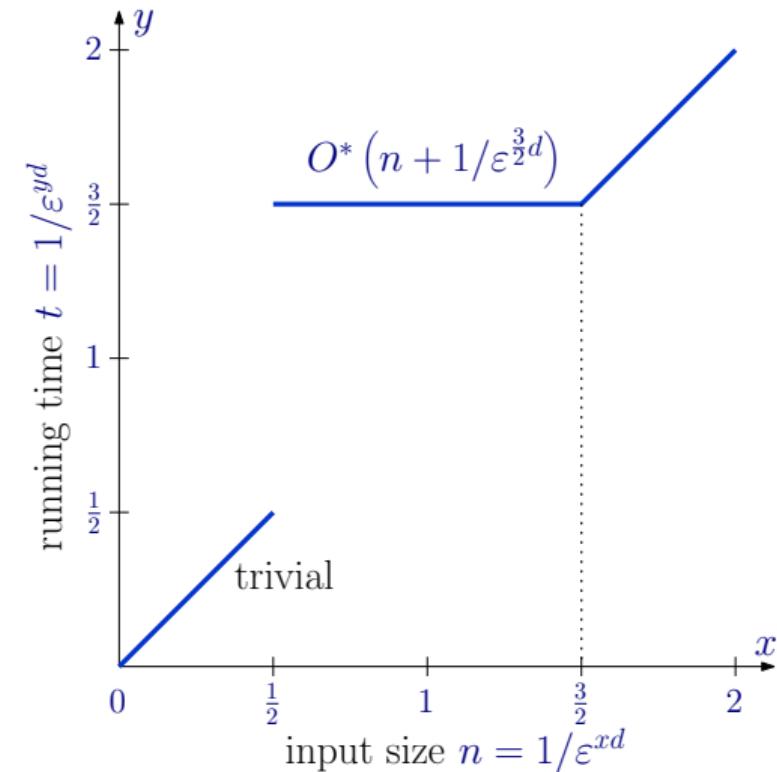
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- [AHV04] $O\left(n + 1/\varepsilon^{\frac{3(d-1)}{2}}\right)$
- [Cha06] $O\left(n \log \frac{1}{\varepsilon} + 1/\varepsilon^{d-2}\right)$
- [ArC14] $O\left(n + \sqrt{n}/\varepsilon^{\frac{d}{2}}\right)$
- [Cha17] $\tilde{O}\left(n \sqrt{\frac{1}{\varepsilon}} + 1/\varepsilon^{\frac{d-1}{2} + \frac{3}{2}}\right)$

Our near-optimal construction

- $O\left(n \log \frac{1}{\varepsilon} + 1/\varepsilon^{\frac{d-1}{2} + \alpha}\right)$
- $\alpha > 0$ arbitrarily small
- Independent of [Cha17] and completely different technique

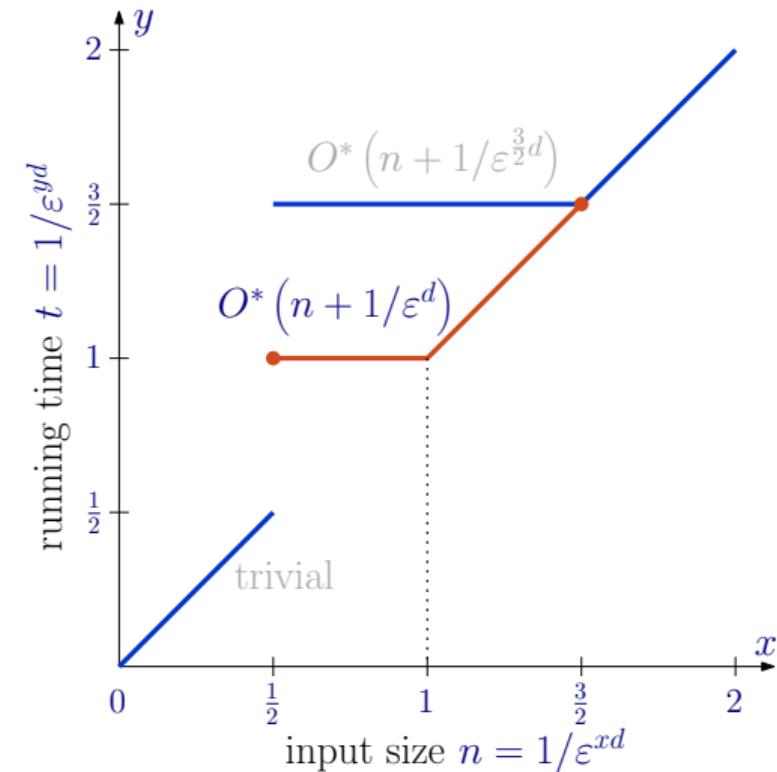


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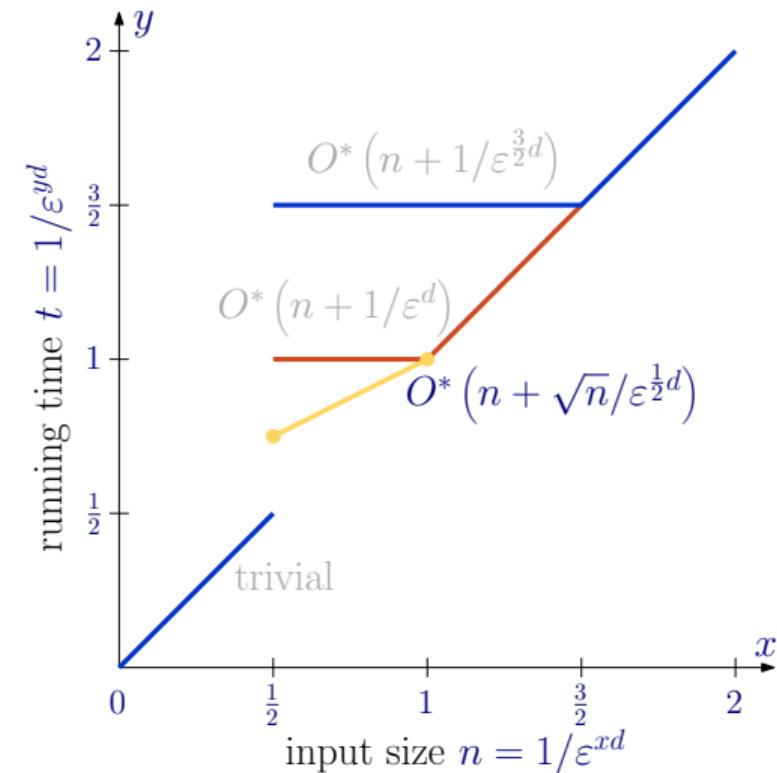


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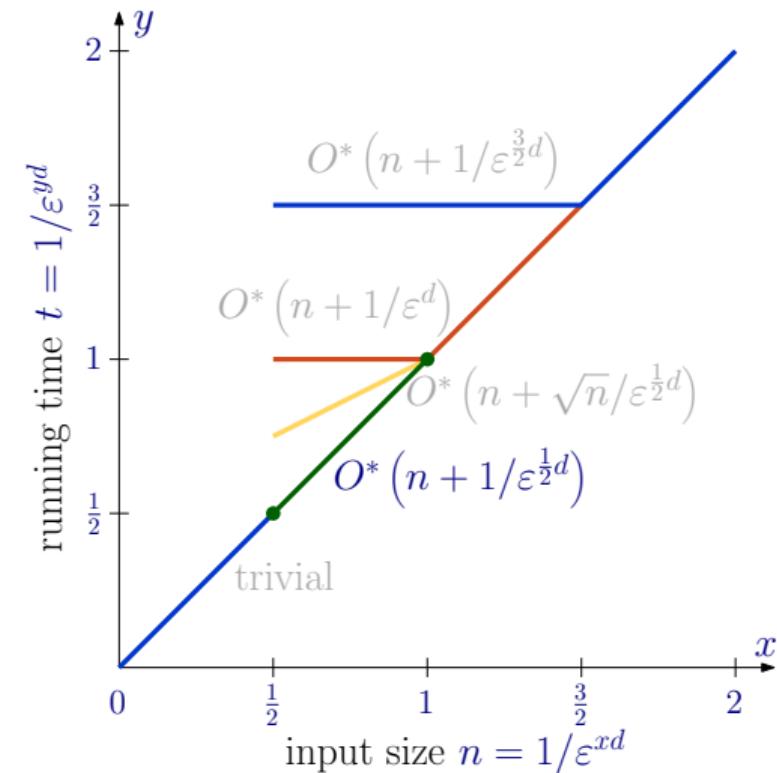


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Results

Main results

- Near-optimal ε -kernel construction in $O\left(n \log \frac{1}{\varepsilon} + 1/\varepsilon^{\frac{d-1}{2}+\alpha}\right)$ time
- Diameter approximation in $O\left(n \log \frac{1}{\varepsilon} + 1/\varepsilon^{\frac{d-1}{2}+\alpha}\right)$ time
- Bichromatic closest pair approximation in $O\left(n/\varepsilon^{\frac{d}{4}+\alpha}\right)$ expected time
- Euclidean minimum spanning/bottleneck tree approximation in $O\left((n \log n)/\varepsilon^{\frac{d}{4}+\alpha}\right)$ expected time
- Near-optimal preprocessing time for approximate polytope membership data structure
- Near-optimal preprocessing time for approximate nearest neighbor data structure
- $\alpha > 0$ arbitrarily small

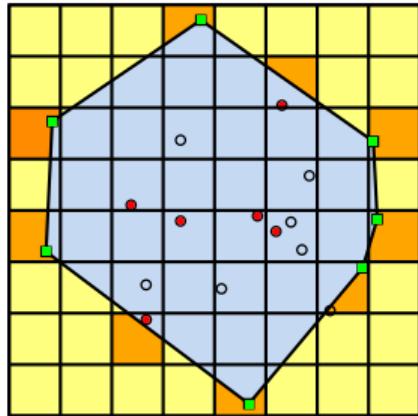
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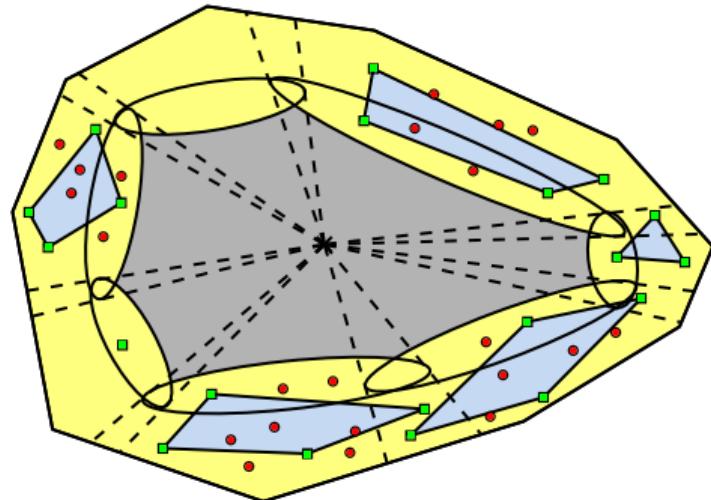


Previous solutions use **grids**

- Similar width in all directions
- Ignores curvature

We use a **hierarchy of Macbeath regions**

- Adapt to the curvature of the body
- Narrow in directions of **high curvature**
- Wide in directions of **low curvature**

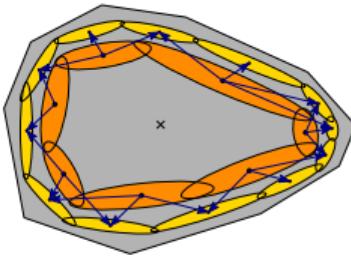


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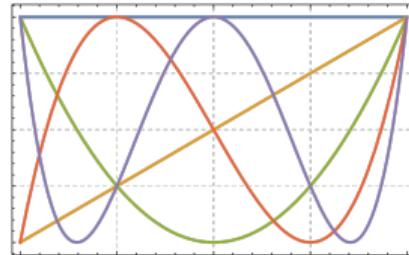
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Our solution:

- **Geometric:** Macbeath regions
- Slightly faster:
 $O\left(n \log \frac{1}{\varepsilon} + 1/\varepsilon^{\frac{d-1}{2}+\alpha}\right)$
- Euclidean metric only



Timothy Chan, 2017:

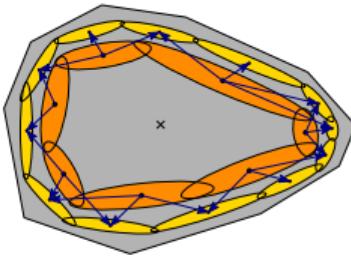
- **Algebraic:** Chebyshev polynomials
- $\tilde{O}\left(n \sqrt{\frac{1}{\varepsilon}} + 1/\varepsilon^{\frac{d-1}{2}+\frac{3}{2}}\right)$
- Generalizes to other metrics

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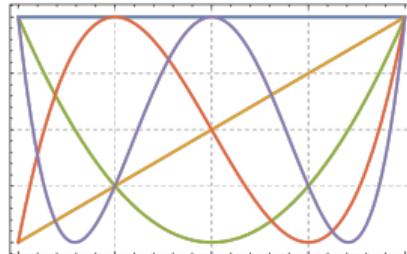
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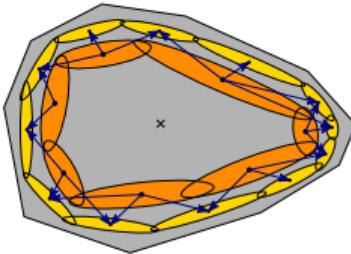
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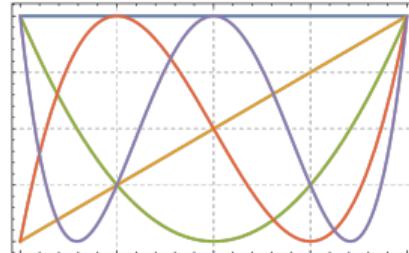
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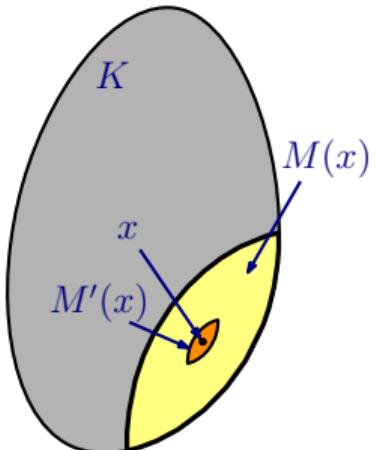
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Macbeath Regions [Mac52]

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Given a convex body K , $x \in K$, and $\lambda > 0$:

- $M^\lambda(x) = x + \lambda((K - x) \cap (x - K))$
- $M(x) = M^1(x)$: intersection of K and K reflected around x
- $M'(x) = M^{1/5}(x)$

Properties

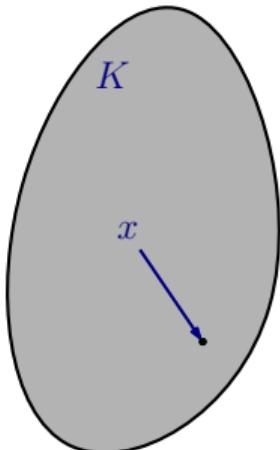
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- $y \in M'(x) \Rightarrow \delta(y) = \Theta(\delta(x))$
- $\delta(x)$: distance from x to ∂K

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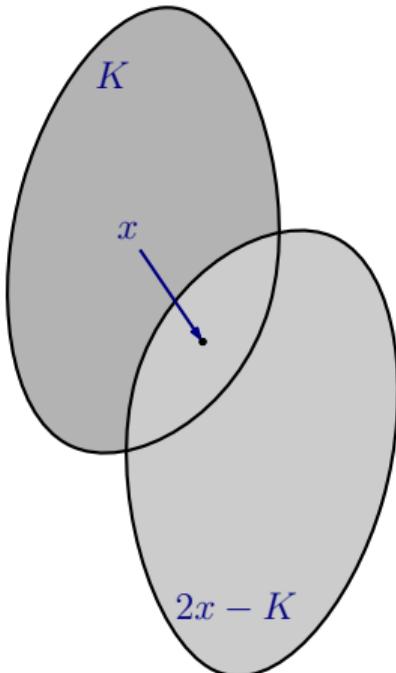
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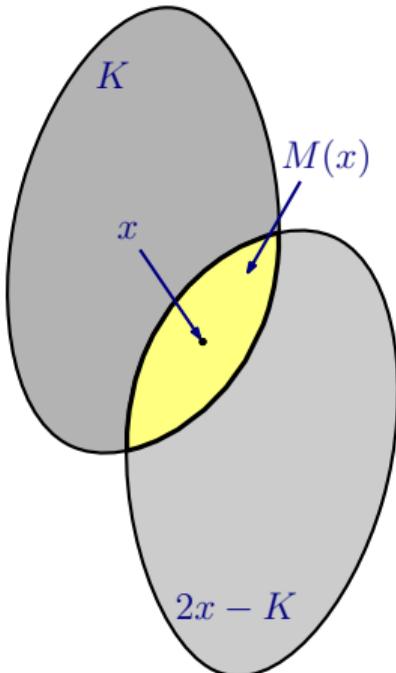
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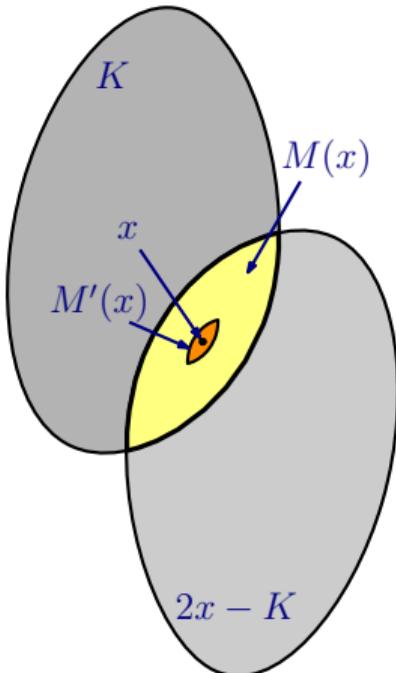
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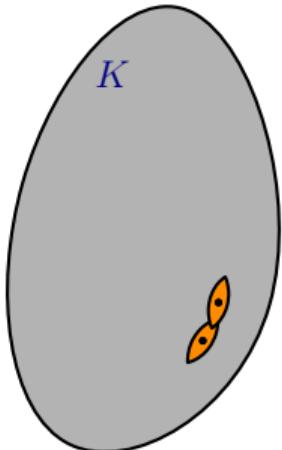
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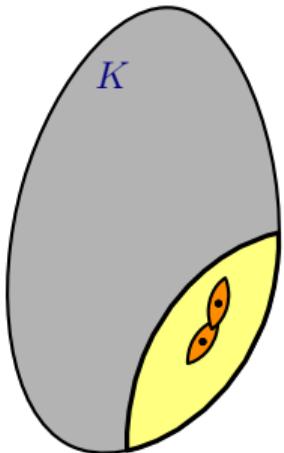
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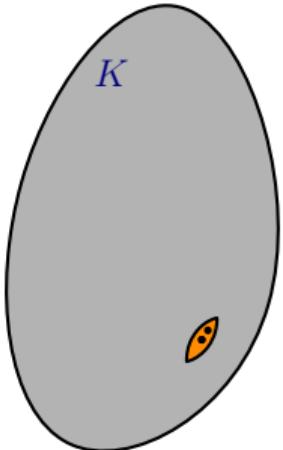
Given a convex body K , $x \in K$, and $\lambda > 0$:

- $M^\lambda(x) = x + \lambda((K - x) \cap (x - K))$
- $M(x) = M^1(x)$: intersection of K and K reflected around x
- $M'(x) = M^{1/5}(x)$

Properties

- $M'(x) \cap M'(y) \neq \emptyset \Rightarrow M'(x) \subseteq M(y)$
- $y \in M'(x) \Rightarrow \delta(y) = \Theta(\delta(x))$
- $\delta(x)$: distance from x to ∂K

Macbeath Regions [Mac52]



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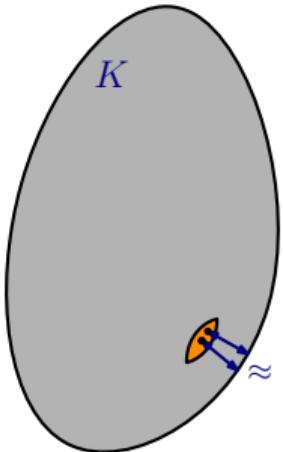
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Macbeath Regions [Mac52]

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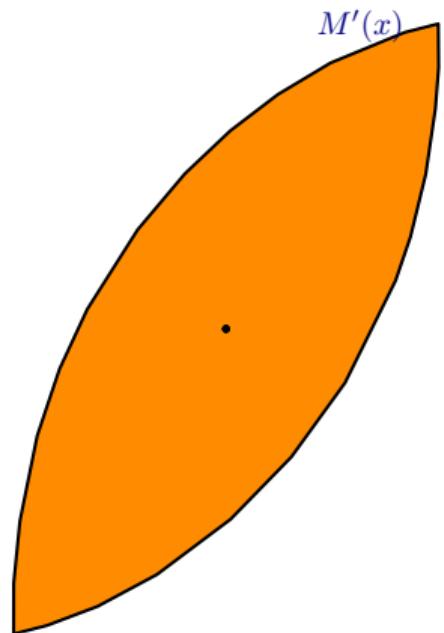
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John Ellipsoid [Joh48]

For every centrally symmetric convex body K in \mathbb{R}^d , there exist ellipsoids E_1, E_2 such that $E_1 \subseteq K \subseteq E_2$ and E_2 is a \sqrt{d} -scaling of E_1

Macbeath Ellipsoid

- $E(x)$: enclosed John ellipsoid of $M'(x)$
- Constant approximation of $M'(x)$



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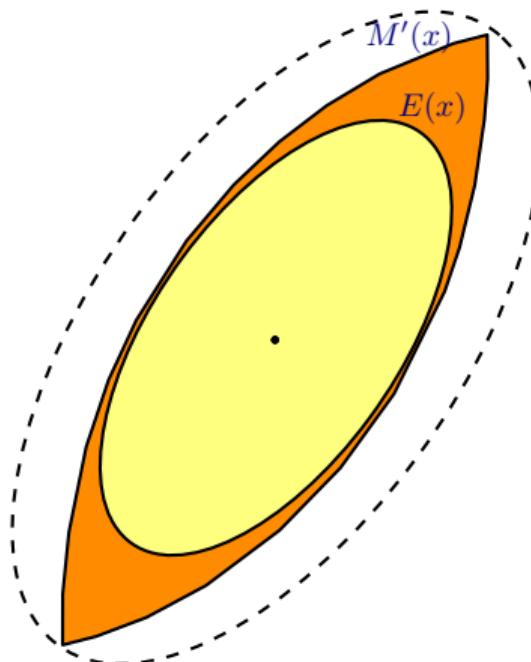
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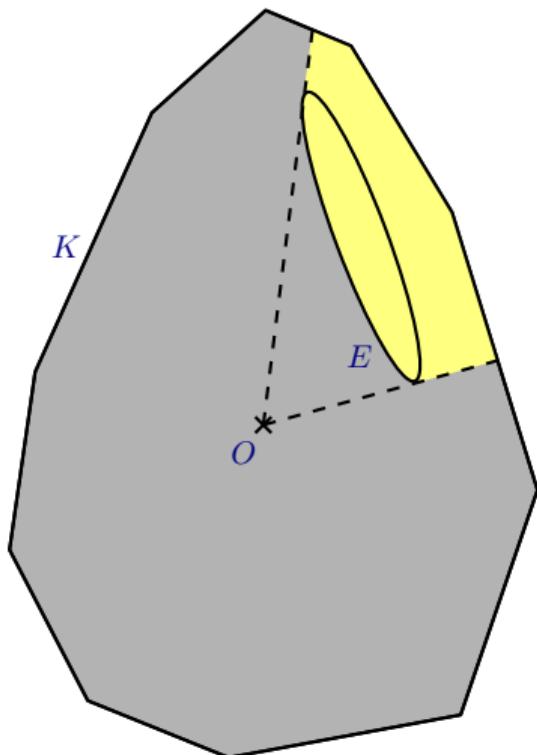
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Shadow of ellipsoid E

Points $p \in K$ such that ray Op intersects E

- Reaches the boundary
- Constant approximation of E

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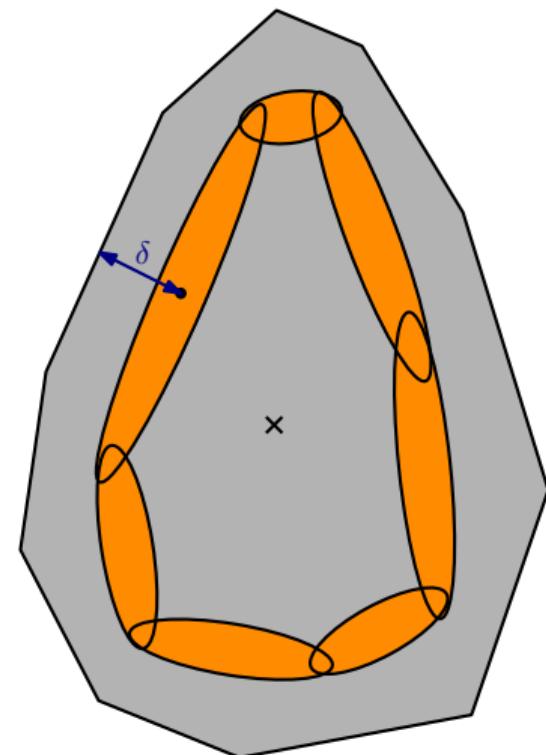
Covering (see [Bar07])

Given:

- K : convex body
- δ : small positive parameter

There exist ellipsoids $E(x_1), \dots, E(x_k)$

- $\delta(x_1) = \dots = \delta(x_k) = \delta$
- **Cover:** Shadows cover the boundary
- $k = O(1/\delta^{\frac{d-1}{2}})$ [AFM16]



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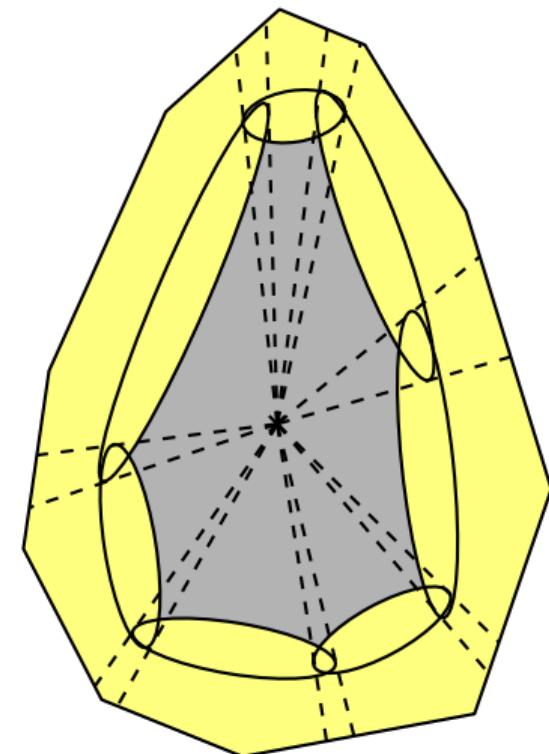
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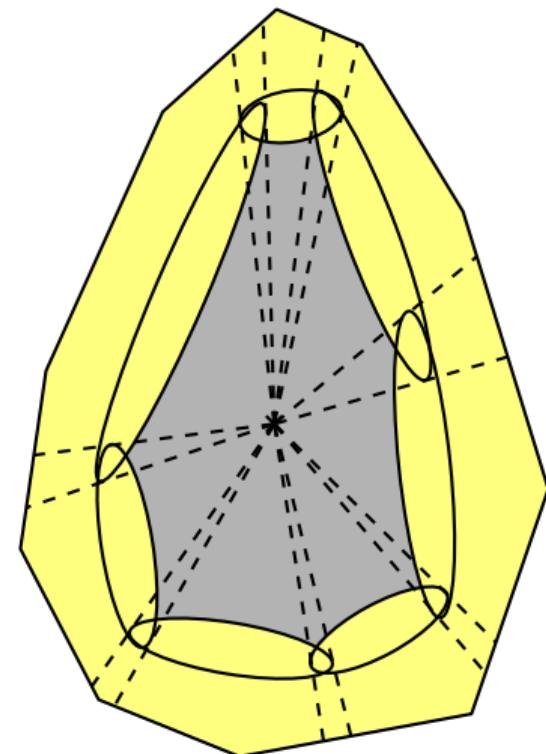
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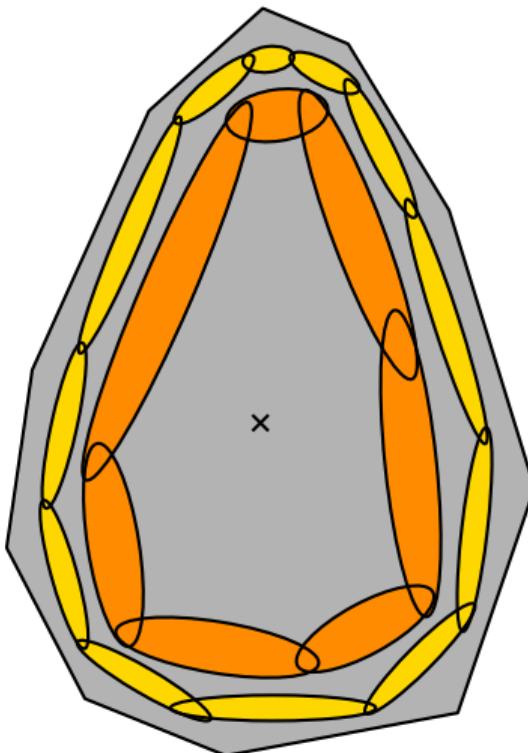
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Hierarchy of Macbeath Ellipsoids



Hierarchy [AFM17a]

- Each **level** i a δ_i -covering
- $\ell = \Theta(\log \frac{1}{\varepsilon})$ levels
- $\delta_0 = \Theta(1)$, $\delta_\ell = \Theta(\varepsilon)$
- $\delta_{i+1} = \delta_i/2$
- E is **parent** of E' if
 - Levels are consecutive
 - Shadow of E intersects E'
- Each node has $O(1)$ children
- Total size: $O\left(1/\varepsilon^{\frac{d-1}{2}}\right)$

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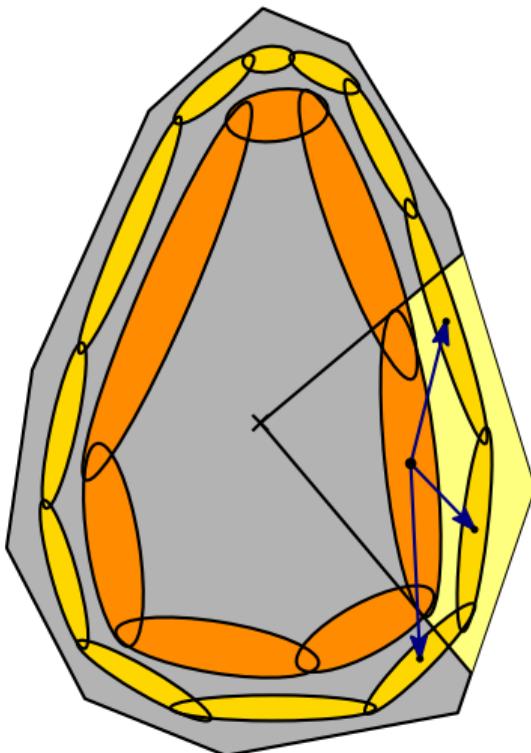
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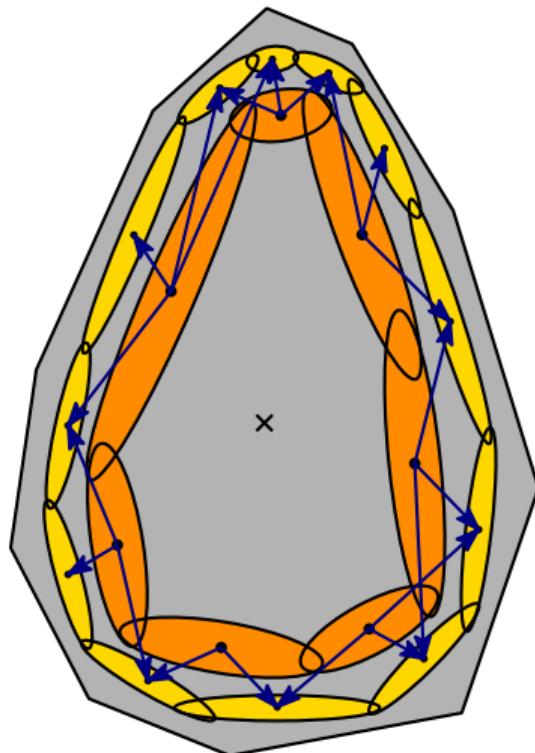
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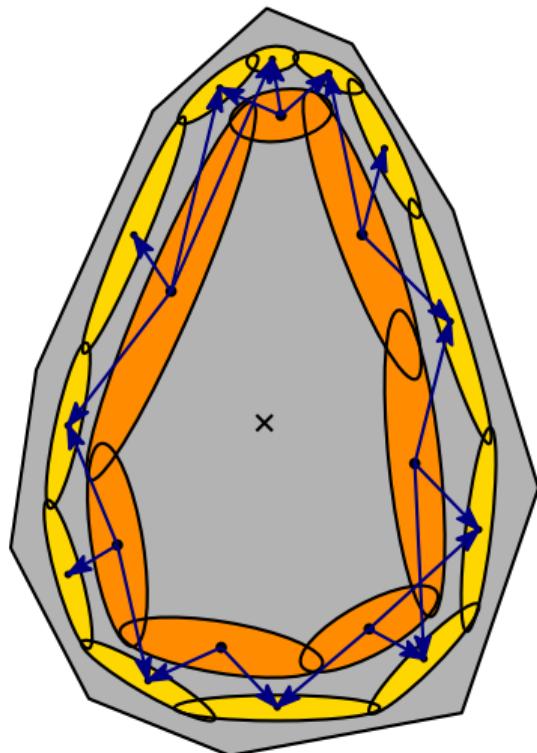
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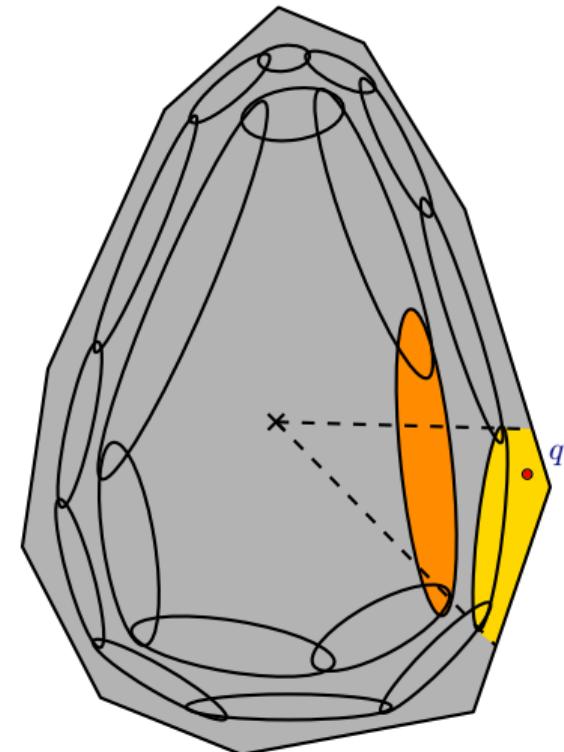
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- Query point $q \in K$:
 - Find **leaf shadow** that contains q
 - Or report q as **far** from the boundary
 - $O(\log \frac{1}{\epsilon})$ time
- Hierarchy \rightarrow Kernel
 - Split points among leaf shadows
 - Pick **one point per leaf shadow** (if it exists)
 - $O(n \log \frac{1}{\epsilon})$ time
- Hierarchy construction takes:
 $O\left(n + 1/\epsilon^{\frac{3(d-1)}{2}}\right)$ time (too slow!)



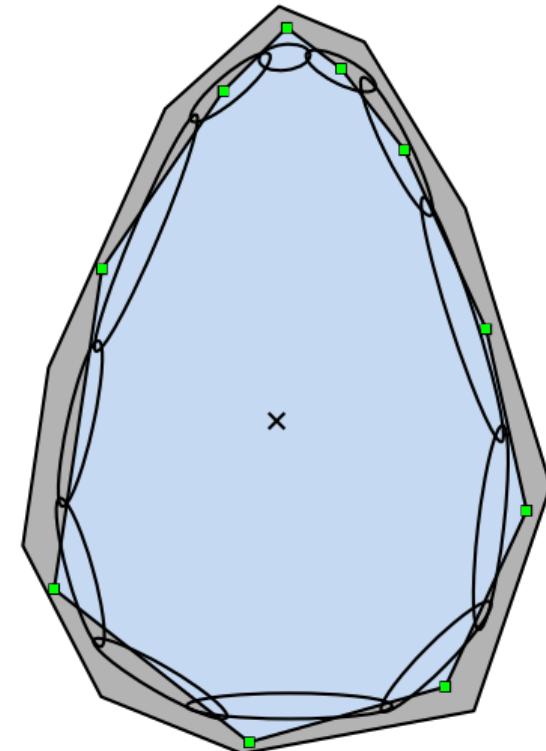
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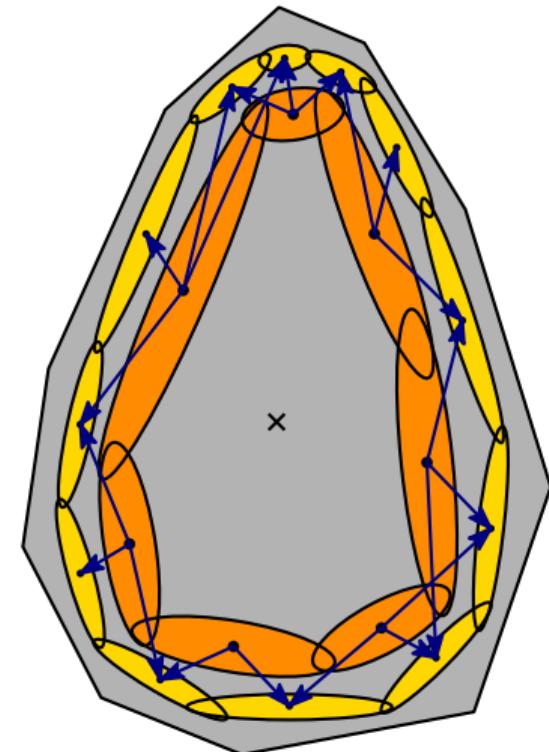
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Kernel Construction

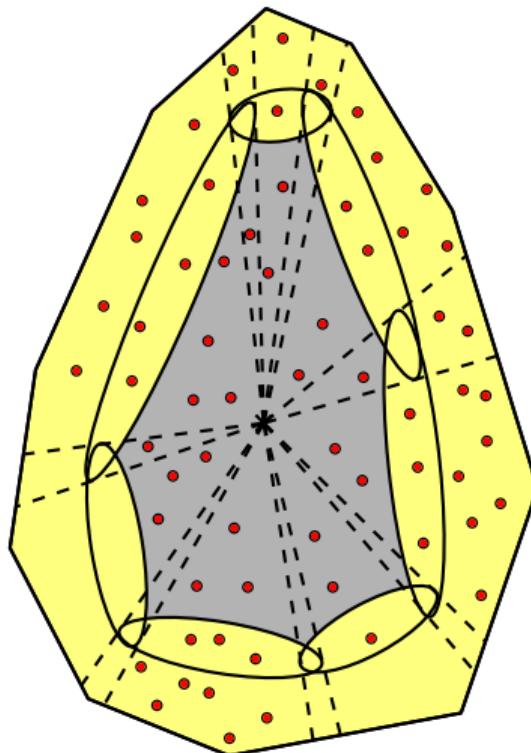
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- 1 Build hierarchy for $\delta = \varepsilon^{1/3}$:

$$O\left(n + 1/\delta^{\frac{3(d-1)}{2}}\right) = O\left(n + 1/\varepsilon^{\frac{d-1}{2}}\right) \text{ time}$$

- 2 Split points among shadows: $O(n \log \frac{1}{\varepsilon})$ time

- 3 Build $\frac{\varepsilon}{\delta}$ -kernel for each shadow

(using existing $O(n \log \frac{1}{\varepsilon} + 1/\varepsilon^{d-1})$ algorithm)

$$O\left(n \log \frac{1}{\varepsilon} + \left(\frac{1}{\delta}\right)^{\frac{d-1}{2}} \left(\frac{\delta}{\varepsilon}\right)^{d-1}\right) =$$

$$O\left(n \log \frac{1}{\varepsilon} + \left(\frac{1}{\varepsilon}\right)^{\frac{5(d-1)}{6}}\right)$$

- 4 Return union of kernels

Time: $O\left(n \log \frac{1}{\varepsilon} + 1/\varepsilon^{\frac{5(d-1)}{6}}\right)$

Kernel size: $O\left(\left(\frac{1}{\delta}\right)^{\frac{d-1}{2}} \left(\frac{\delta}{\varepsilon}\right)^{\frac{d-1}{2}}\right) = O\left(1/\varepsilon^{\frac{d-1}{2}}\right)$

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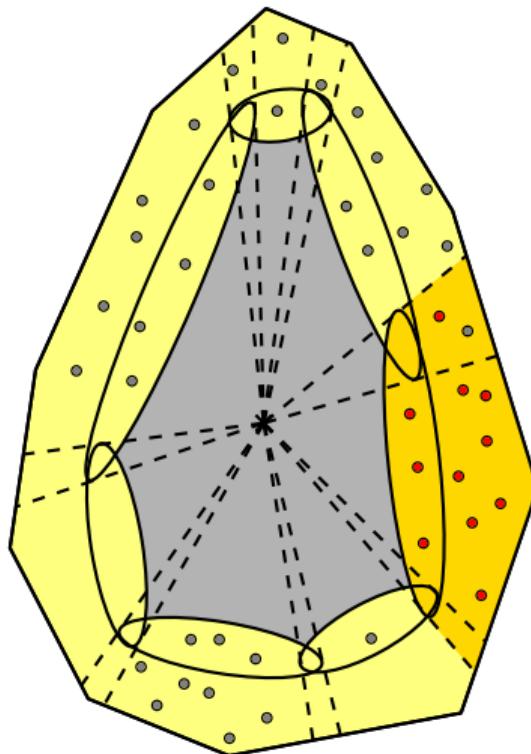
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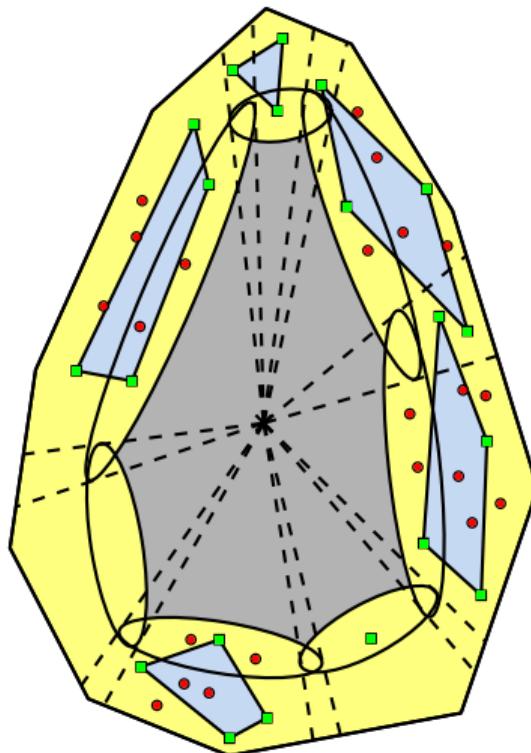
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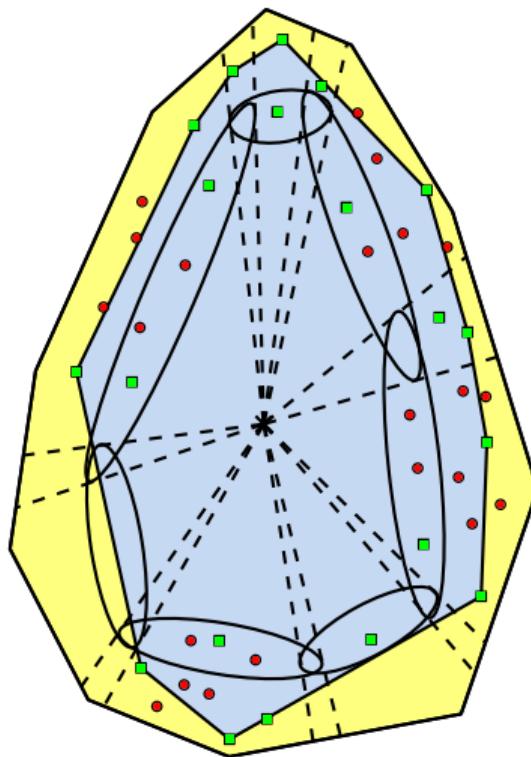
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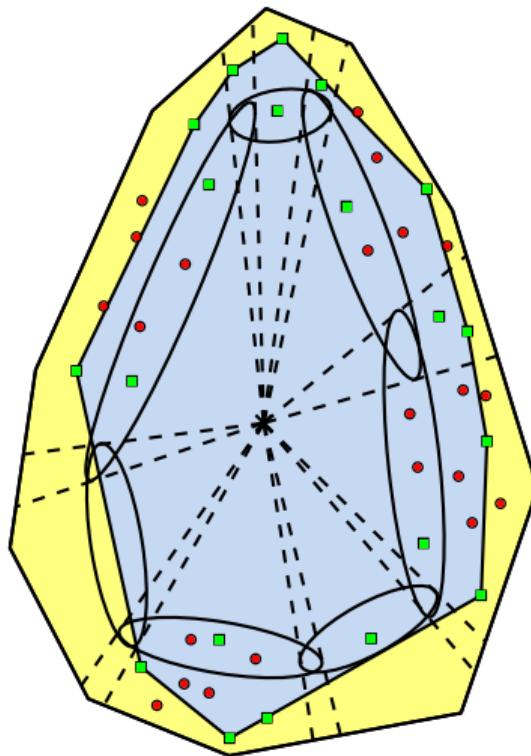
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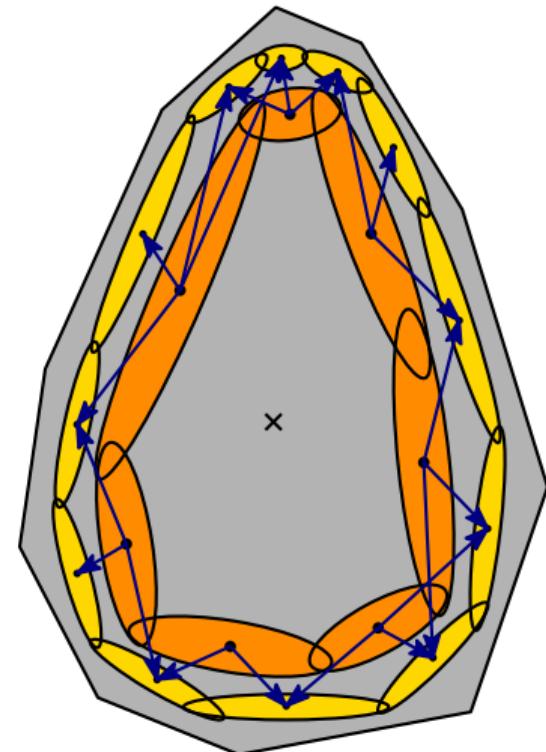


Bootstrap using improved ε -kernel construction:

- $\tilde{O}\left(n + \left(\frac{1}{\varepsilon}\right)^{t(d-1)}\right)$ time $\rightarrow \tilde{O}\left(n + \left(\frac{1}{\varepsilon}\right)^{\frac{4t+1}{6}(d-1)}\right)$ time
- $t : 1 \rightarrow \frac{5}{6} \rightarrow \frac{13}{18} \rightarrow \frac{35}{54} \rightarrow \dots \rightarrow \frac{1}{2} + \alpha$
- Exponent t arbitrarily close to $\frac{1}{2}$: $\tilde{O}\left(n + 1/\varepsilon^{\frac{d-1}{2}+\alpha}\right)$ time

Open Problems

- Other applications of the hierarchy
- Remove $1/\varepsilon^\alpha$ factor
- Minimum width approximation
- Lower bound for approximate diameter
(or improved upper bound)



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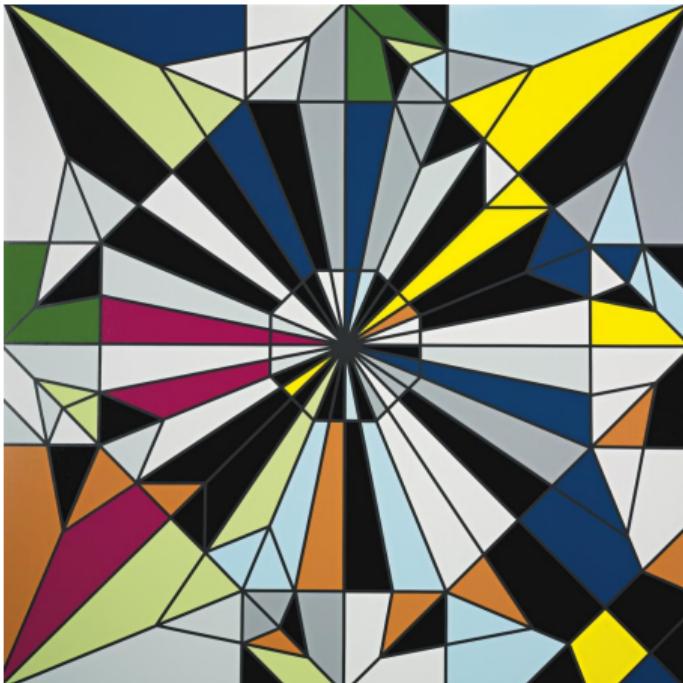
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Thank you!