

# Computing the Detour of Polygons

Ansgar Grüne, Rolf Klein, Elmar Langetepe

Institut für Informatik I  
Universität Bonn, Germany

# Outline

- Definitions
- $O(n^2)$ -Algorithm Computing the Euclidean Detour
- $O(n)$ -Algorithm Computing the  $L_1$ -Detour of Monotone Rectilinear Polygons
- $\Omega(n \log n)$ -Lower Time Bounds

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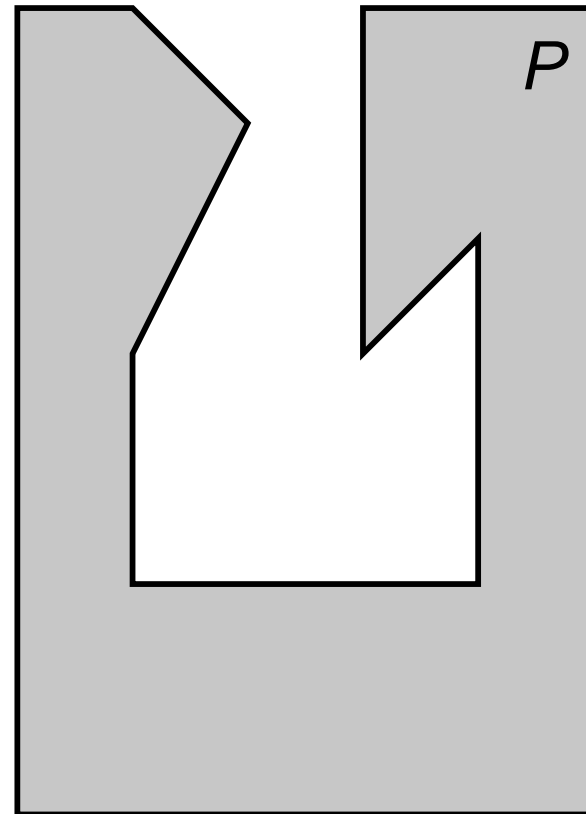
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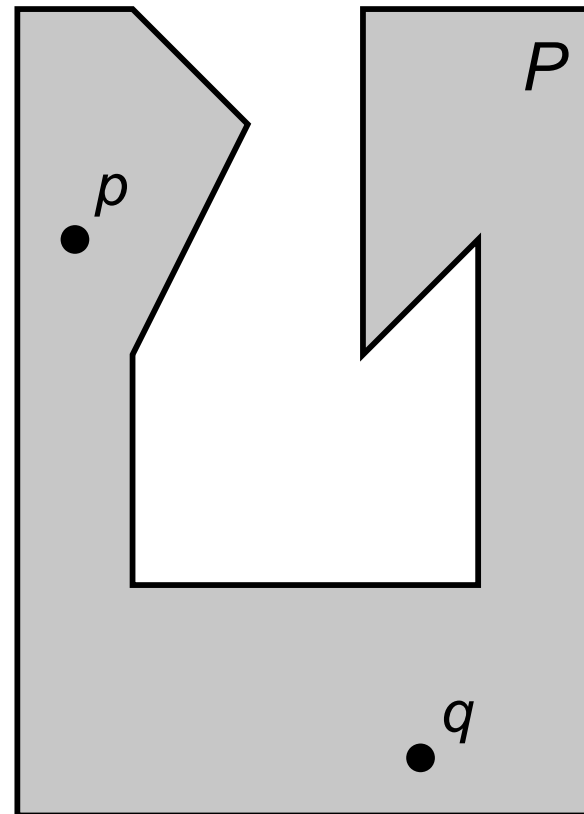
# Definition of Detour

- $p, q \in P$
- $d_P(p, q)$  = length of shortest path in  $P$  w.r.t.  $\|\cdot\|$
- detour  $\delta_P(p, q) := \frac{d_P(p, q)}{\|q - p\|}$
- detour  $\delta(P) := \sup_{p, q \in P, p \neq q} \delta_P(p, q)$



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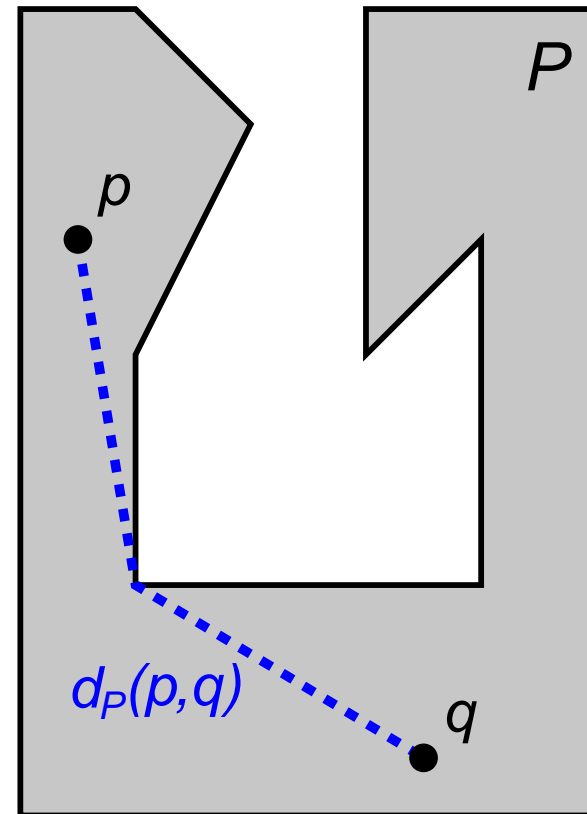
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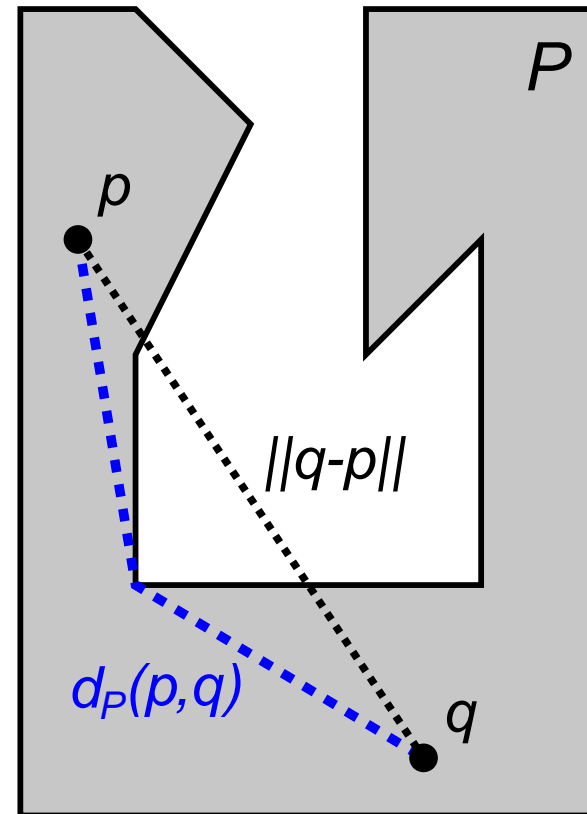
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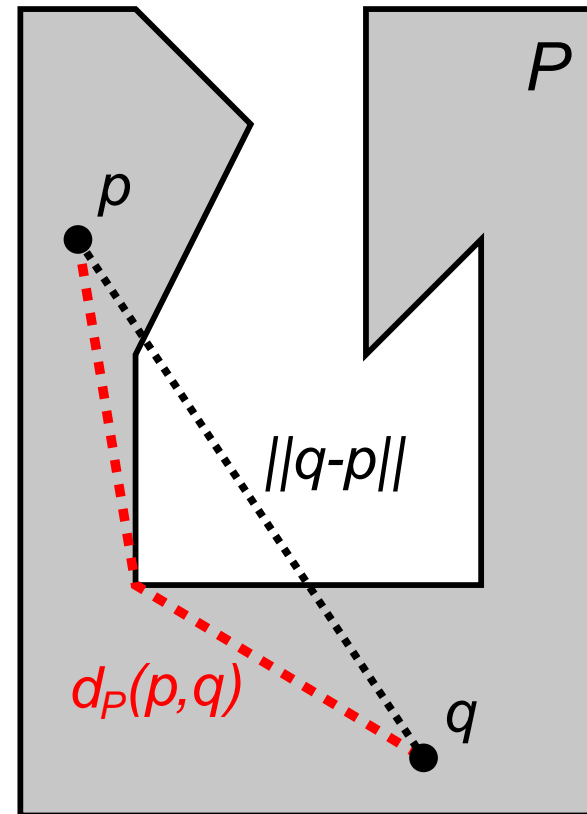
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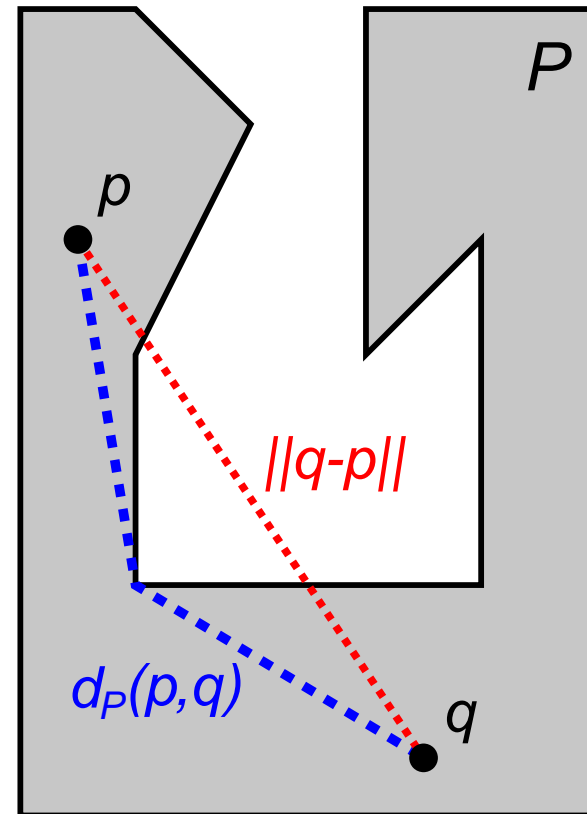
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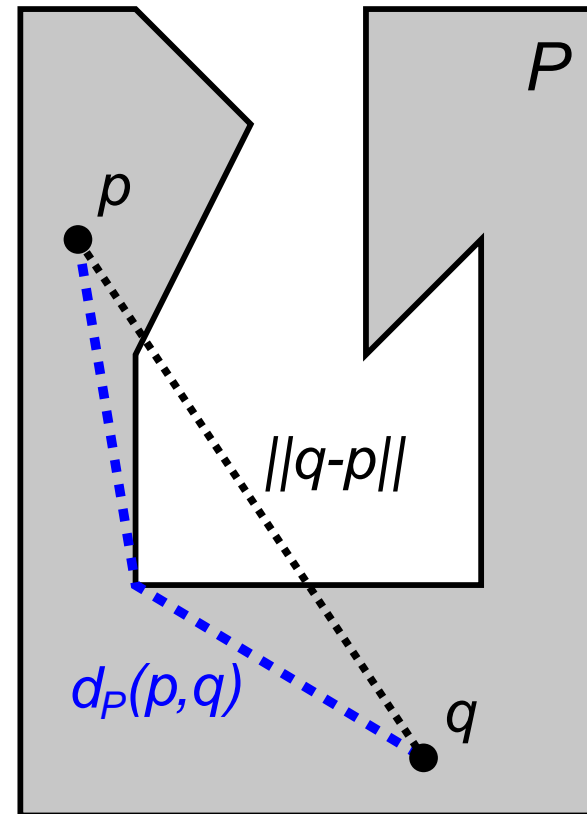
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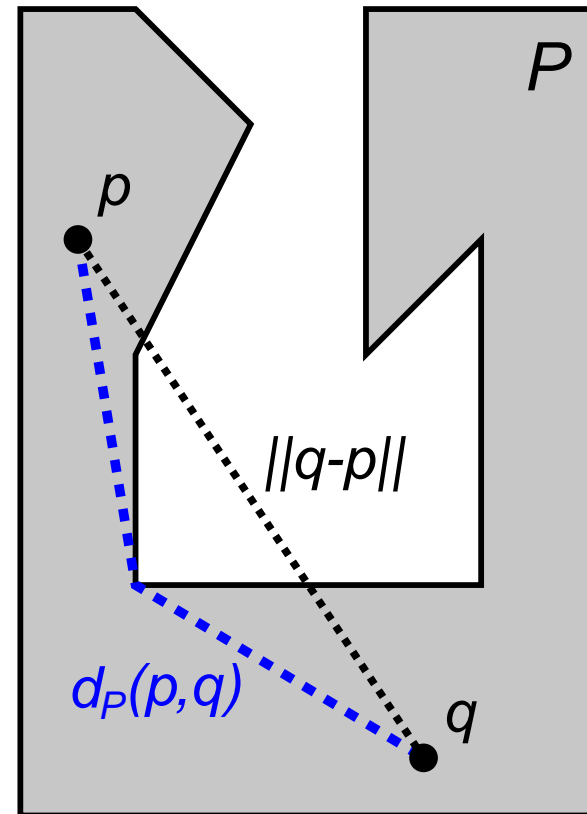
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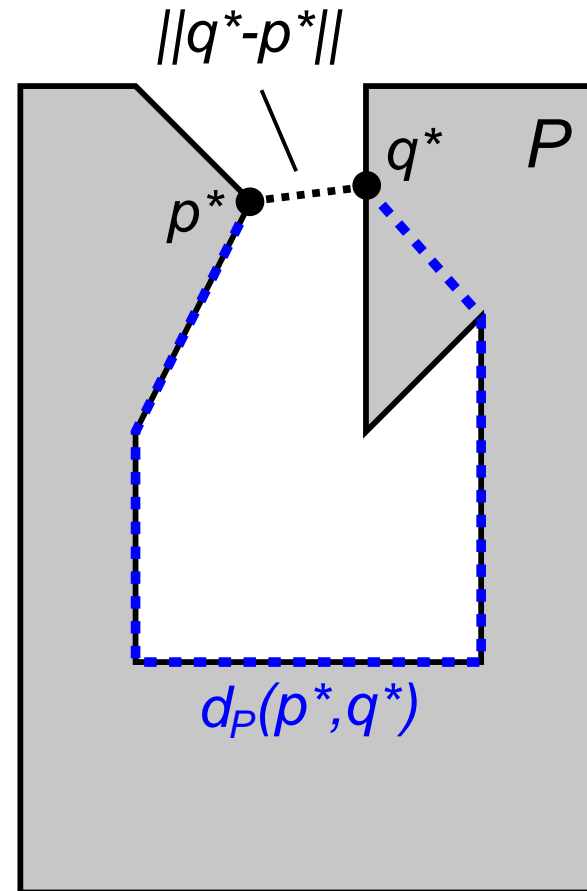
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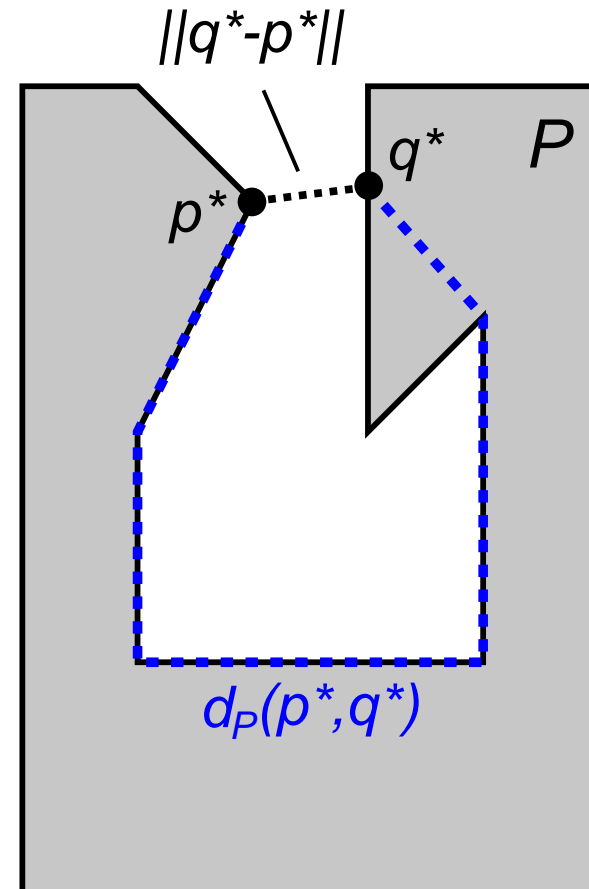
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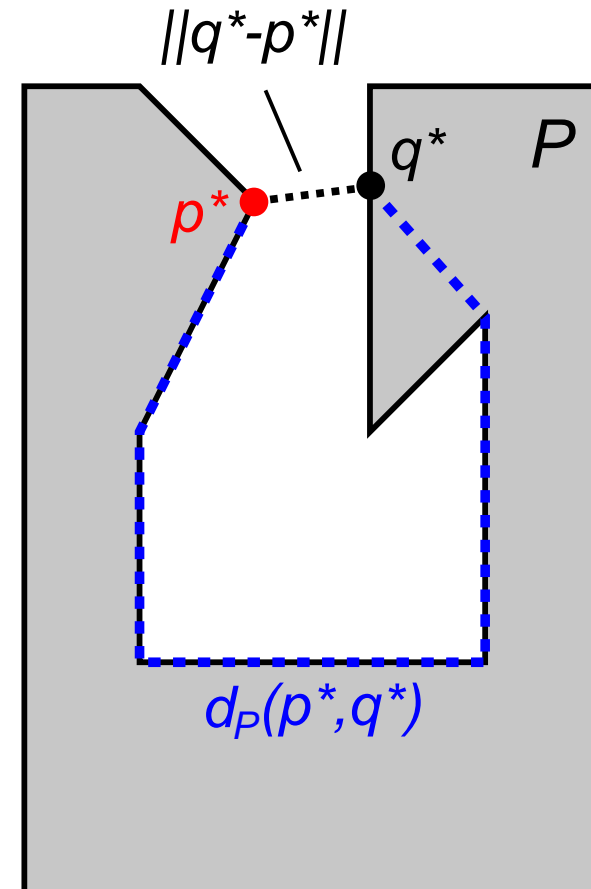
- $\exists$  detour maximum  $(p^*, q^*) \in P \times P$  such that:
  - $p^*$  vertex
  - $q^* \in \partial P$  boundary point
  - $(p^*, q^*)$  co-visible in  $P^c$
- $\Rightarrow O(n^2)$ -algorithm computing  $\delta(P)$  (see abstract)





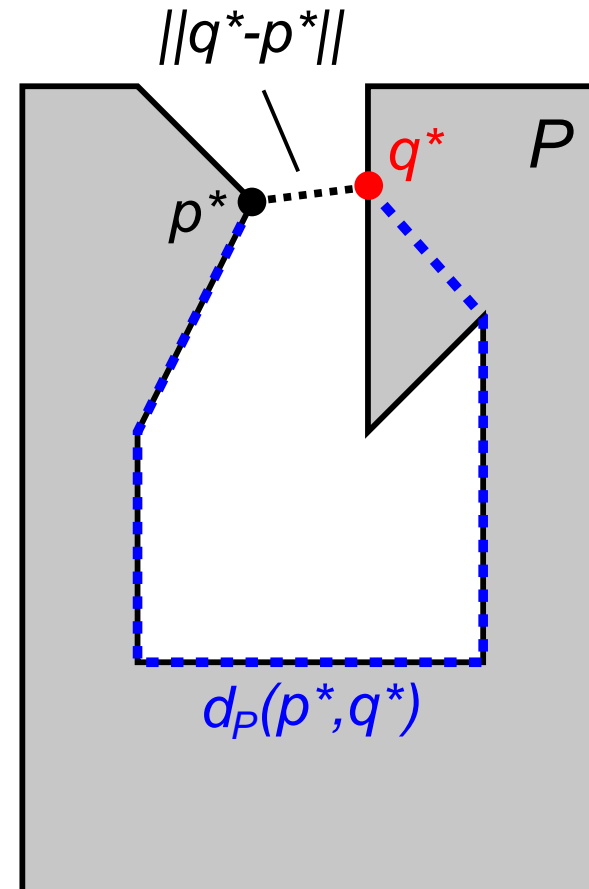
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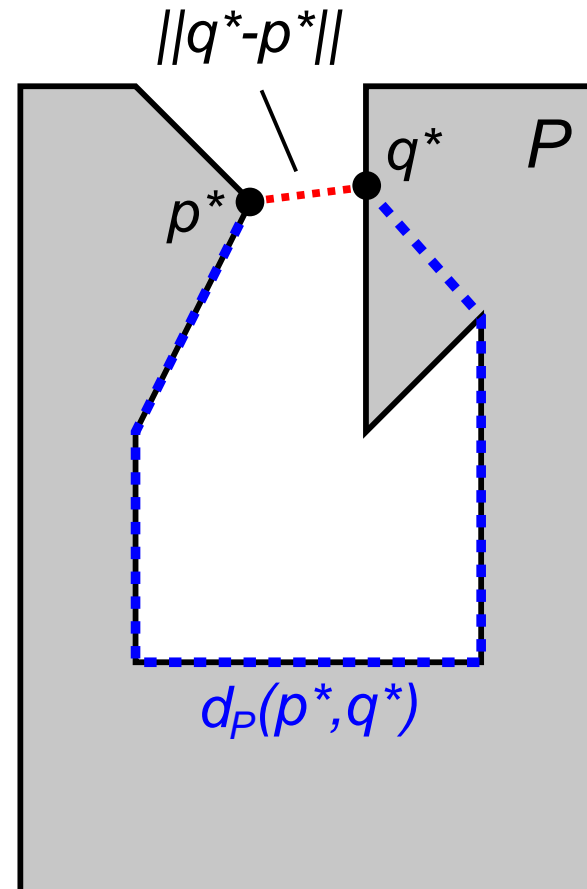
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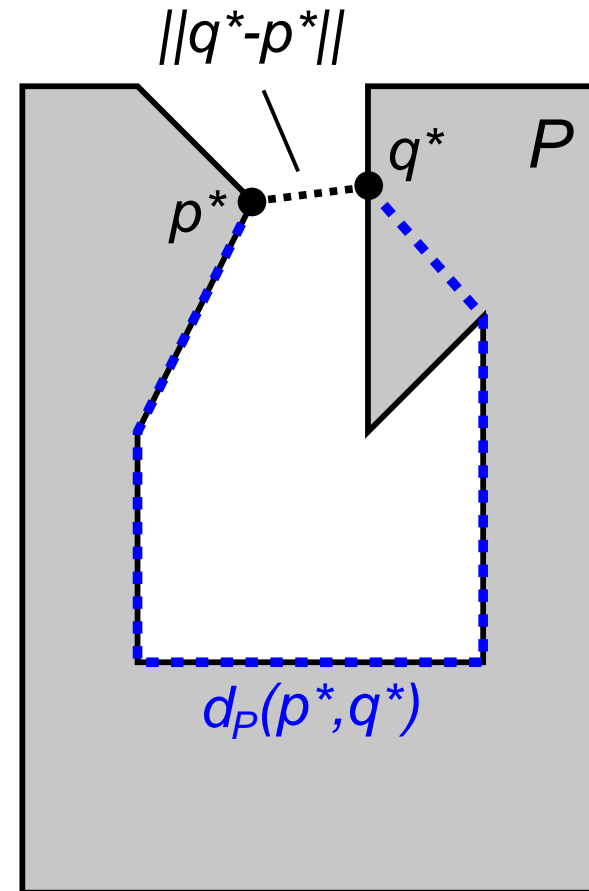
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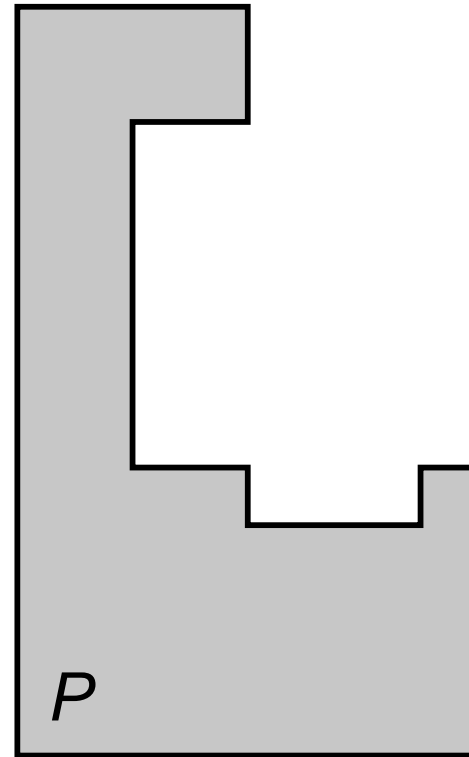
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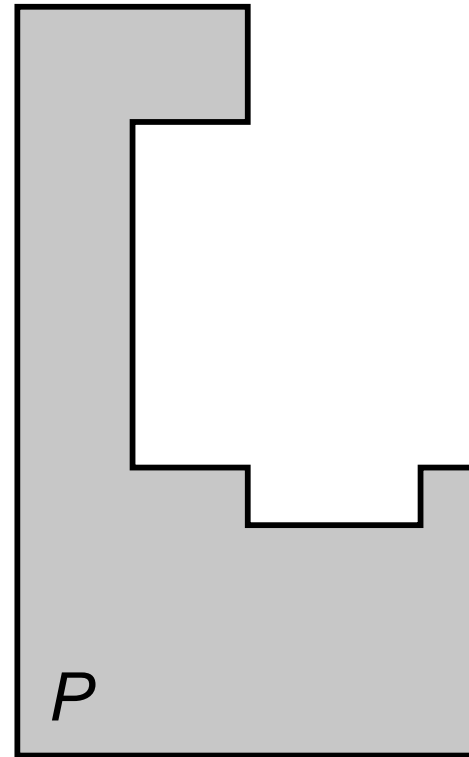
# Property of $L_1$ -Detour Maxima

- $P$  rectilinear polygon,  
 $\delta(P) > 1$
- $(p^*, q^*)$   $L_1$ -detour maximum
- bounding rectangle  $R(p^*, q^*)$
- $\Rightarrow R(p^*, q^*)$  empty apart from corners



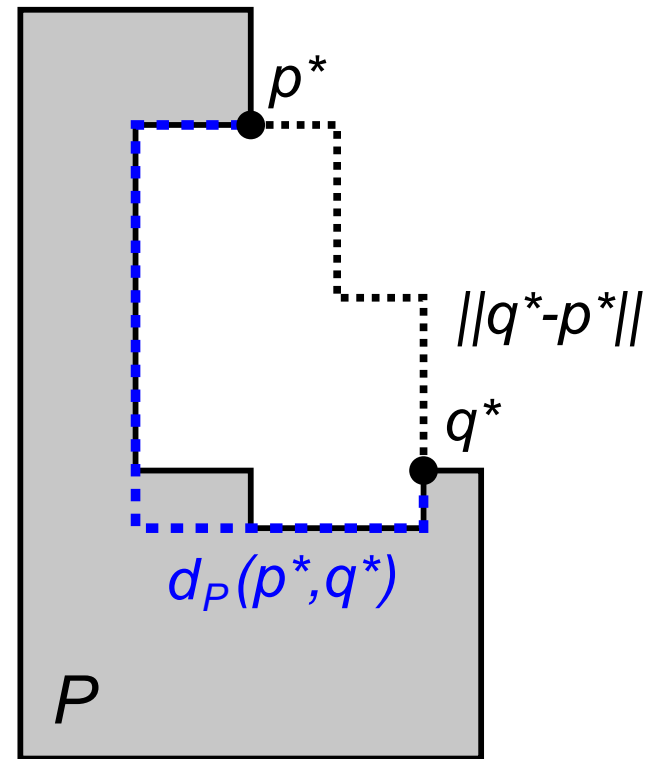
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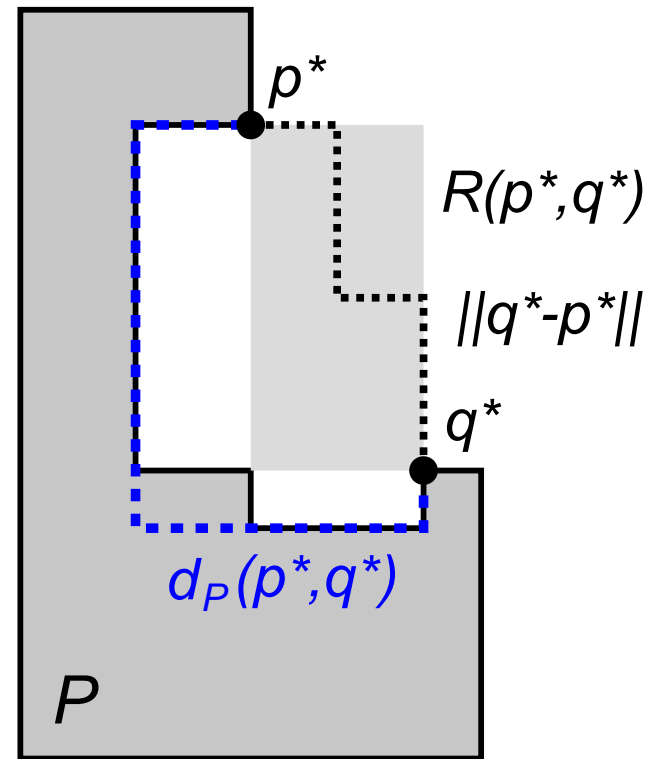
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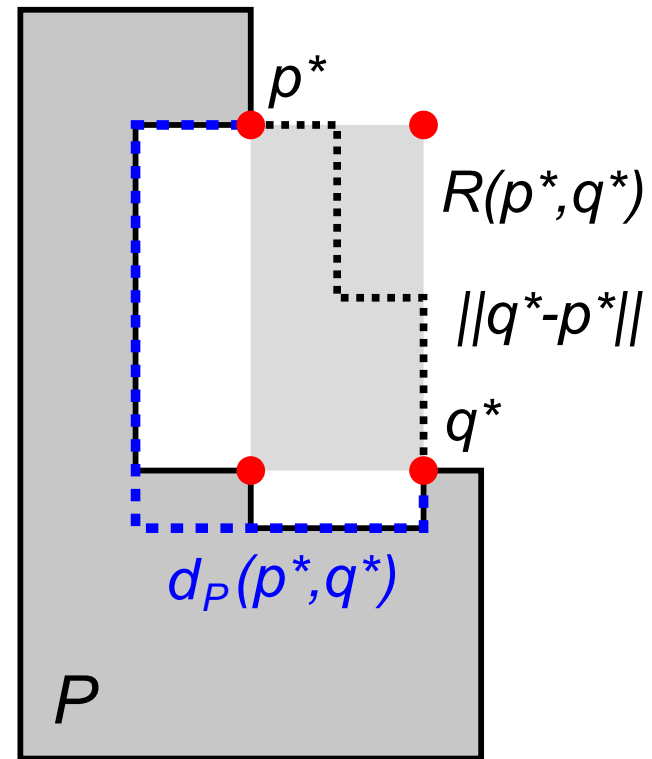
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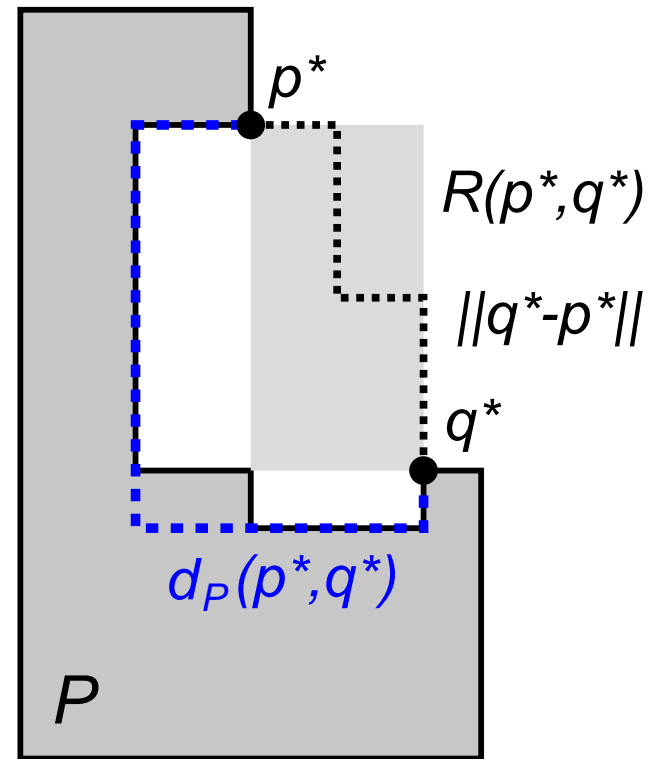
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Else: axis-parallel  $\overline{p'q'} \subset R(p^*, q^*) \cap P$ .

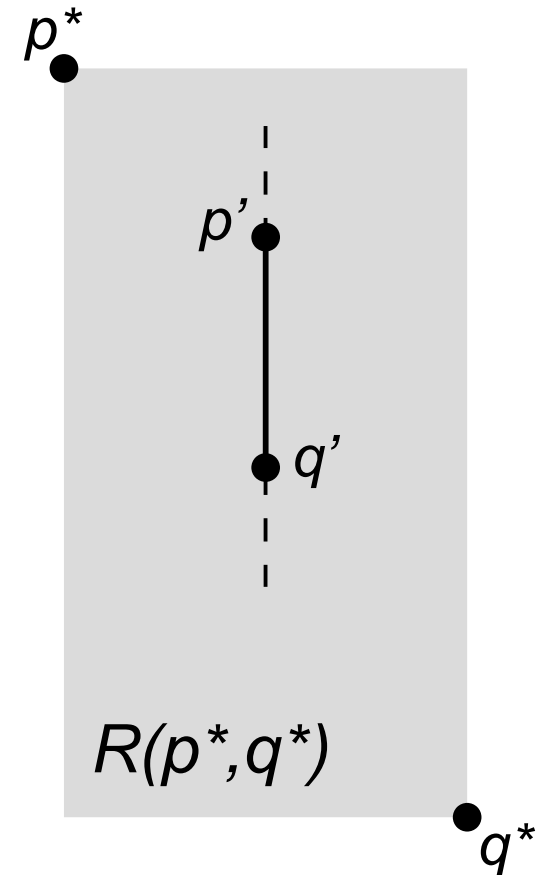
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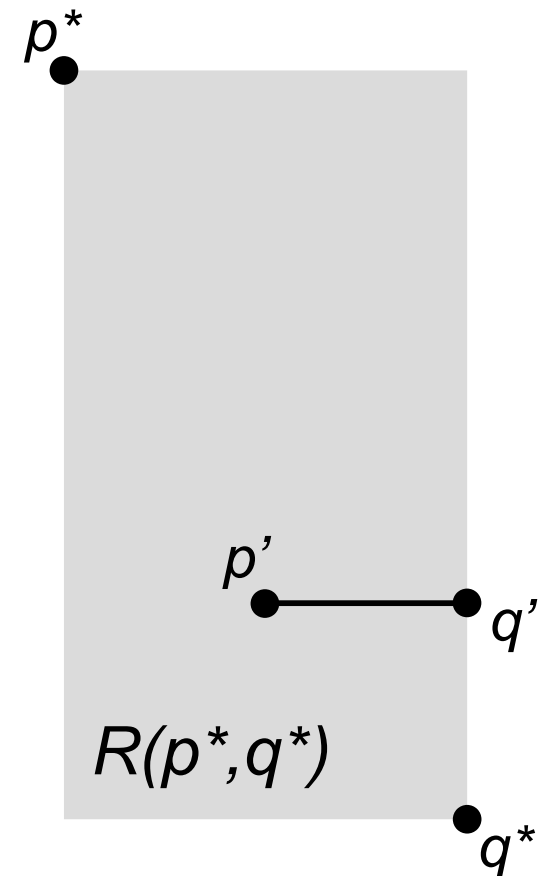
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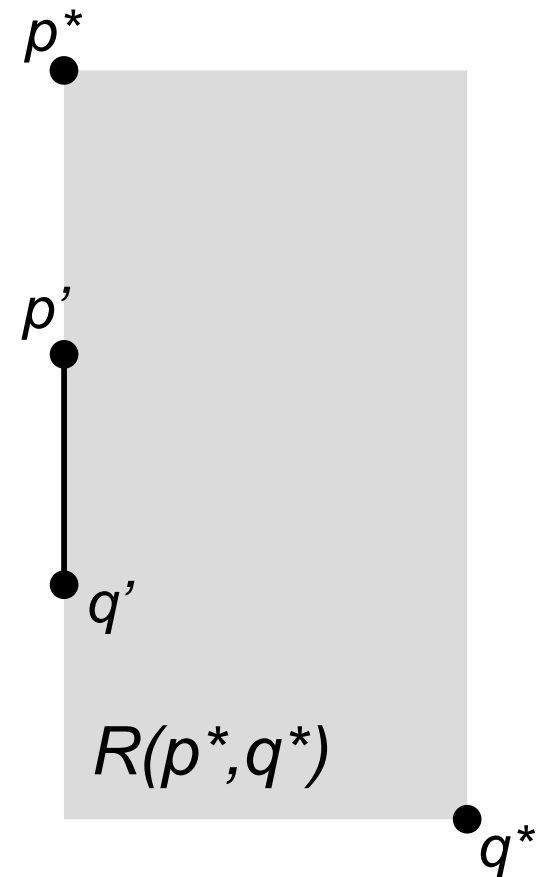
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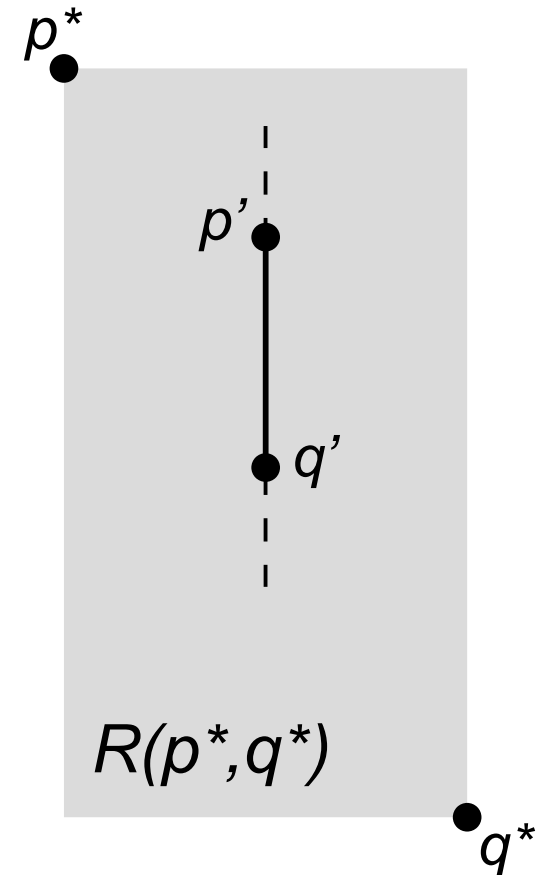
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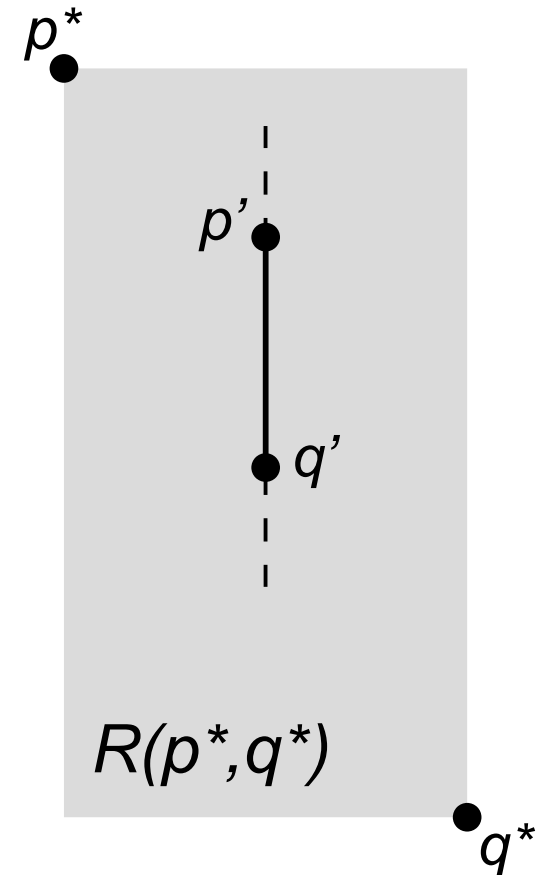
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definition of  $\delta_P(., .)$

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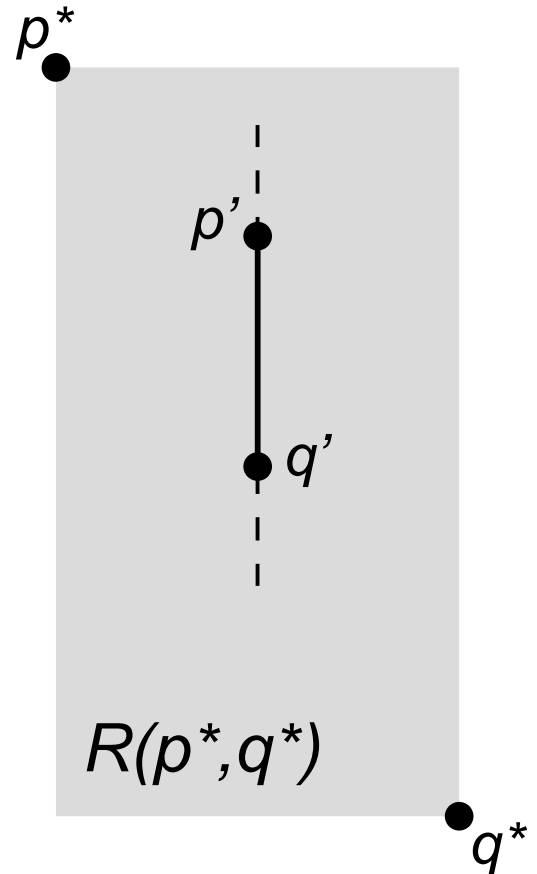




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$\triangle$ -inequality  $d_P(.,.)$  & geometry  $R(p^*, q^*)$

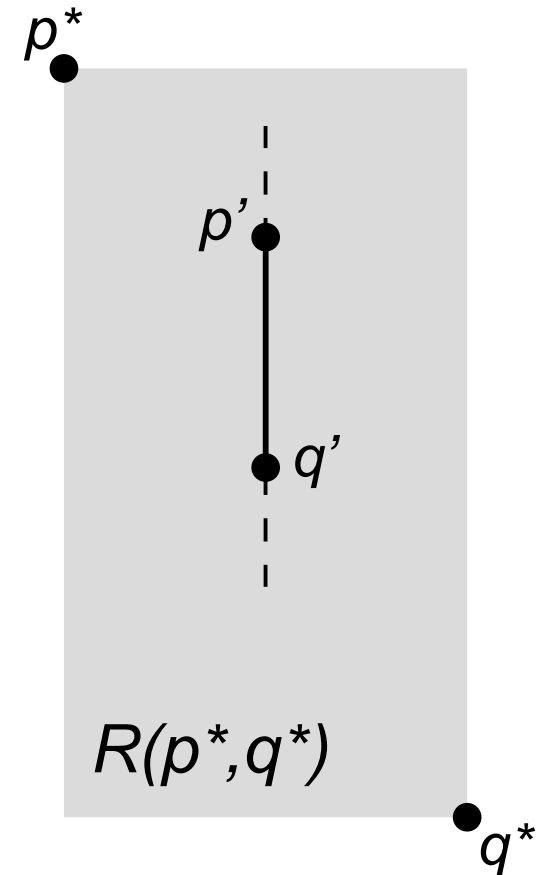
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$$d_P(p', q') = \|q' - p'\| \quad \& \quad \delta_P(p^*, q^*) > 1$$

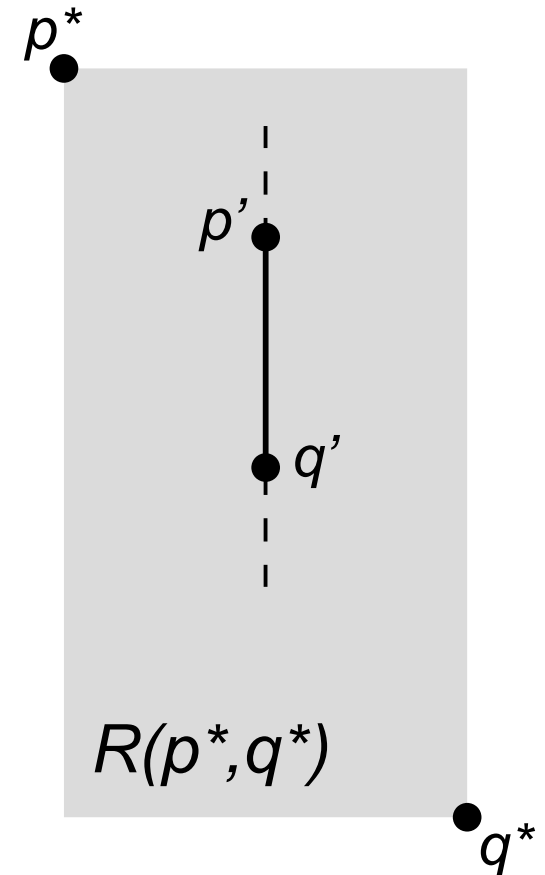
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# Proof of Emptiness of $R(p^*, q^*)$

compare to Ebbers-Baumann et al. [3]

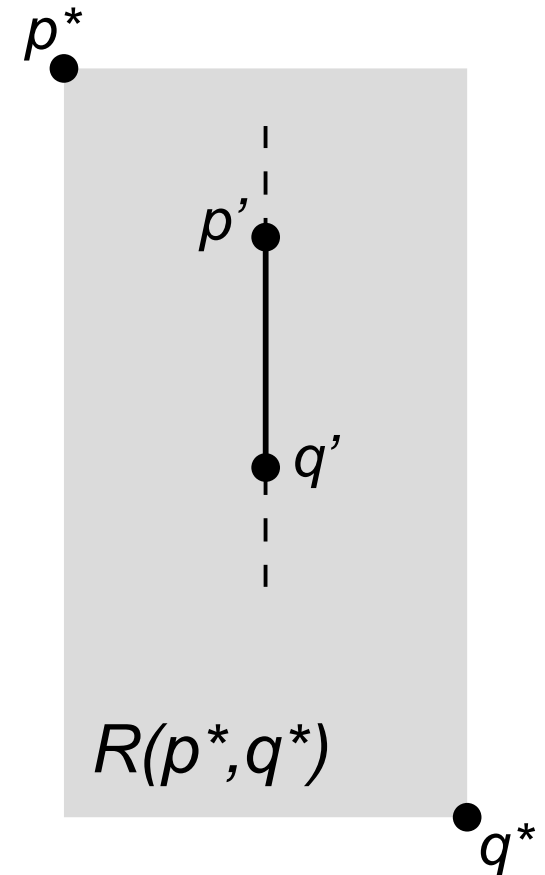
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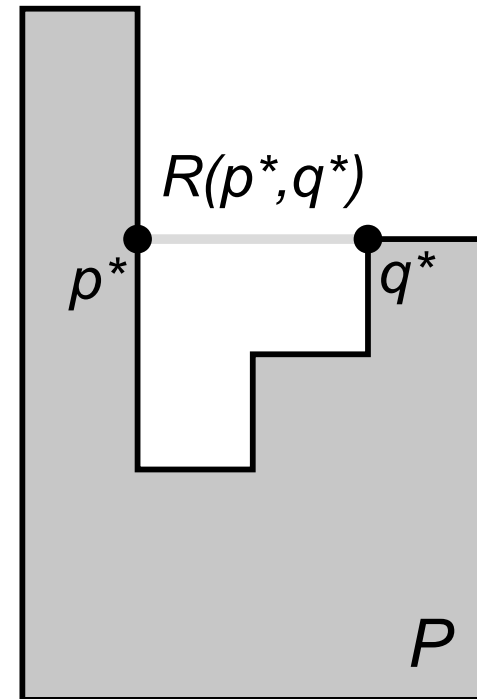
contradiction to  $\delta_P(p^*, q^*)$  maximum!

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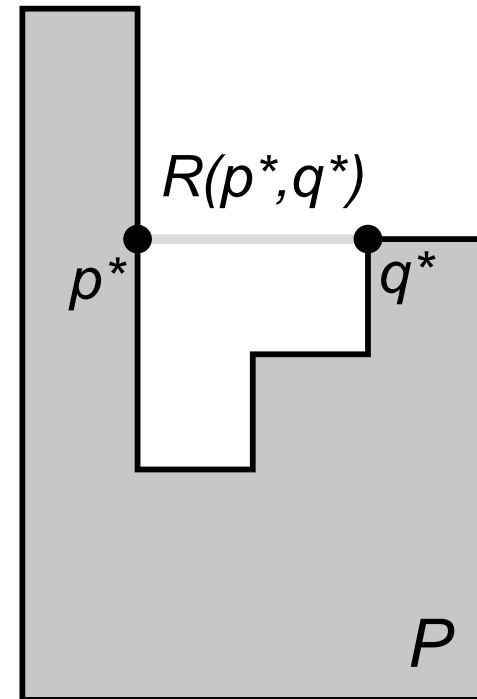
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- co-visible in  $P^c$
- $\overline{p^*q^*}$  horizontal (otherwise  $R(p^*, q^*)$  intersects with  $P$ )
- $p^*$  or  $q^*$  vertex (proof omitted)



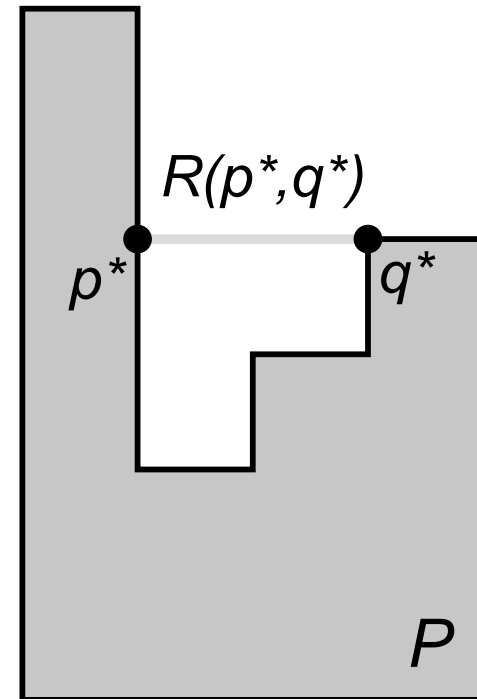
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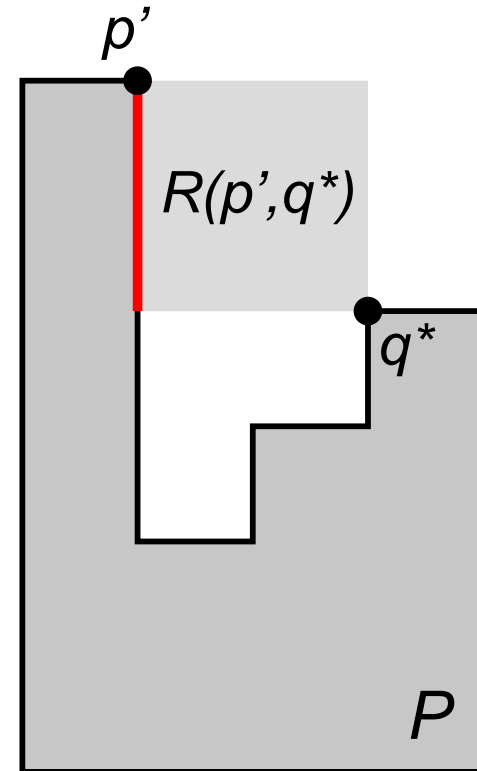
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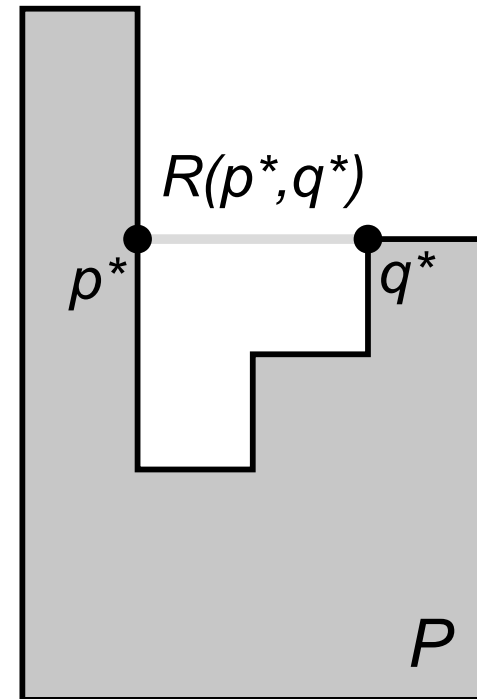
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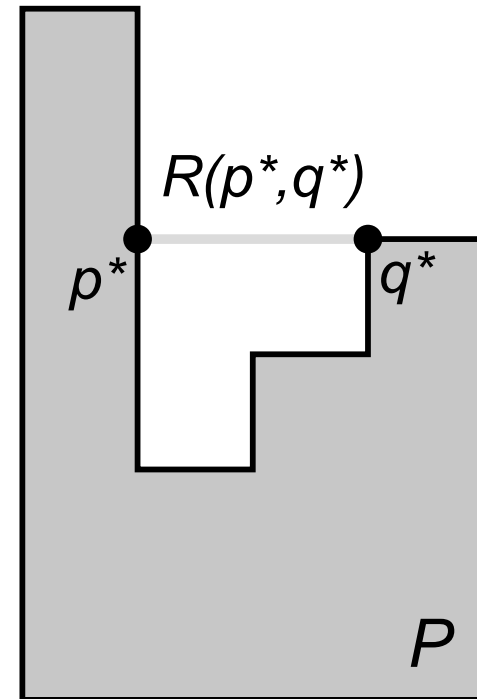
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# Algorithm for $x$ -Monotone Rectilinear Polygons

- examine only **horizontal** vertex-boundary-cuts  $(p, q) \in V \times \partial P$ , co-visible in  $P^c$  (= maximum candidates)
- scan upper and lower boundary separately
- store vertical segments on stack until opposite segment found

# Algorithm for $x$ -Monotone Rectilinear Polygons

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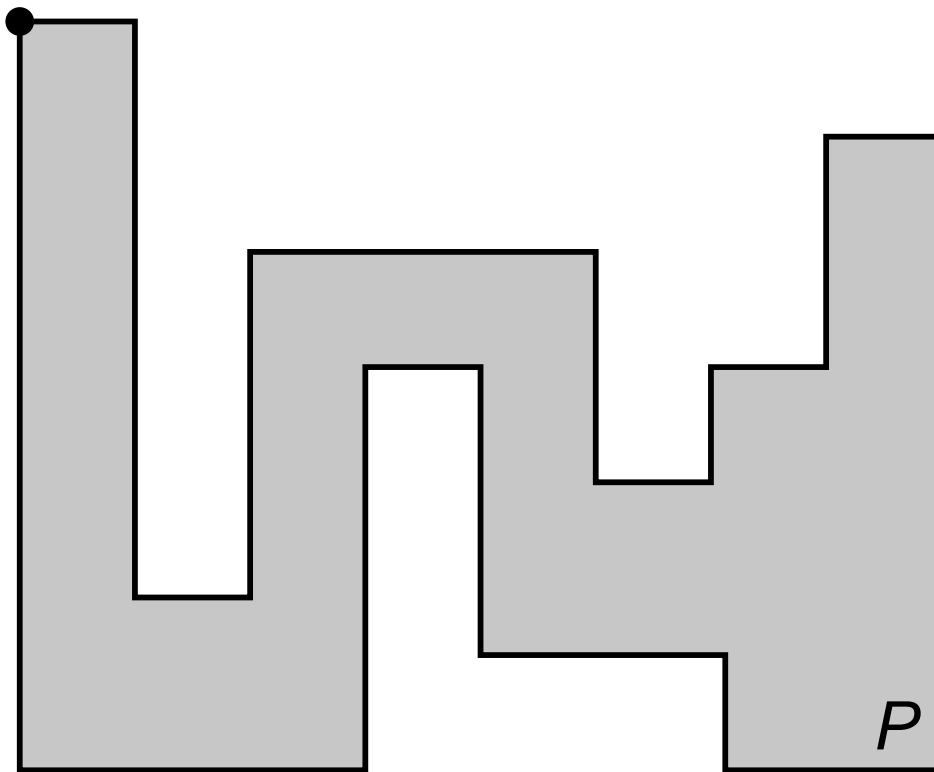
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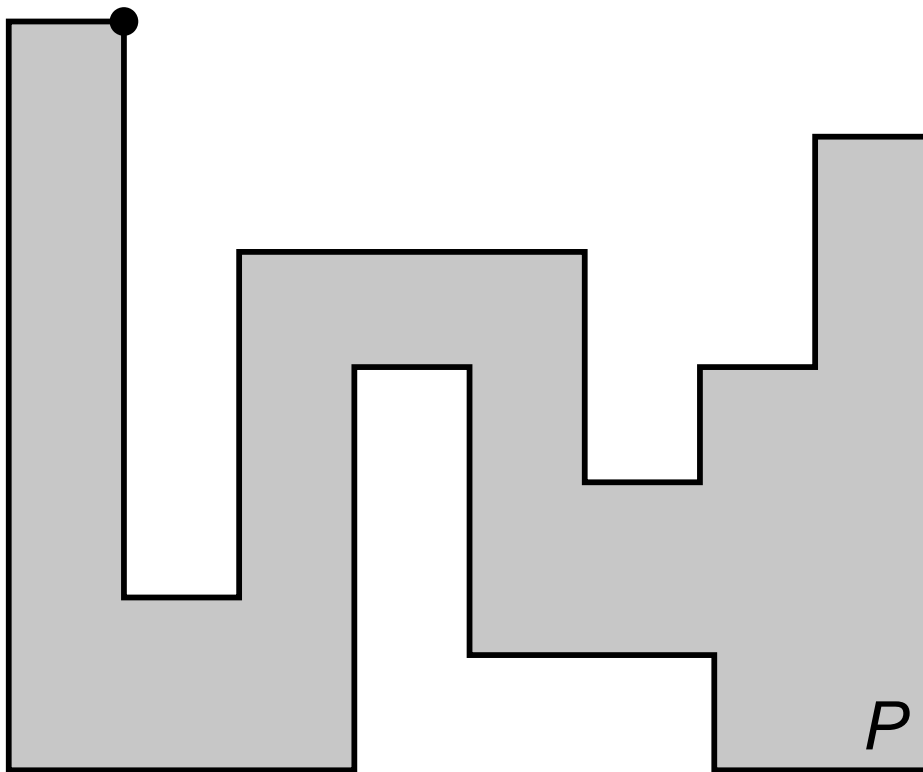
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- | segments on stack
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- ...  $d_P(.,.)$

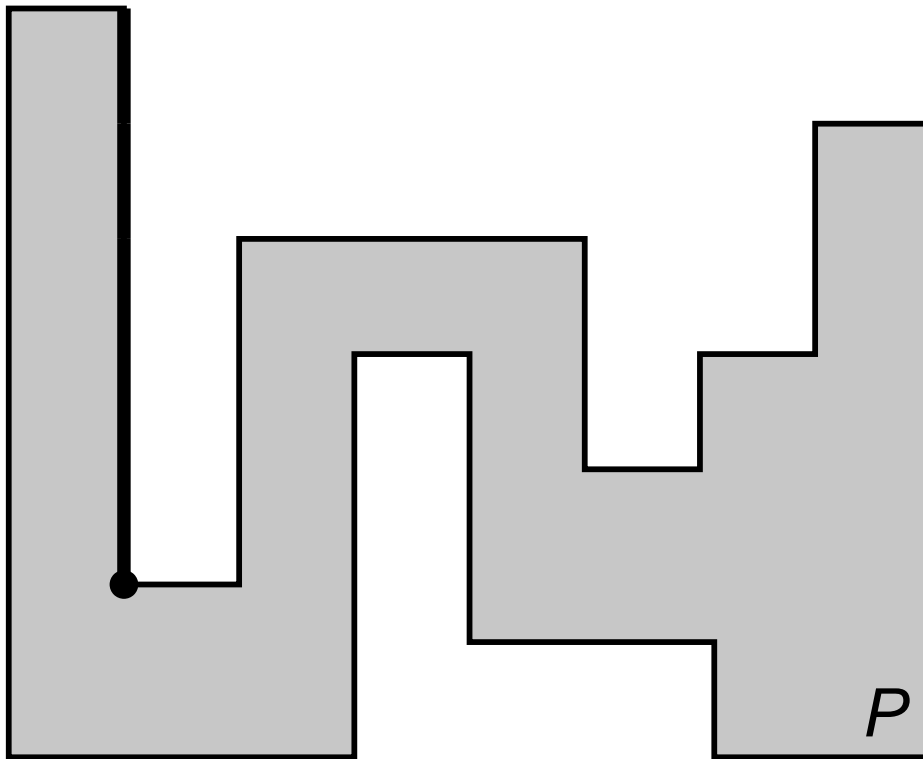
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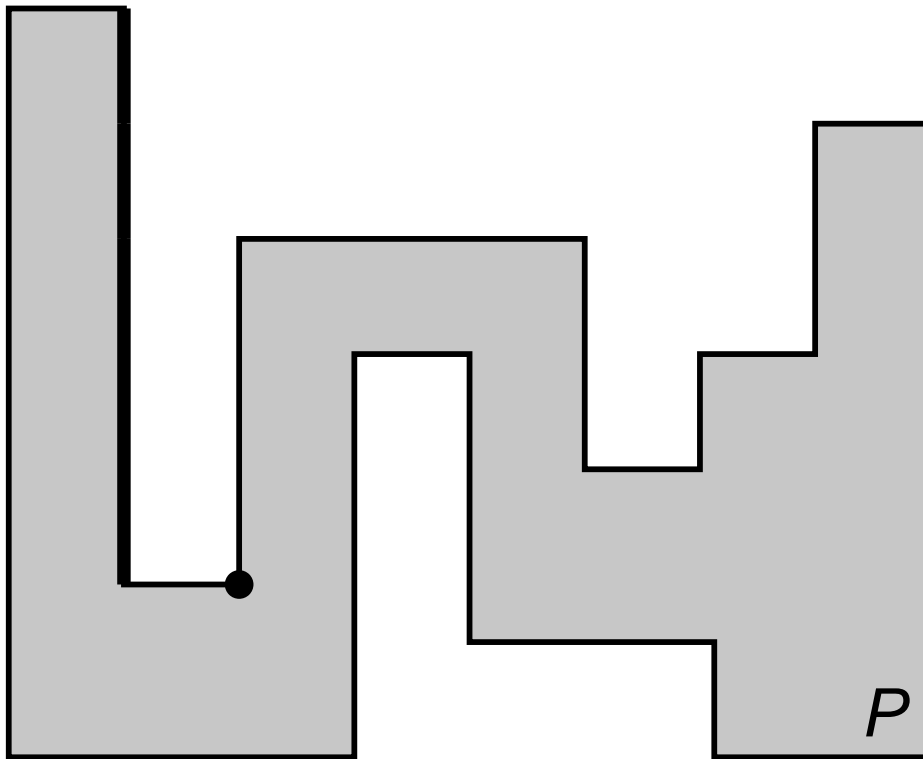
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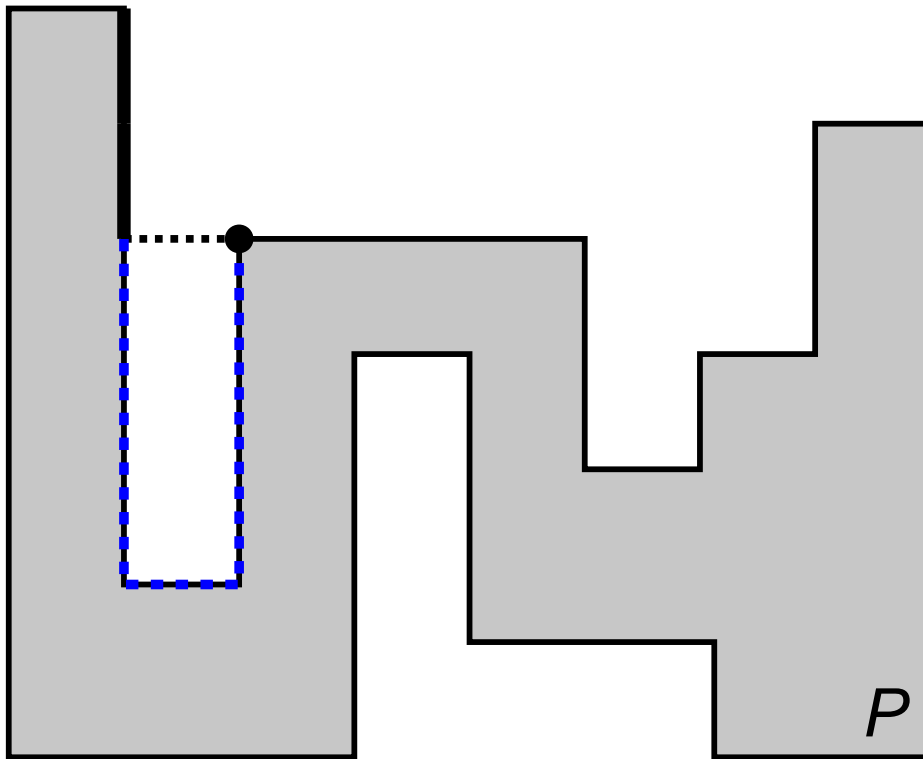
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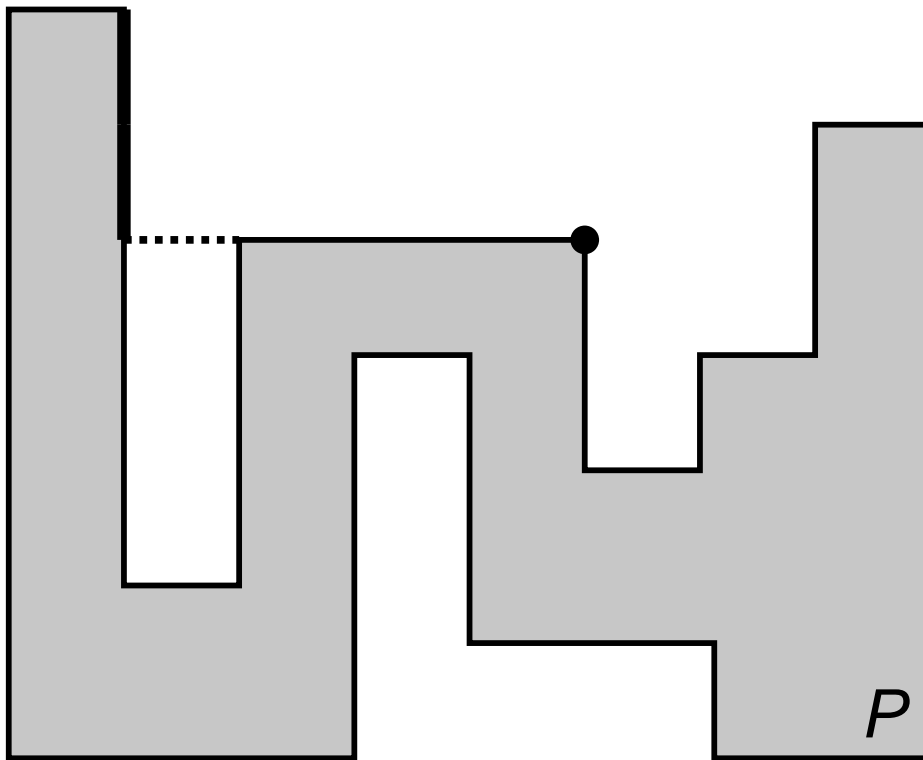
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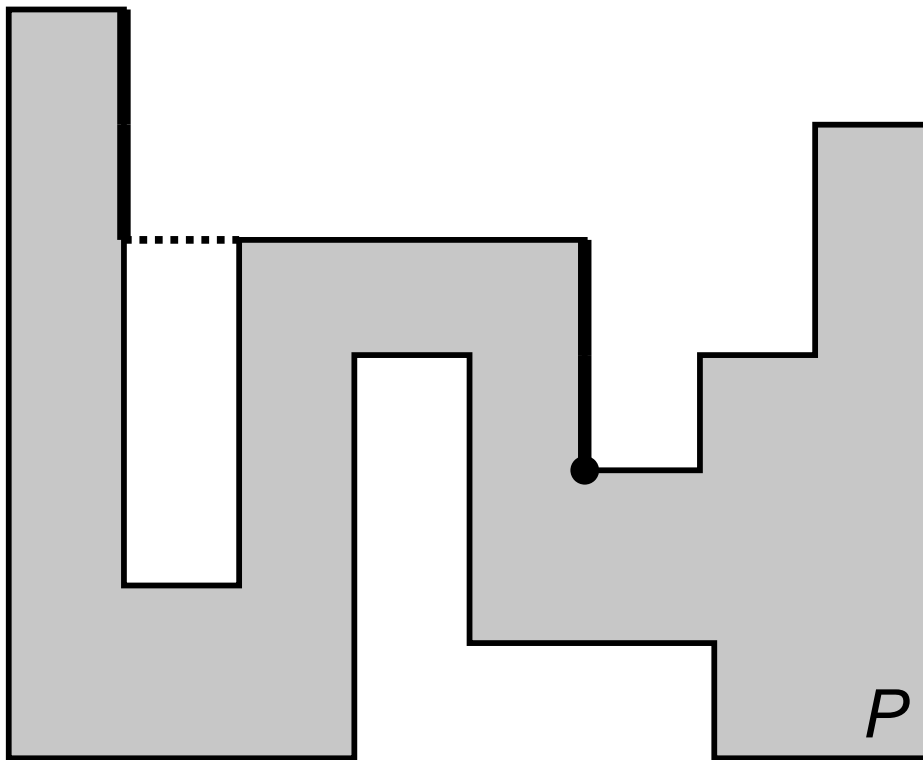
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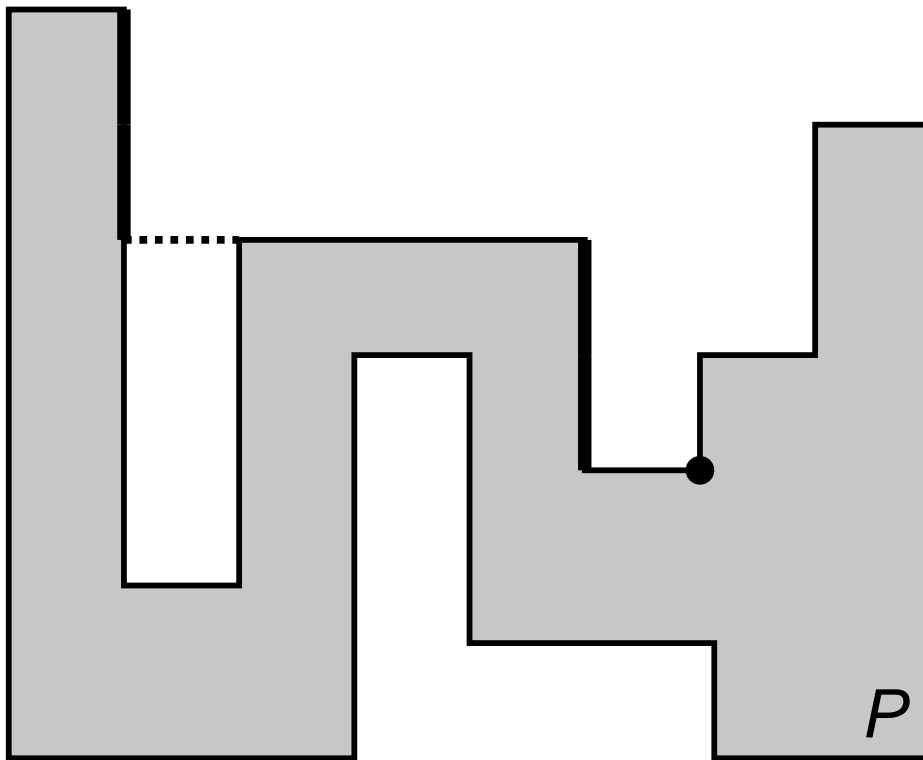
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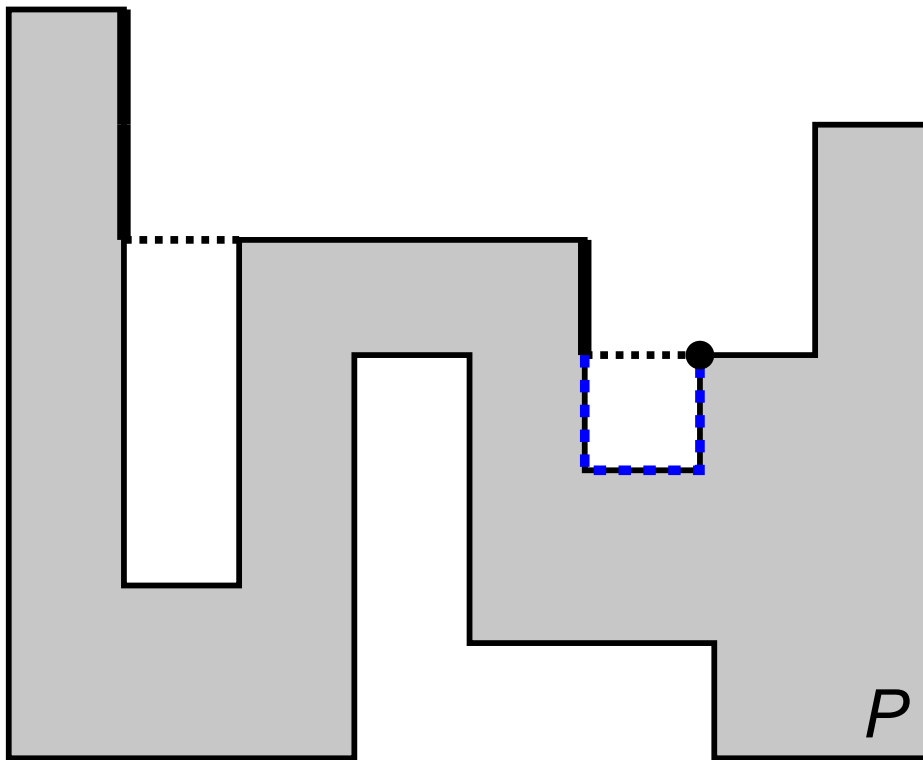
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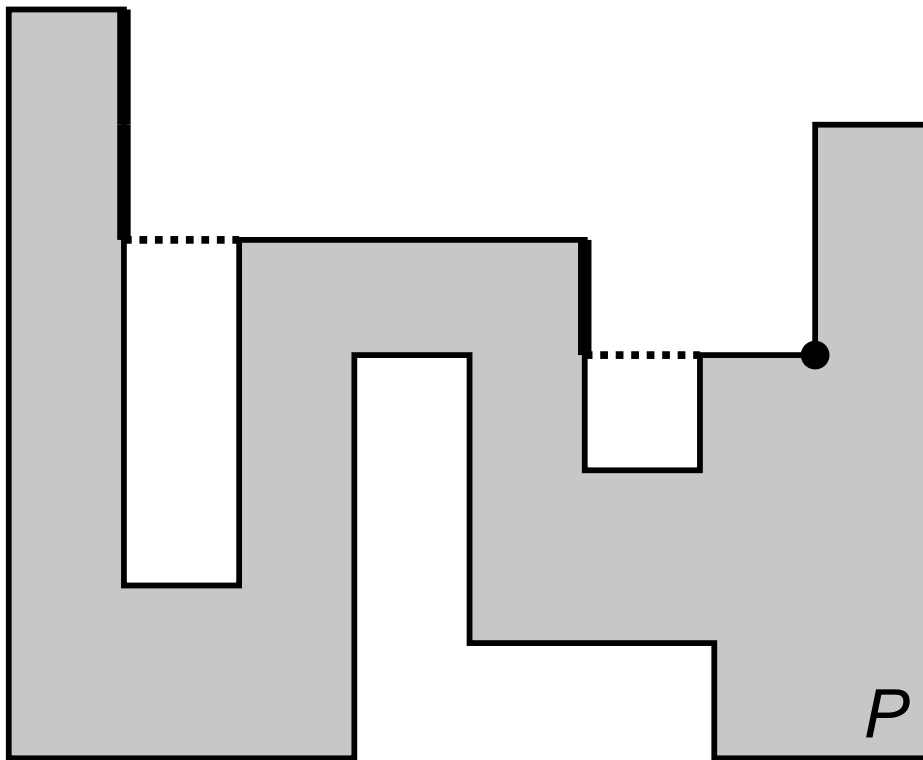
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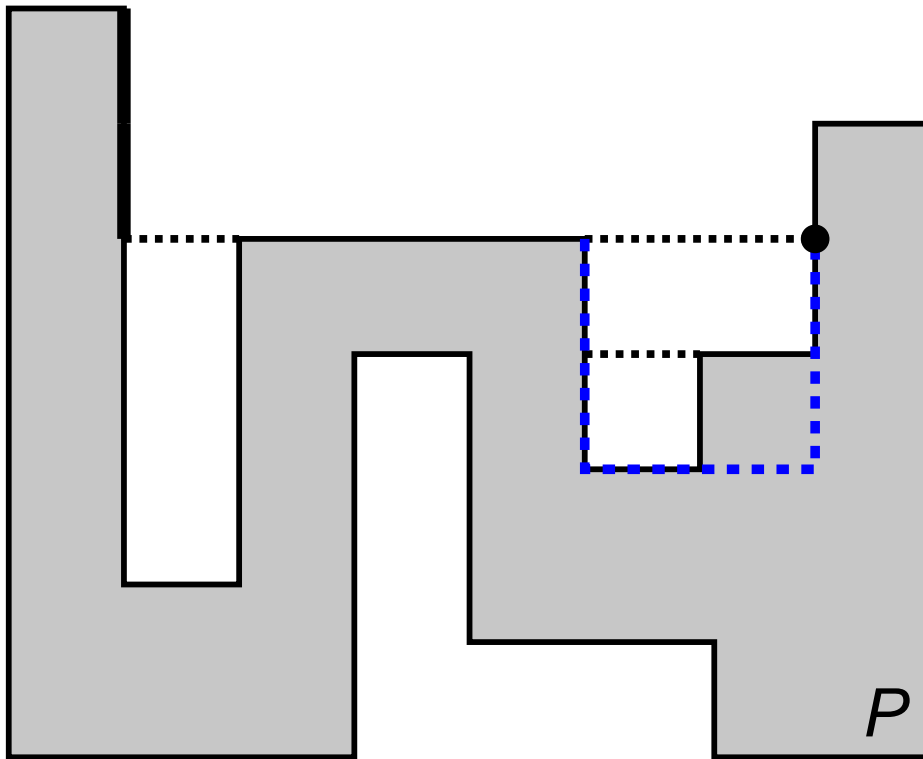
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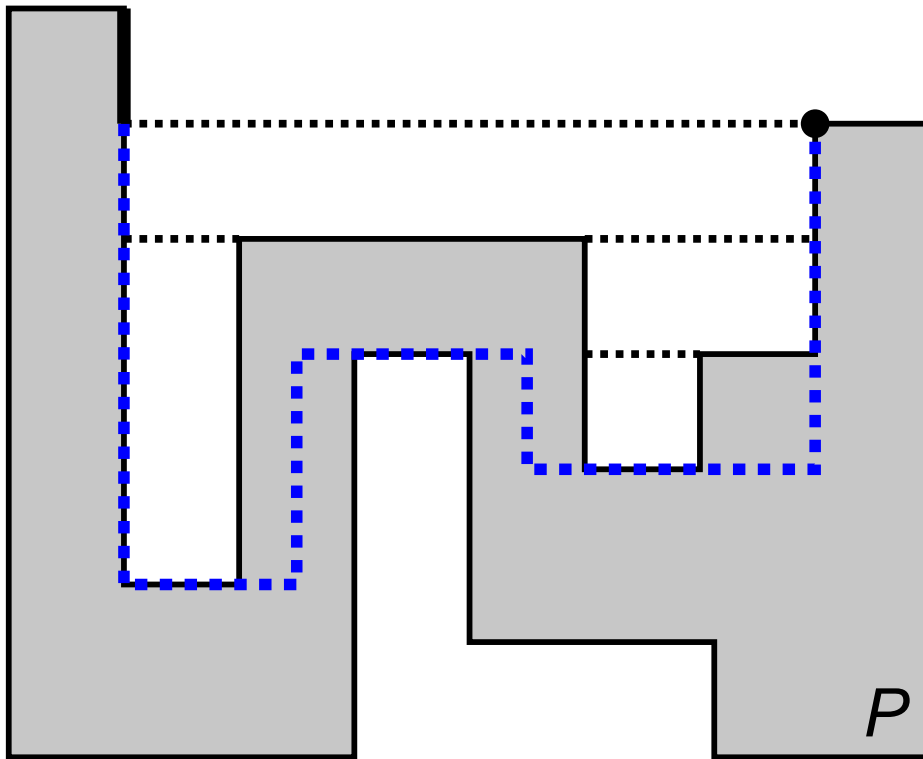


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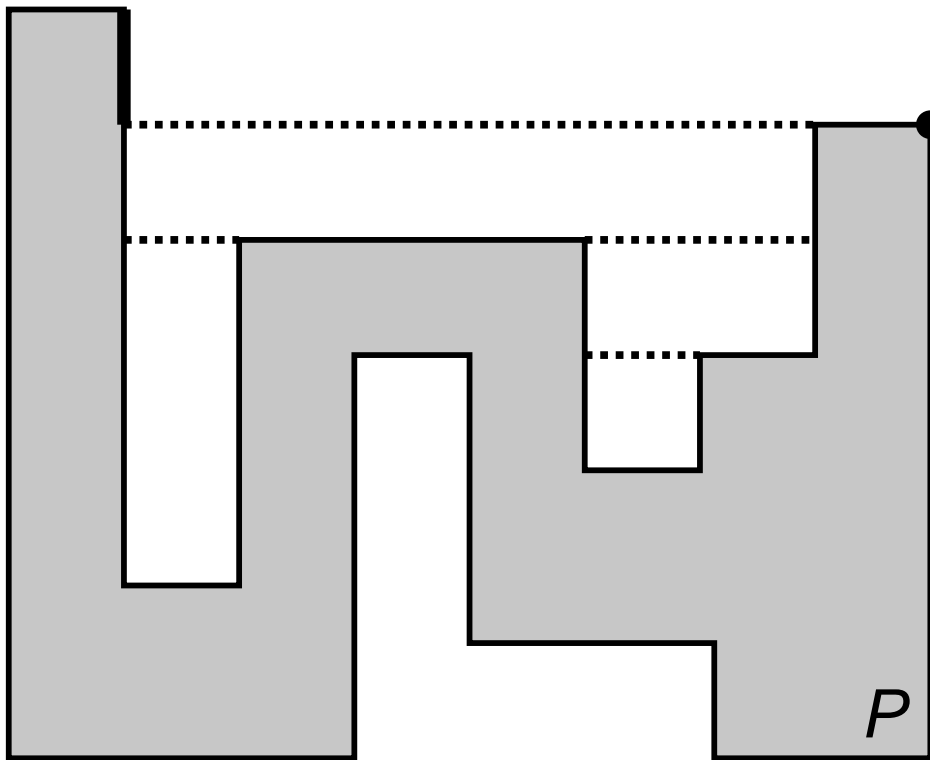
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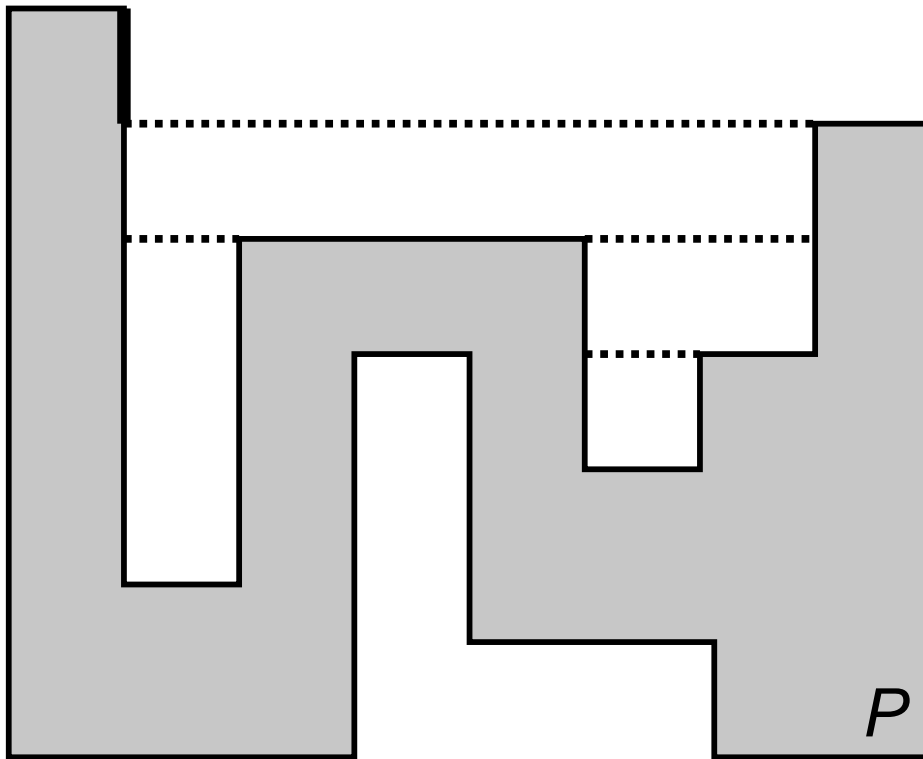
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# Analysis of Algorithm

- $x$ -component of  $d_P(p, q)$  is  $|q_x - p_x|$
- algorithm has to compute  $y$ -component
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## Other Detour Results

- “Approximating the Stretch Factor of Euclidean Graphs”, G. Narasimhan and M. Smid, 2000
- “A Fast Algorithm for Approximating the Detour of a Polygonal Chain”, A. Ebbers-Baumann, R. Klein, E. Langetepe and A. Lingas, 2001
- “Computing the Detour of Polygonal Curves” (Technical Report), P. K. Agarwal, R. Klein, C. Knauer, M. Sharir, 2002
- “Computing the Maximum Detour and Spanning Ratio of Planar Chains, Trees and Cycles”, S. Langerman, P. Morin, M. Soss, 2002

# Lower Time Bound of Euclidean Vertex Detour

- computing detour maximum of vertices  $\delta_V(P) := \max_{p,q \in V} \delta(p, q)$
- reduction to Element-Uniqueness of integers (Yao, 89):  $\Omega(n \log n)$ 
  - build special polygon  $P$  from given integers  $y_1, \dots, y_n$  in  $O(n)$
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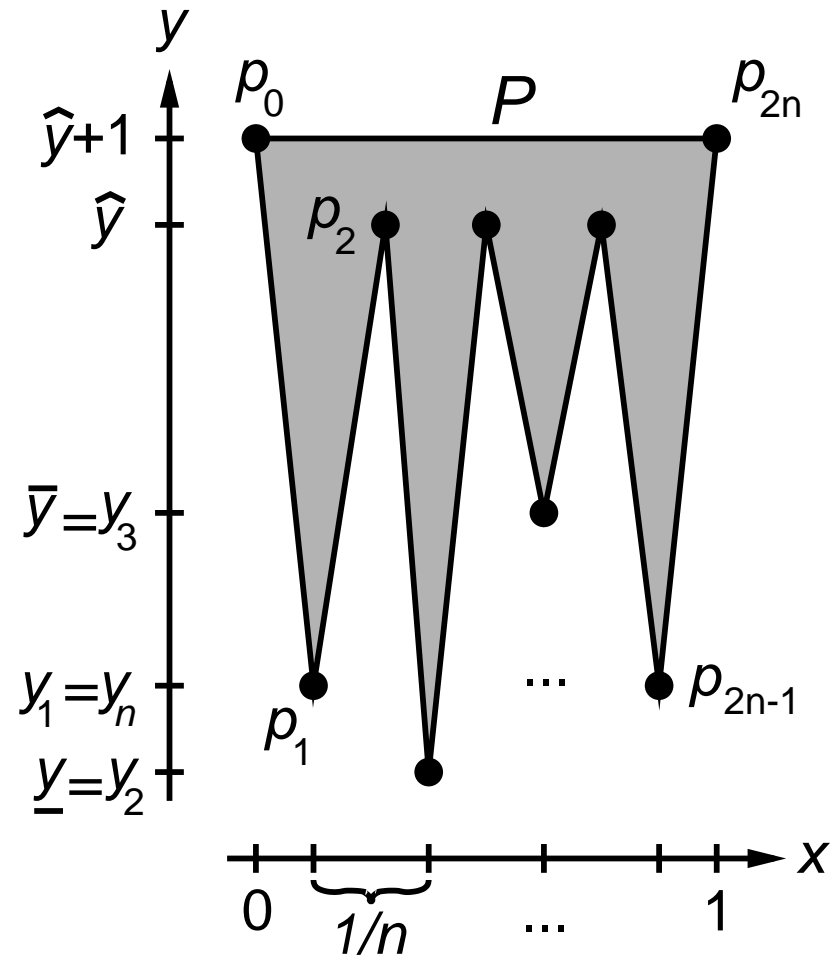
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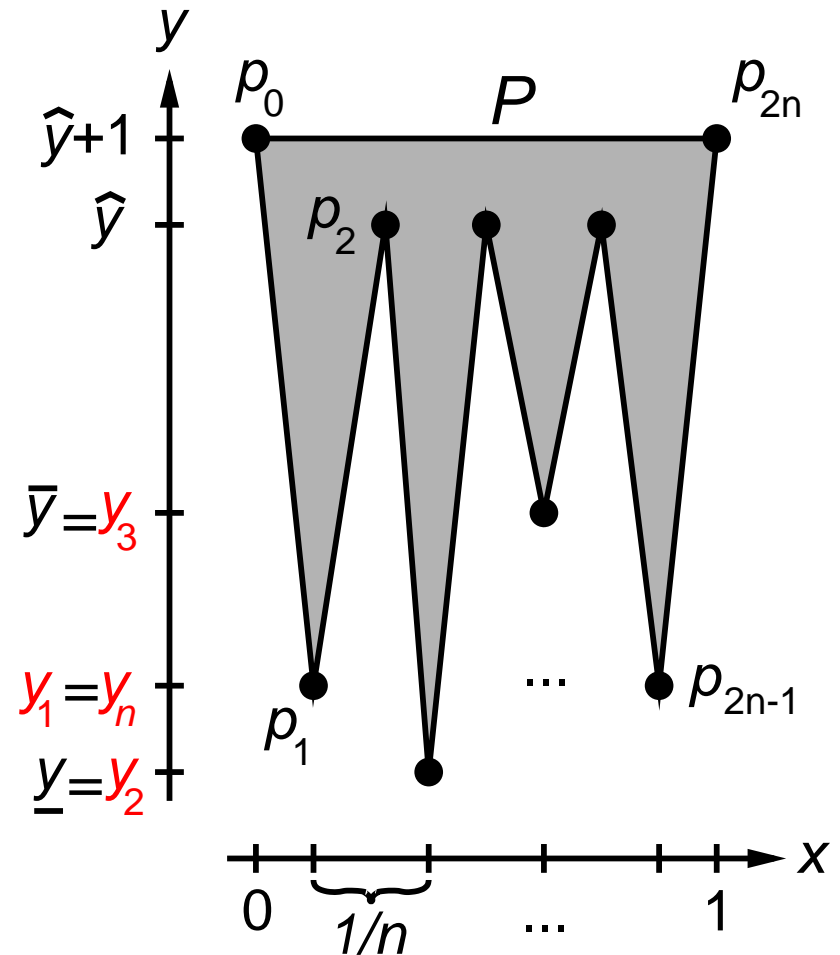
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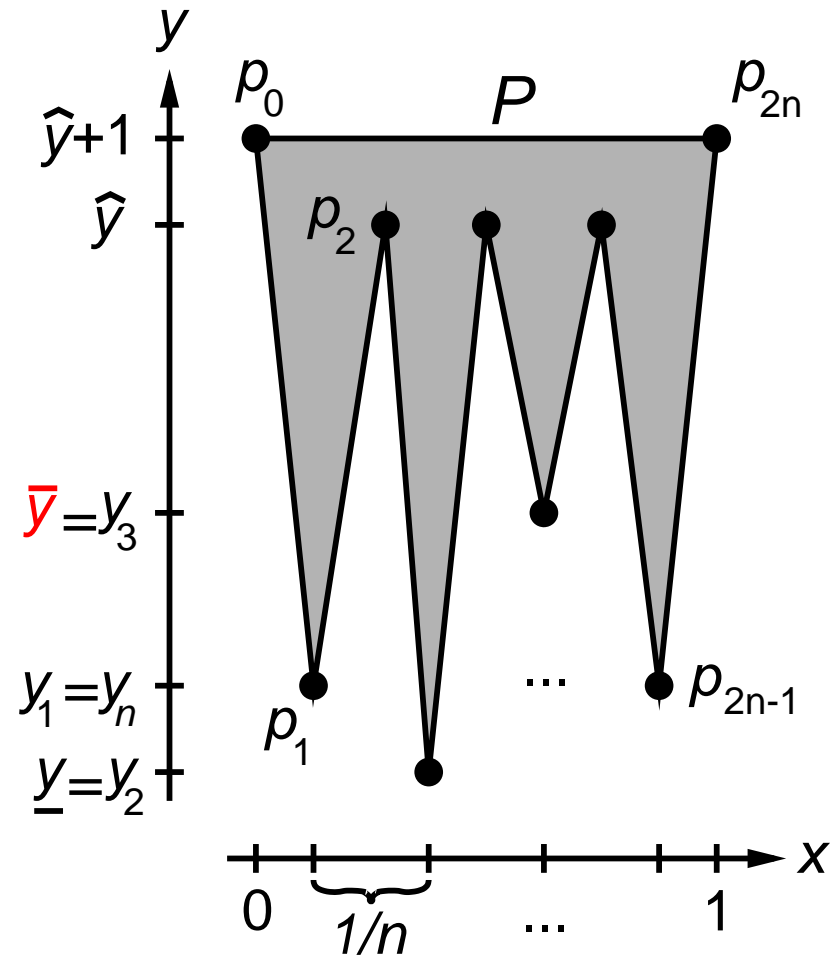
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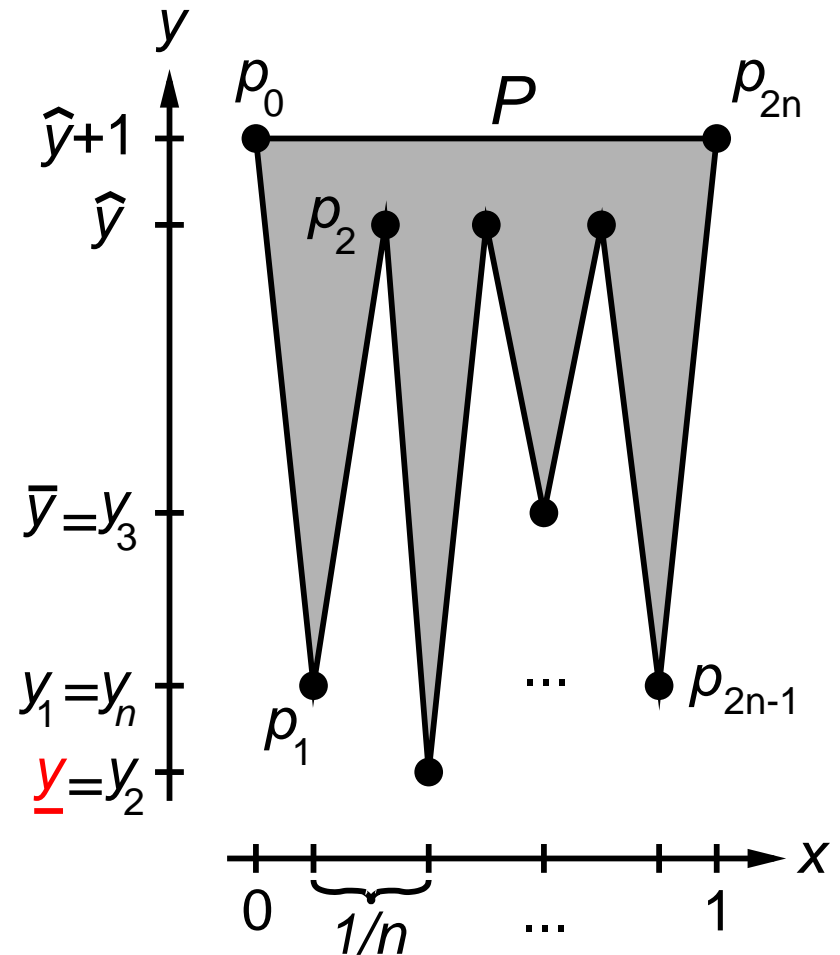
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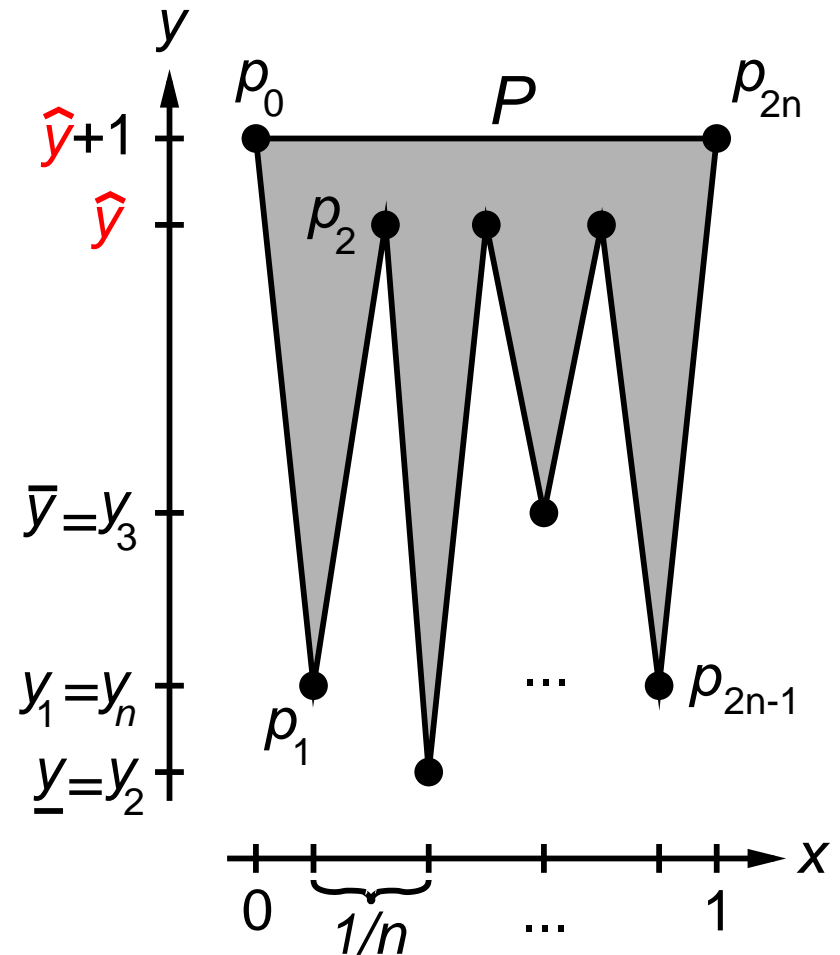
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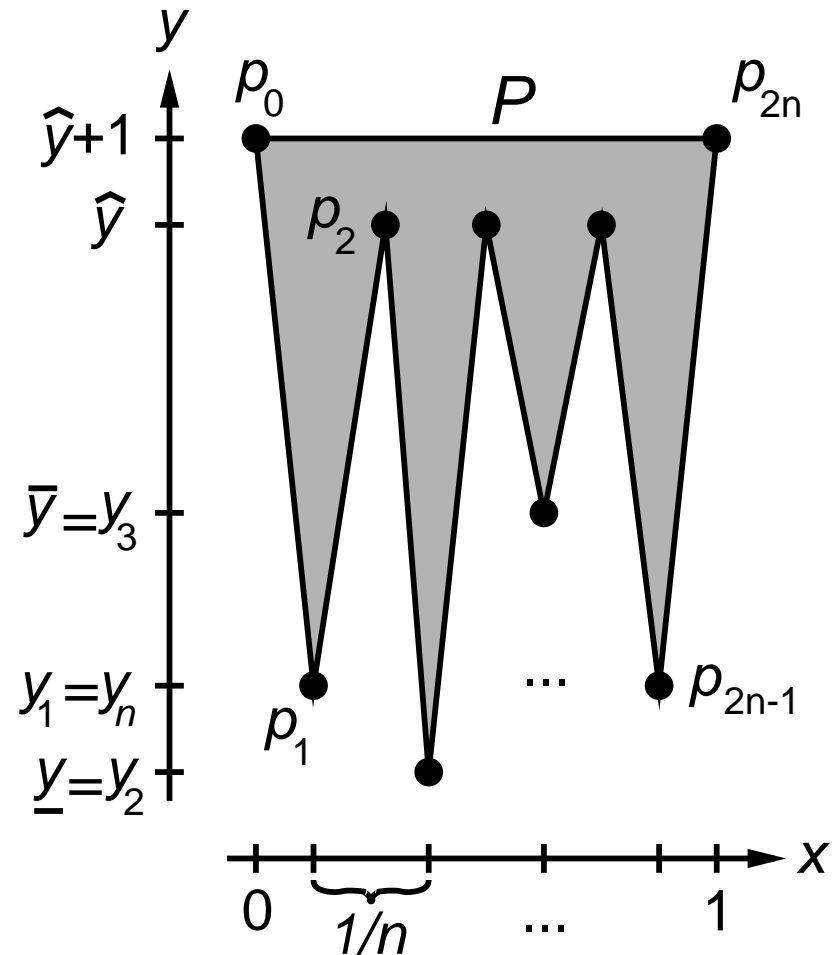
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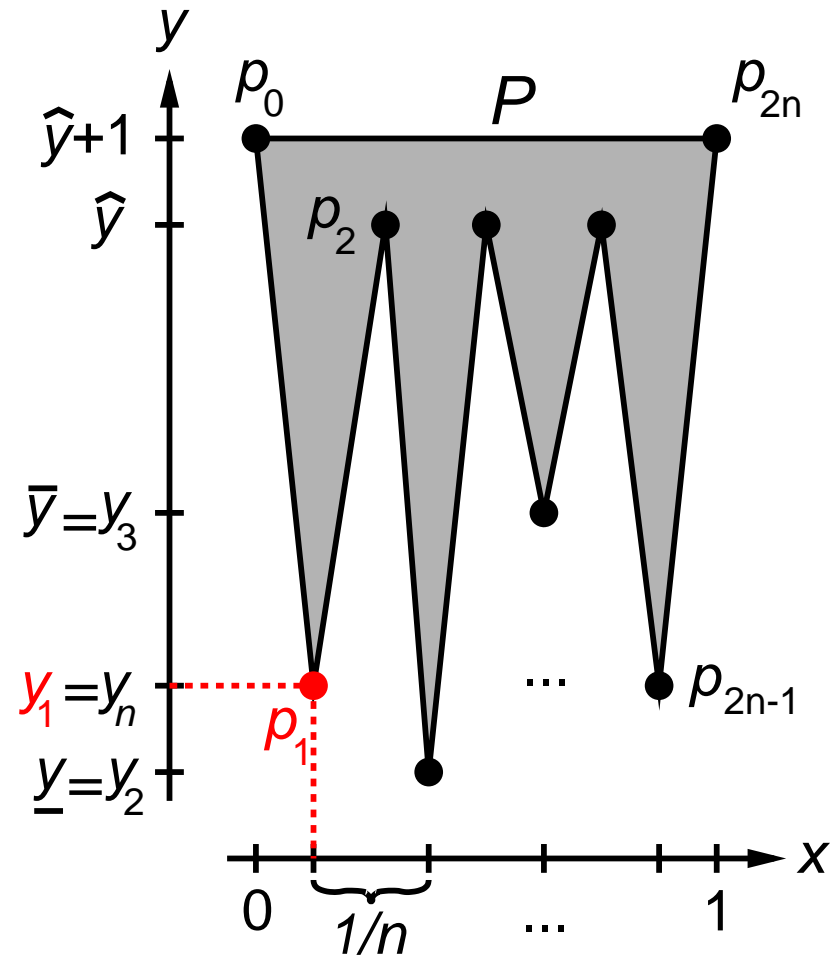
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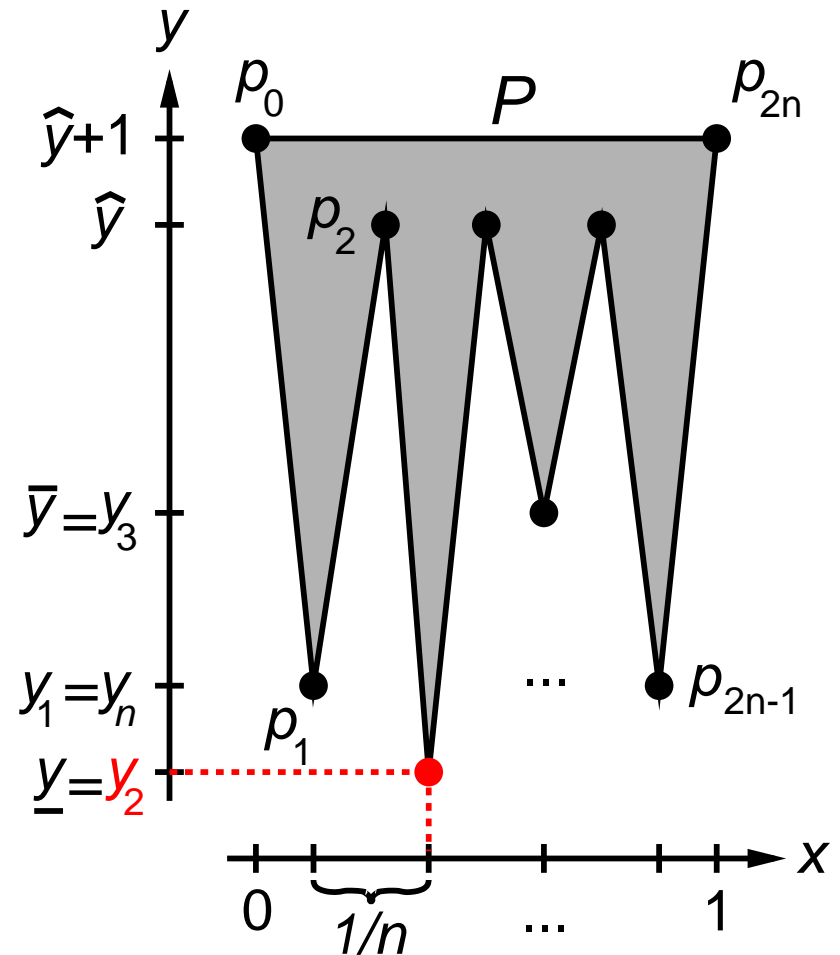
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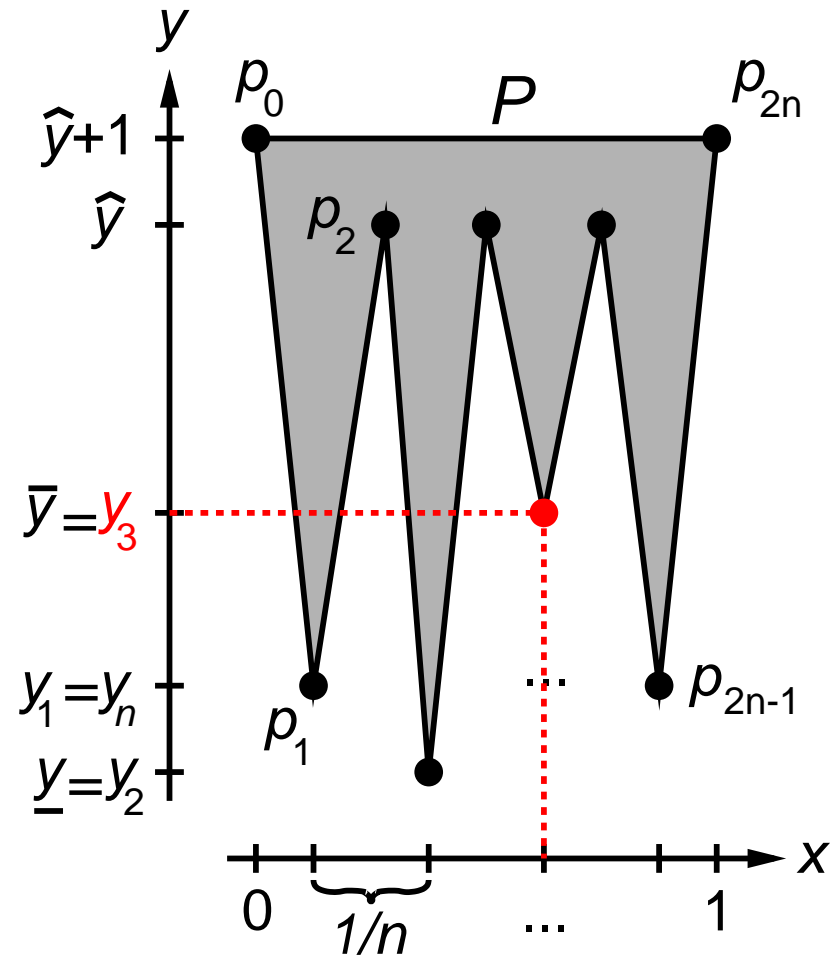
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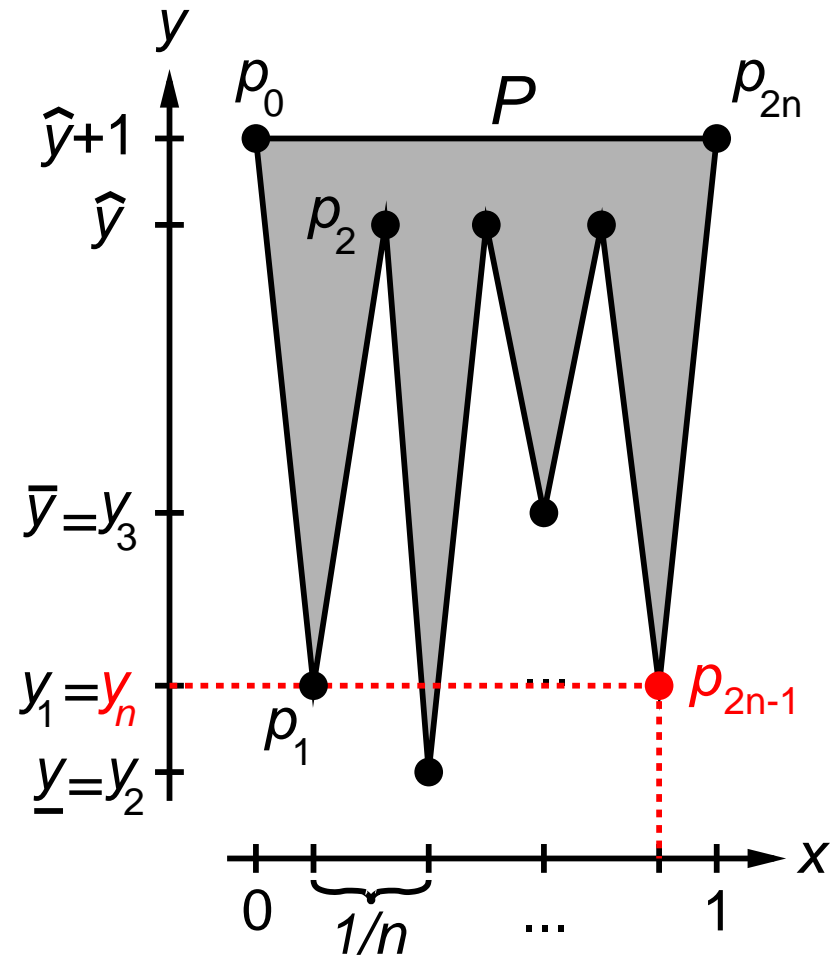
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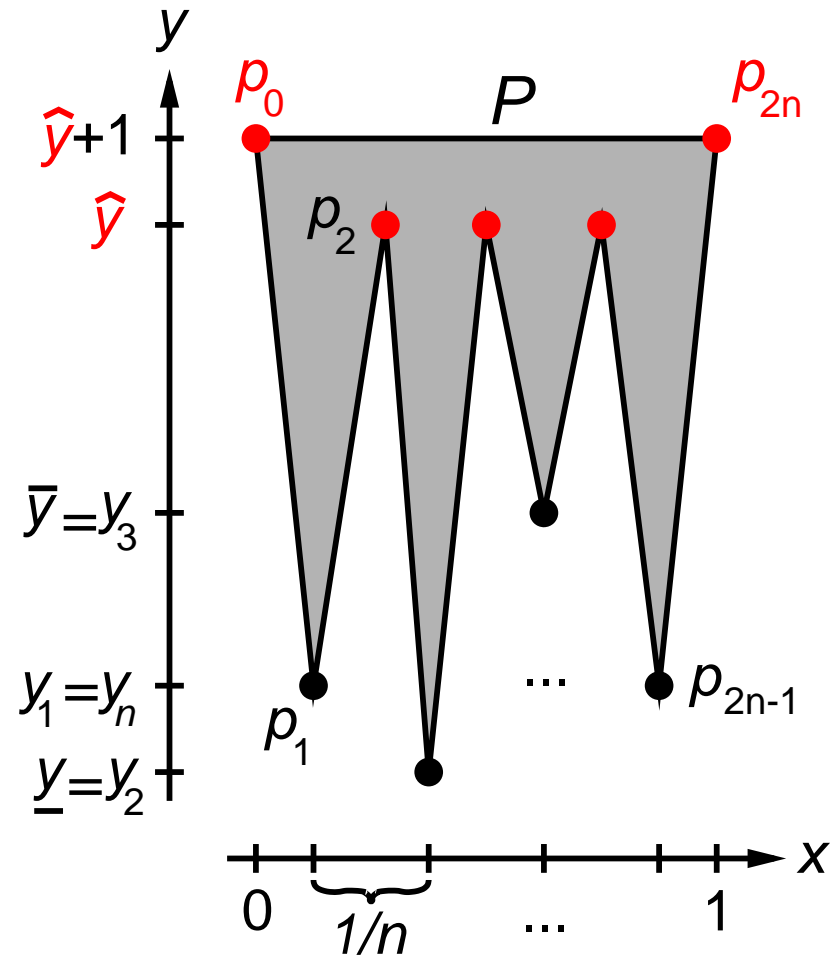
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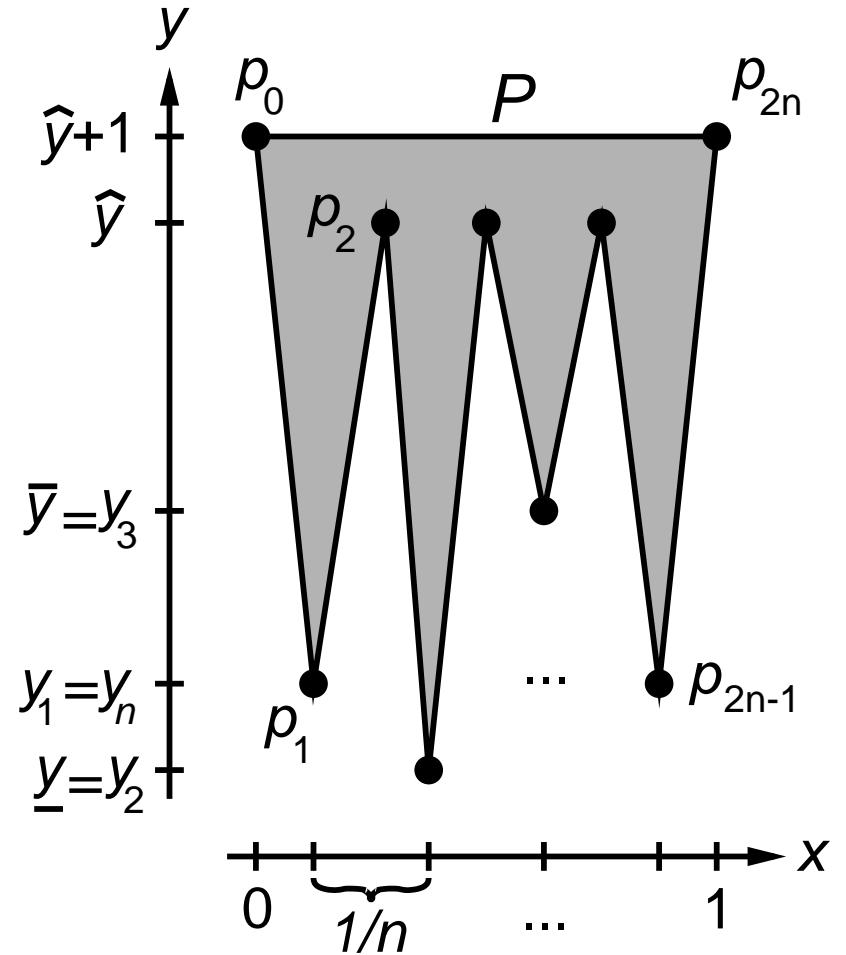
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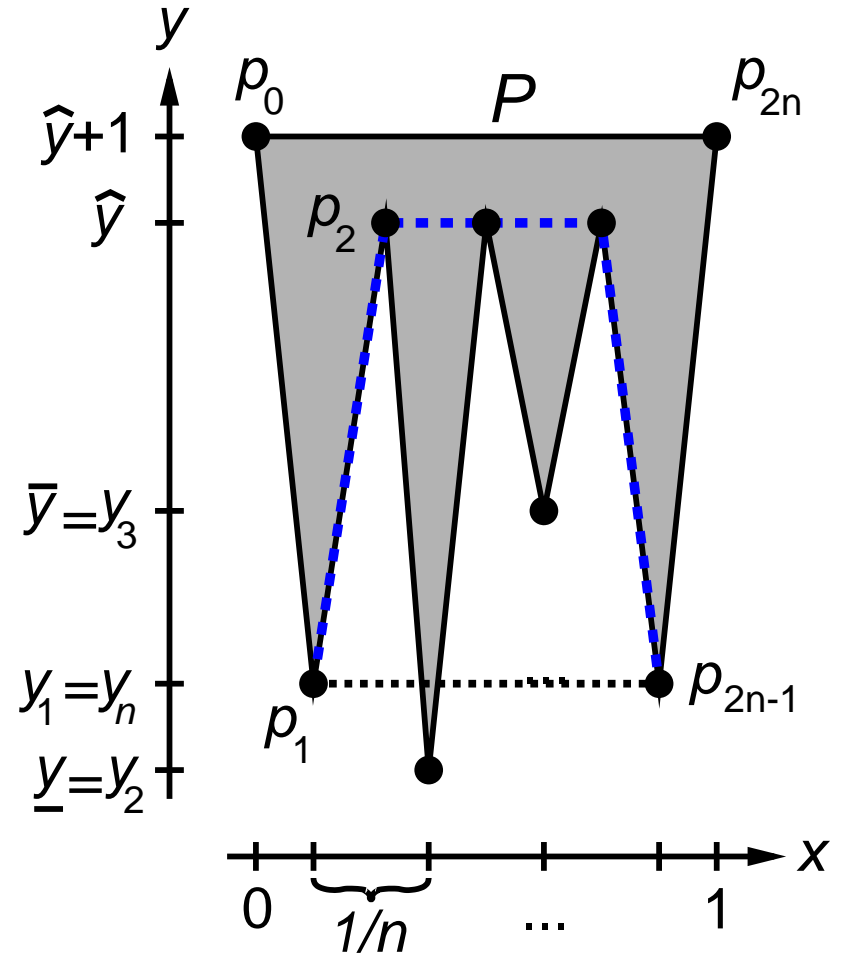
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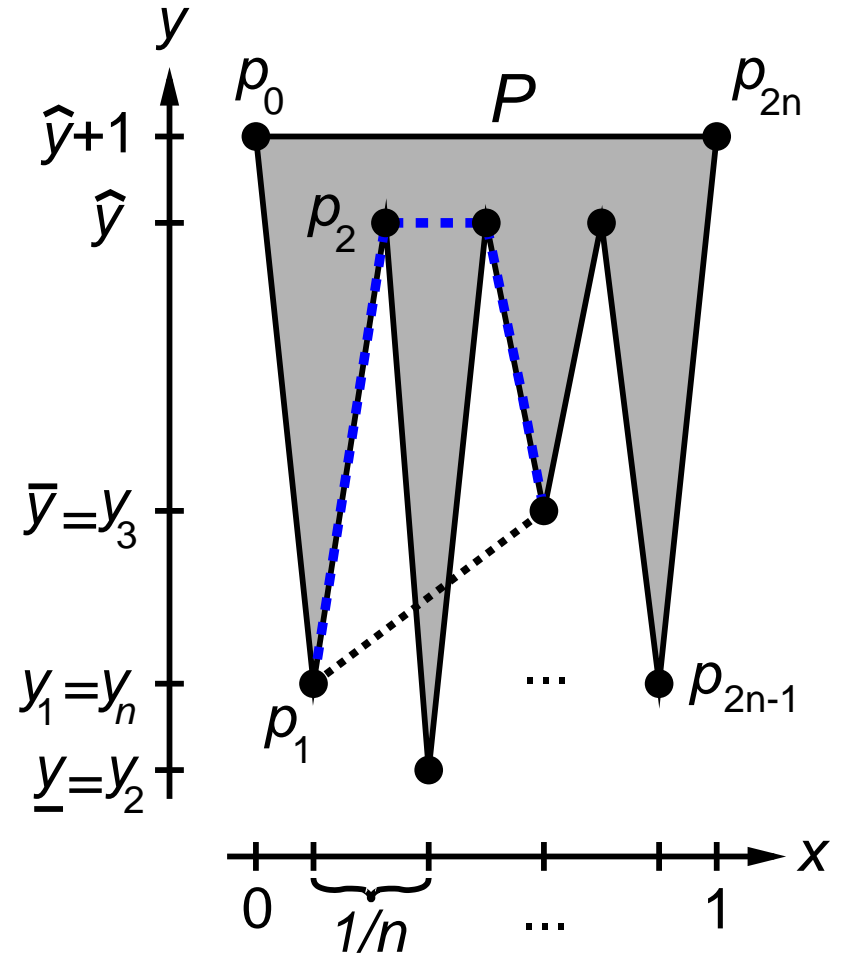
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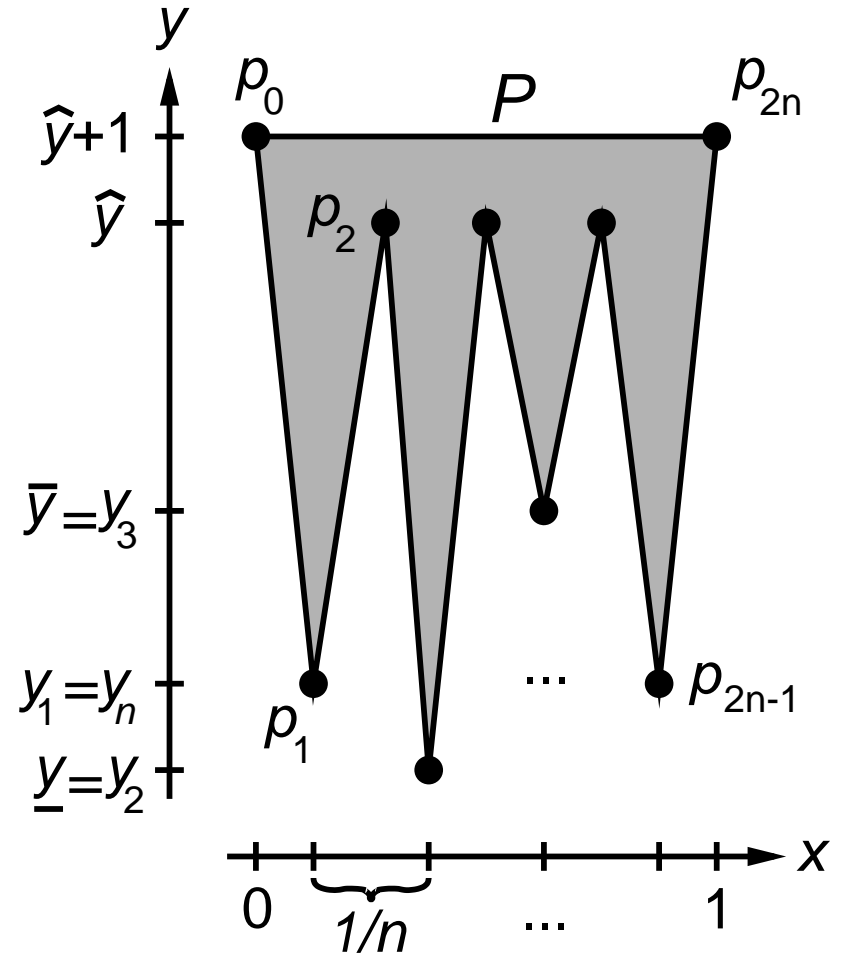
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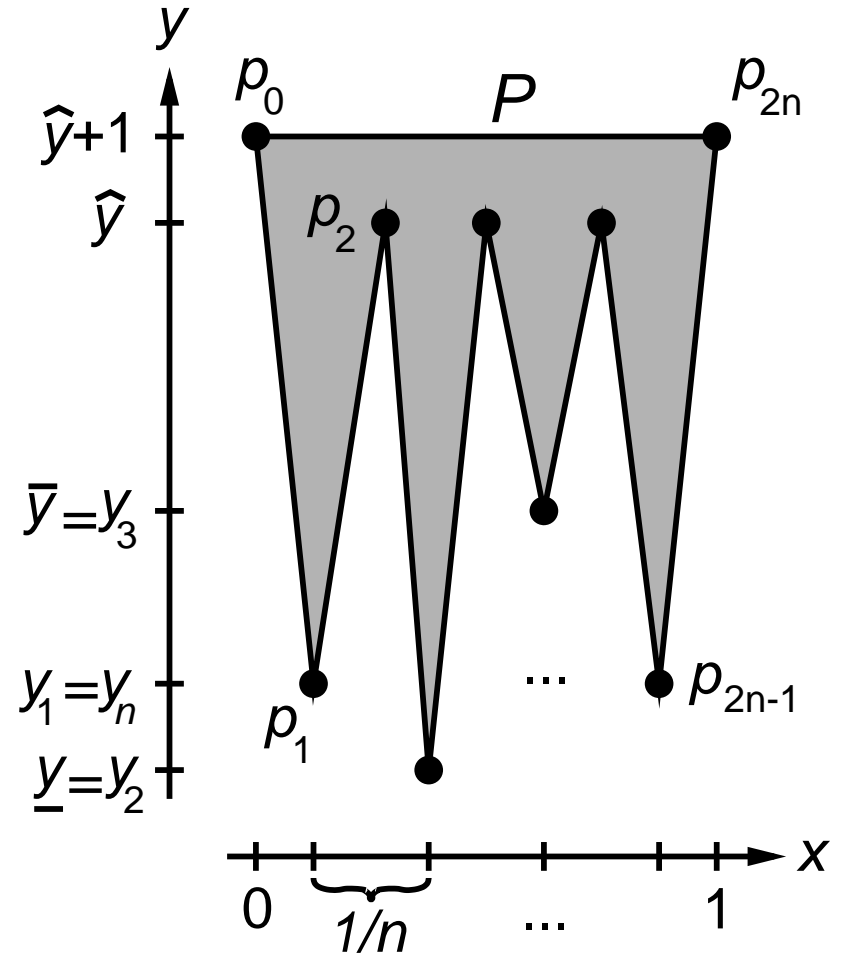
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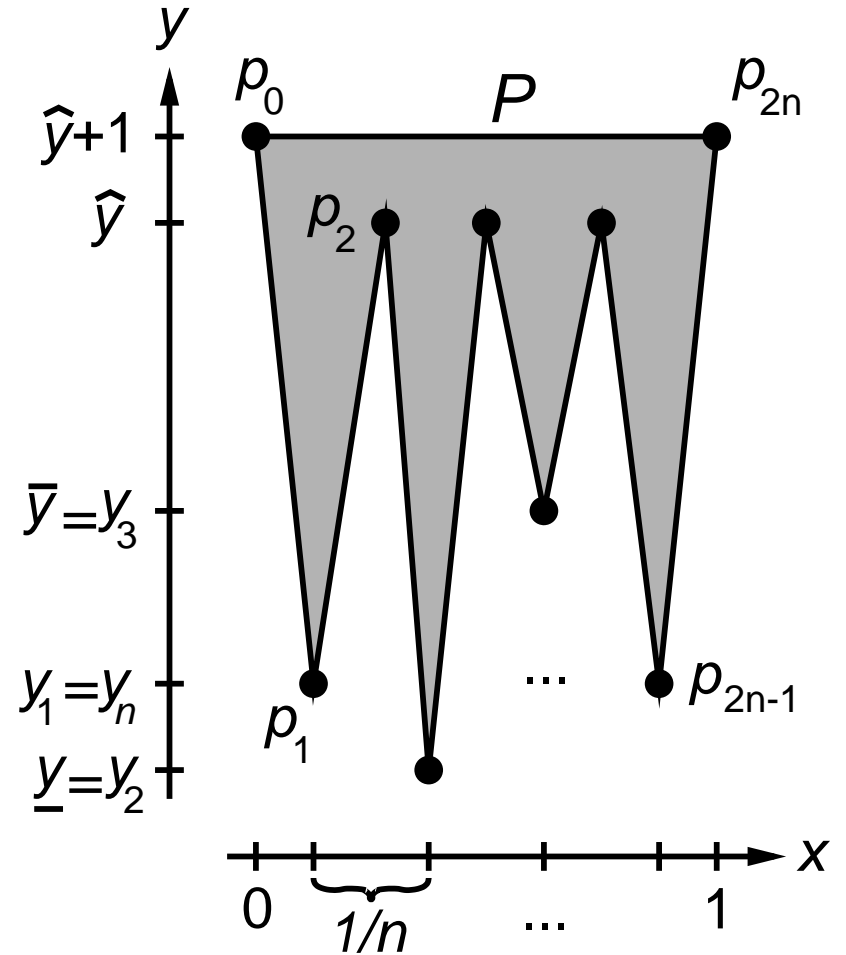
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- $\Omega(n \log n)$ -time bound extends to good approximations of  $\delta_V(P)$
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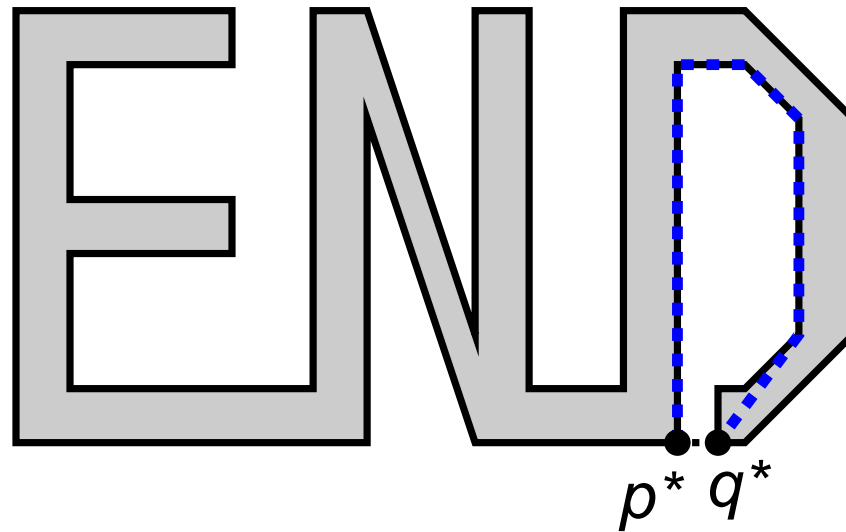
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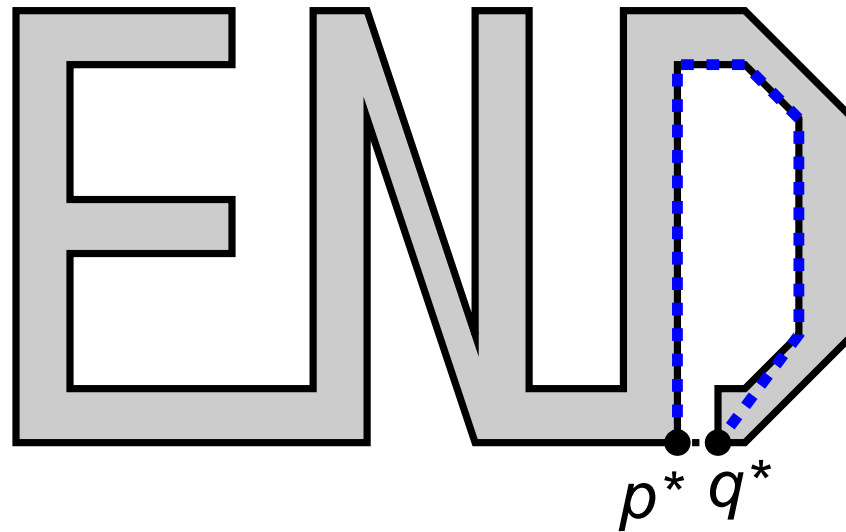
# More Lower Time Bounds

- $\Omega(n \log n)$ -time bound extends to good approximations of  $\delta_V(P)$
- same arguments hold for  $L_1$ -vertex detour  $\delta_V^{L_1}(P)$ 
  - in particular:  $\Omega(n \log n)$  for  $\delta_V^{L_1}(P)$  of  $x$ -monotone rectilinear polygons but  $O(n)$  for  $\delta^{L_1}(P)$
- can also be transferred to polygonal chains
  - Narasimhan and Smid, 2000:  $\Omega(n \log n)$  approximating  $\delta_V$  using self-intersecting chains

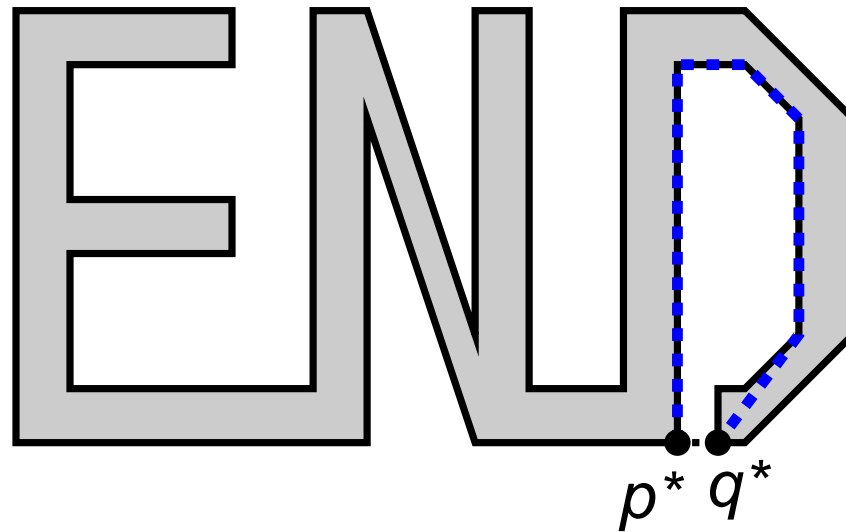


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- Java-Applet Computing Euclidean Detour of Polygons at <http://web.informatik.uni-bonn.de/I/staff/gruene.html>

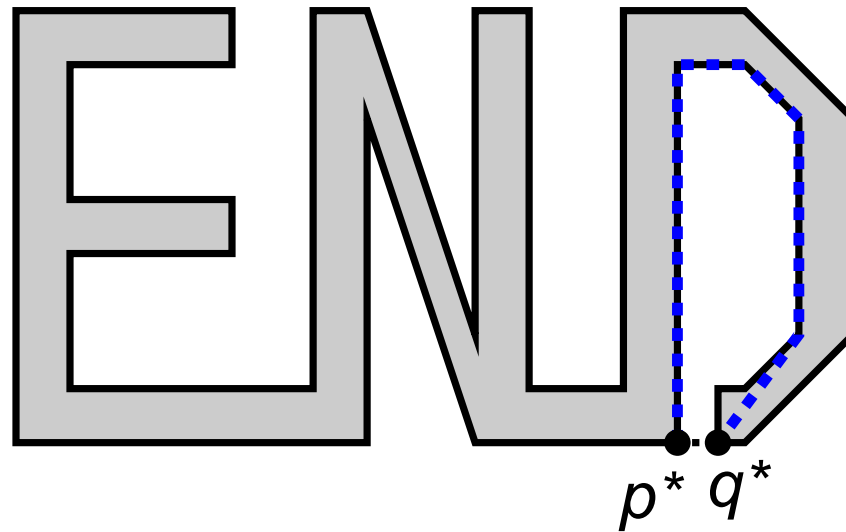




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