

Computing: Structures; Combinations; Algorithms

Sujoy Bhoire

Indian Institute of Technology Bombay

Computing ...

Structures

Combinations

$$f_{k-1} = \sum_{i=k}^d (-1)^{d-i} \binom{i}{k} f_{i-1}.$$

$$N(\mathcal{A}) = \sum_{x \in L(\mathcal{A})} (-1)^{r(x)} \mu(0, x)$$

$$\#(tP \cap \mathbb{Z}^n) = \sum_{i=0}^d a_i t^i,$$

$$\chi_T(\phi+2) = (\phi+2) \phi^{3V(T)-10} (\chi_T(\phi+1))^2$$

$$\chi(KG_{n,k}) = n - 2k + 2$$

$$\frac{2(2n)13^n}{n!(n+2)!}$$

$$\frac{\lambda_1 \lambda_2 \dots \lambda_{n-1}}{n}$$

$$\frac{\alpha(G)}{n} \leq \frac{\lambda_{\min}}{d - \lambda_{\min}}$$

$$(1 - \lambda_2)/2 \leq h(G) \leq \sqrt{2(1 - \lambda_2)},$$

$$\Theta(C_5) = \sqrt{5}.$$

$$\mu_c := \lim_{n \rightarrow \infty} c_n^{1/n} = \sqrt{2 + \sqrt{2}}.$$

$$\ell_n \sim 2\sqrt{n}.$$

$$\lim_{n \rightarrow \infty} \text{Prob} \left(\frac{|\text{is}(\sigma) - 2\sqrt{n}|}{n^{1/6}} \leq t \right) = F(t)$$

$$b \geq v.$$

$$\text{per}(A) \geq \frac{n!}{n^n}$$

$$W(C^\perp; x, y) = \frac{1}{|C|} W(C; y - x, y + x).$$

$$|C| \leq \sum_{i=0}^d \binom{n}{i},$$

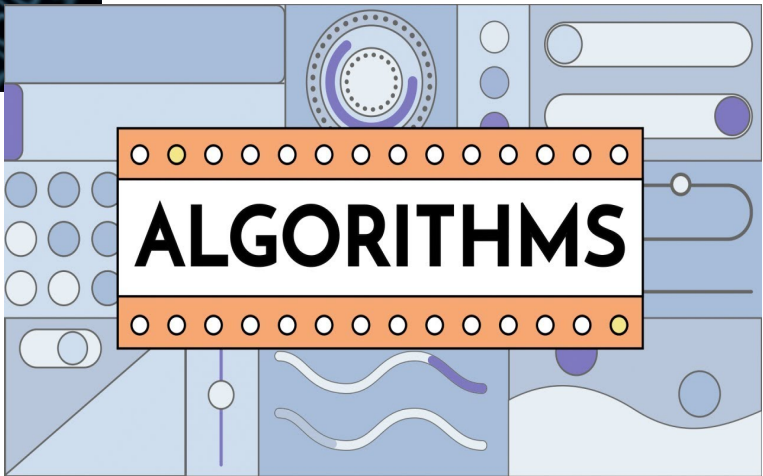
$$(2/e)(1+o(1))k2^{k/2} \leq r(k+1, k+1) \leq k^{-C \log k / \log \log k} \binom{2k}{k}.$$

$$\aleph_{\omega_0}^{\aleph_0} < \max\{\aleph_{\omega_1}, (2^{\aleph_0})^+\},$$

$$\max(|A+A|, |A \times A|) \geq \frac{1}{2} |A|^{4/3} (\log |A|)^{-1/3}.$$

$$\aleph_0 \leq^* p \iff \aleph_0 \leq 2^p$$

$$Q_n = 2n(\ln n + \gamma - 2) + 2 \ln n + 2\gamma + 1 + O\left(\frac{1}{n}\right)$$

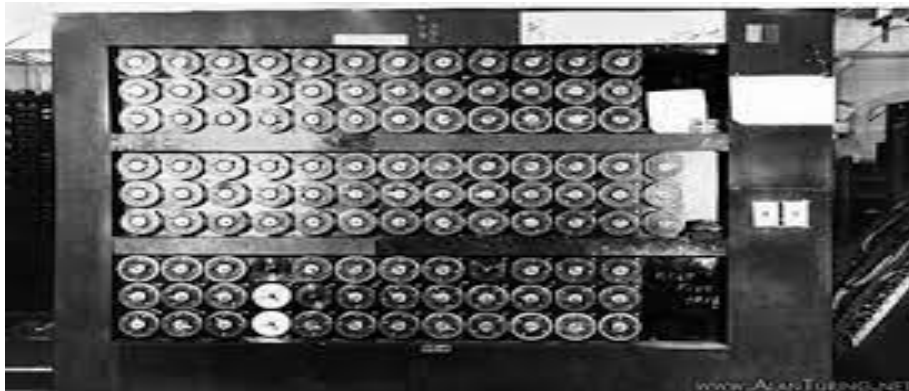


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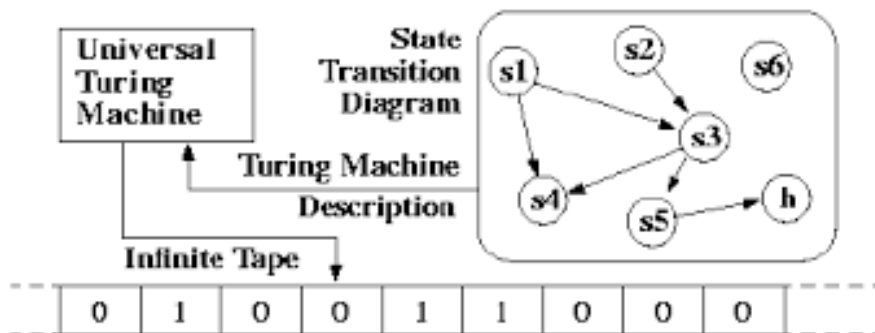
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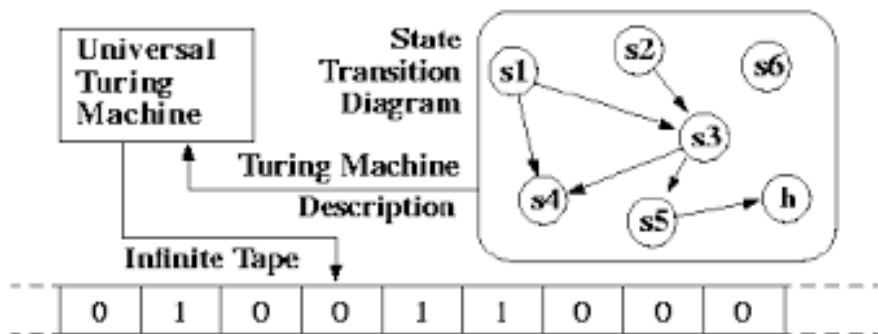
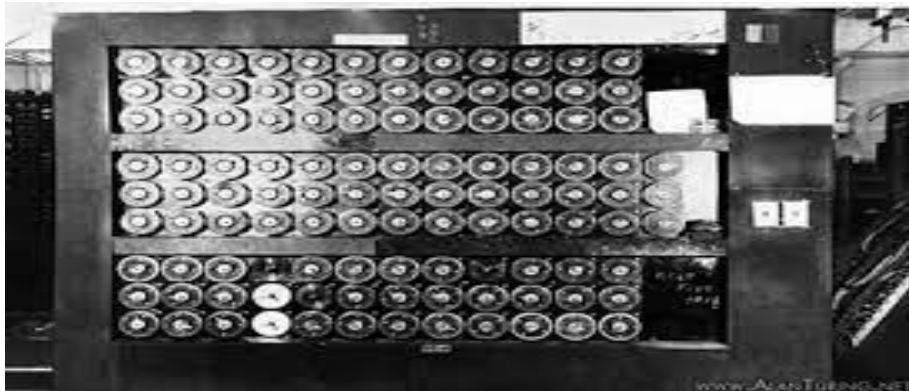


Turing era ...

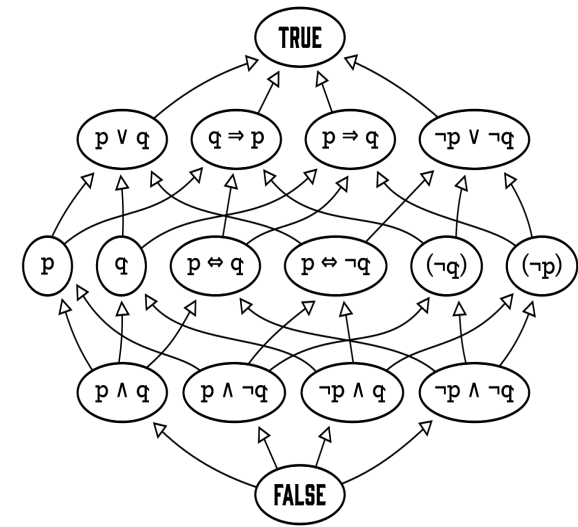


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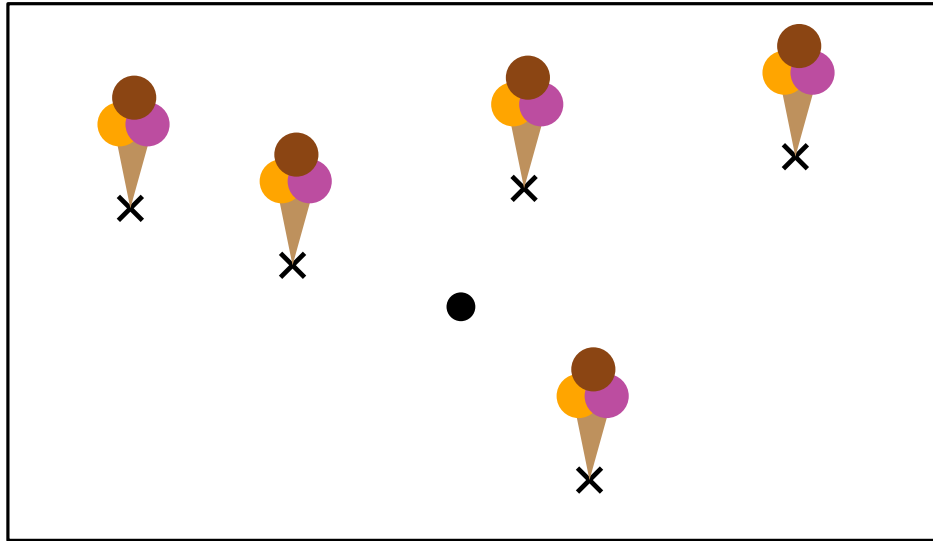
we are building upon the 2500 yrs. of knowledge ...

Problem 1

It's one of the last sunny days before winter.

Suppose you know the location of five ice cream shops in the city.

How can you determine the closest one for any location on a map?

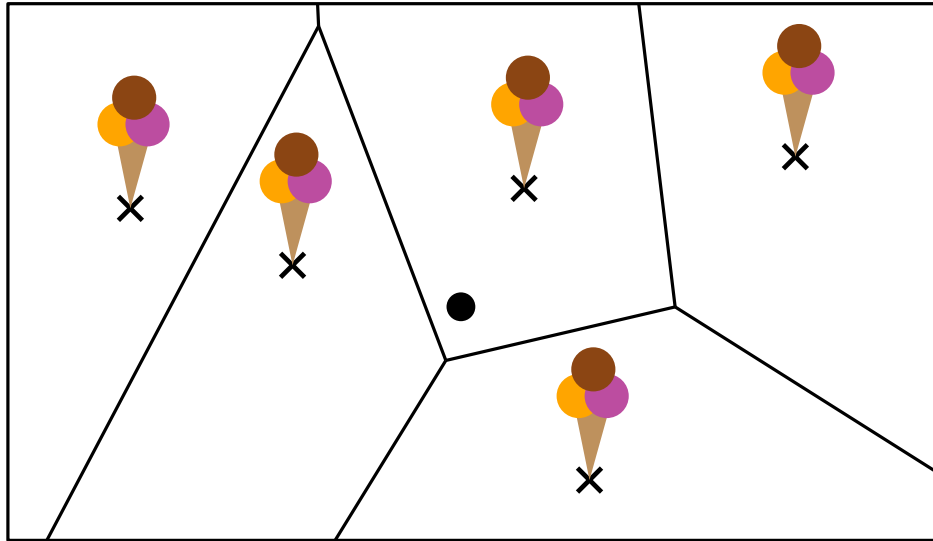


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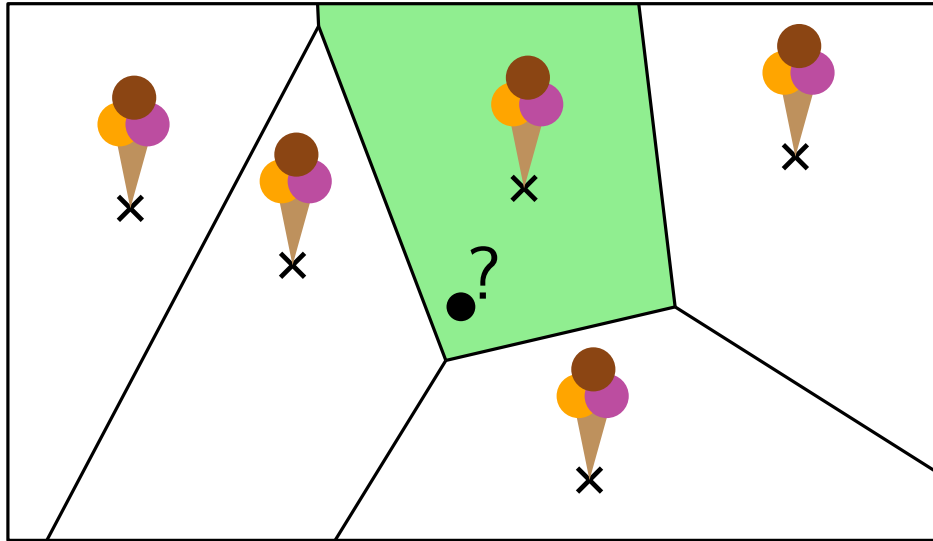


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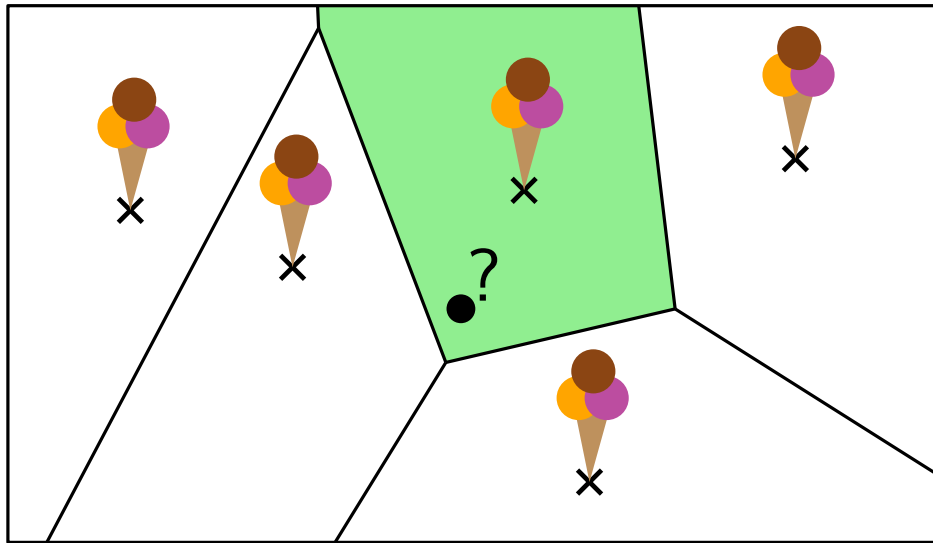


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The solution is a *subdivision* of \mathbb{R}^2 , called **Voronoi Diagram**.....

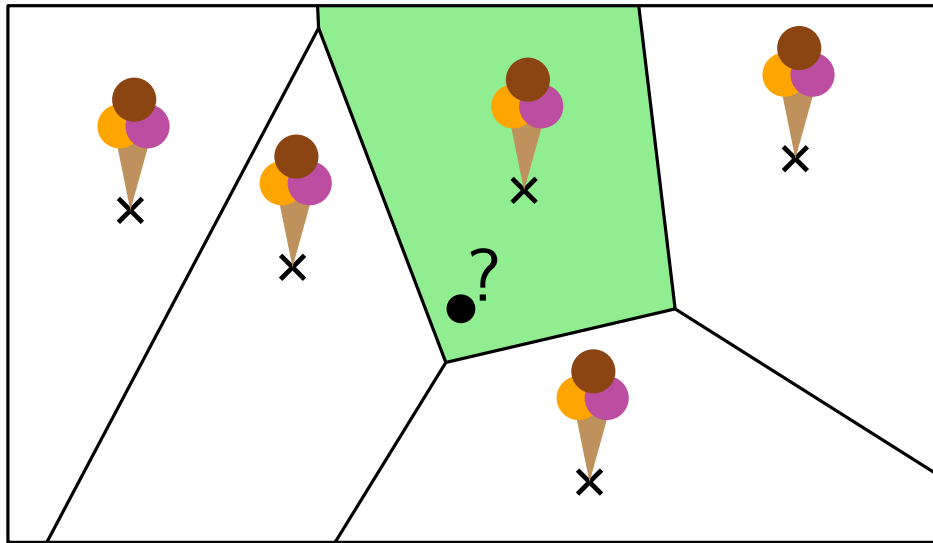
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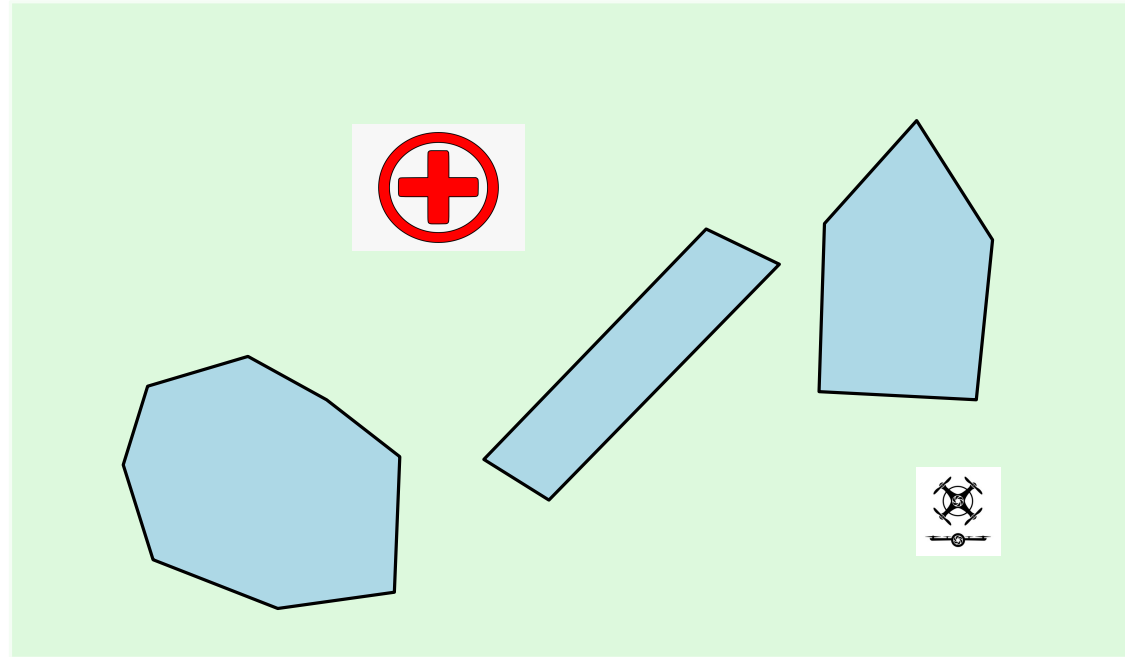
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Same approach applies to find some serious services - Hospitals, Bank, Metro Station, Institutions, etc.

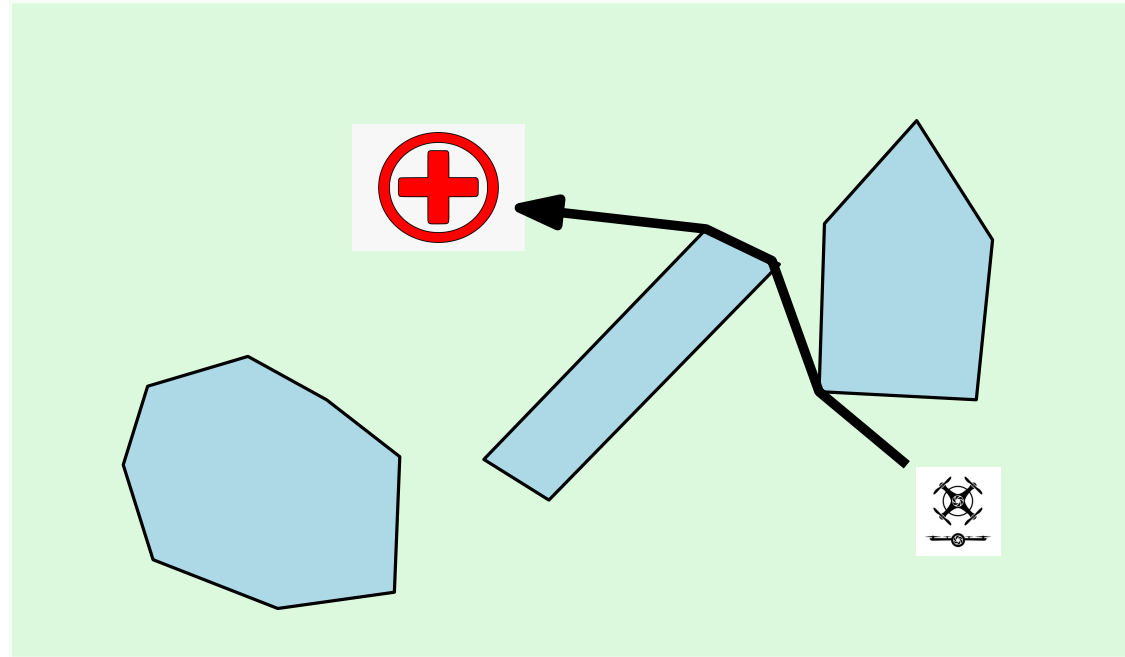
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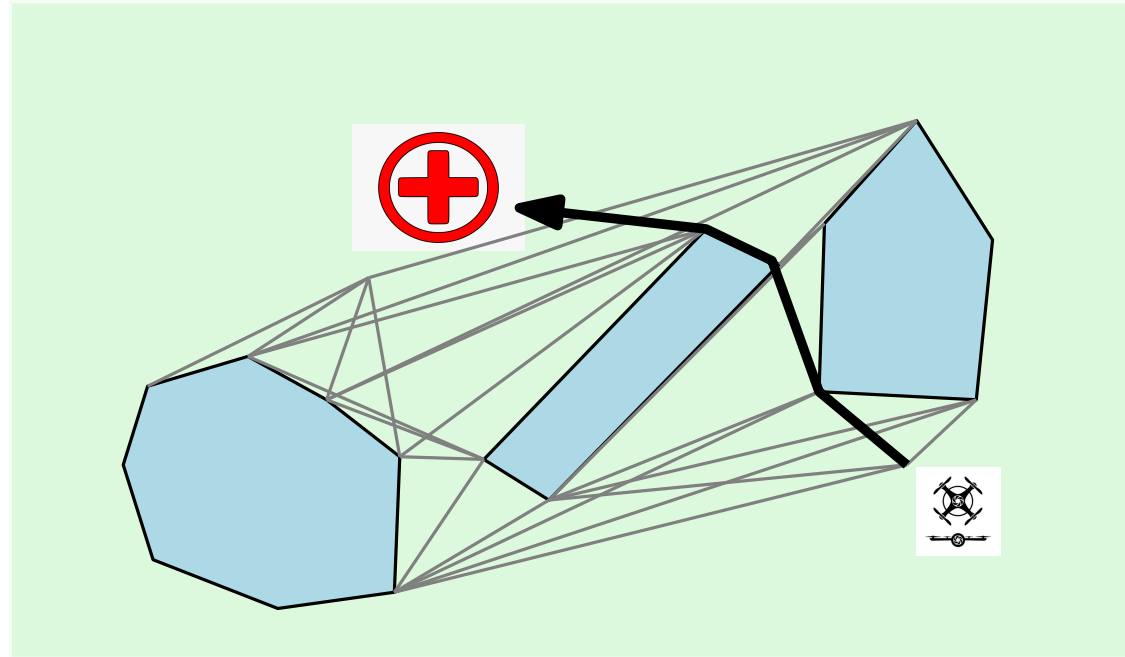
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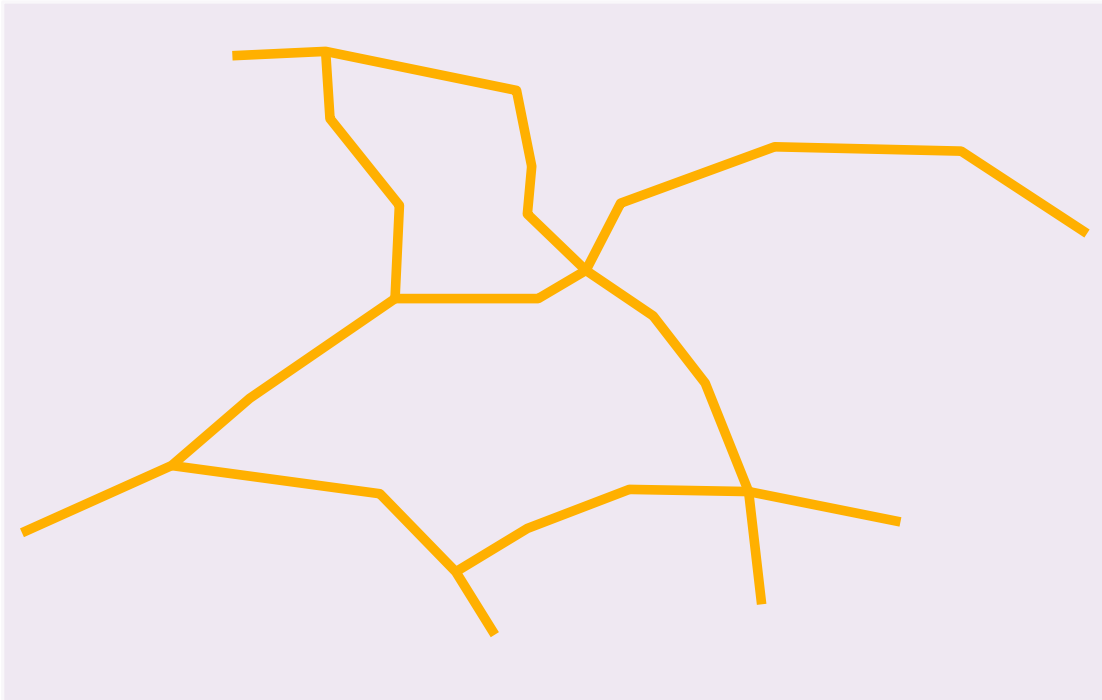
Motion planning problem in robotics:

Given a set of obstacles with a start and destination point, find collision-free shortest route, e.g., using the **visibility graph**.

Problem 3

Maps in geographic information systems consist of several layers (e.g., roads, rivers, borders, etc.). When superimposing several layers, where are the intersection points?

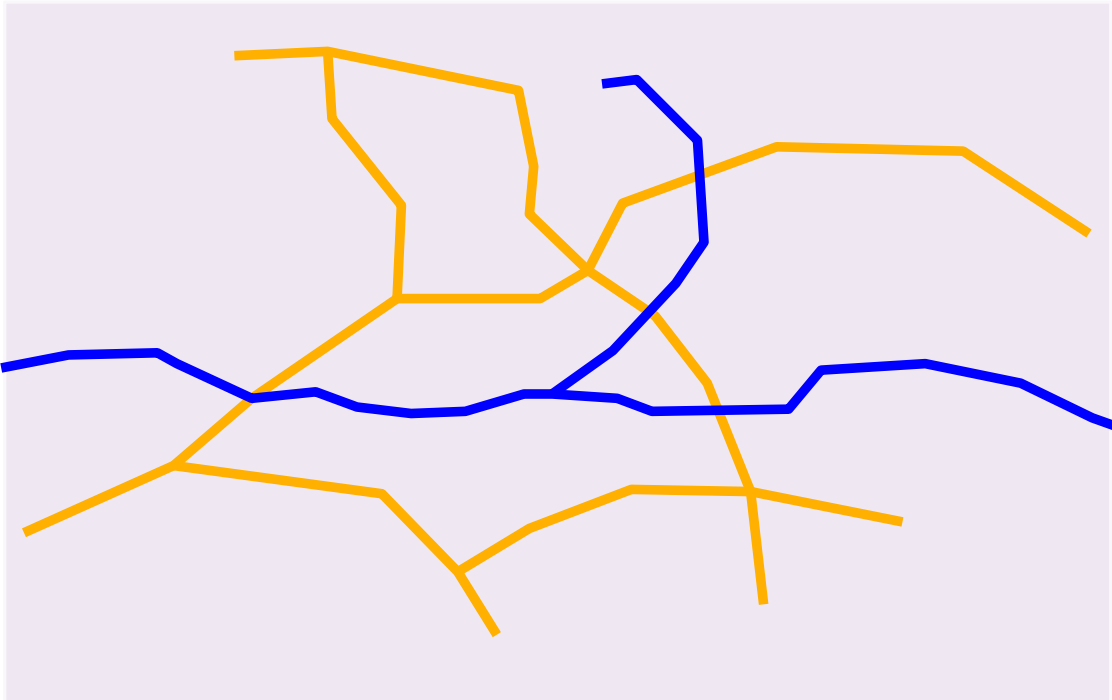
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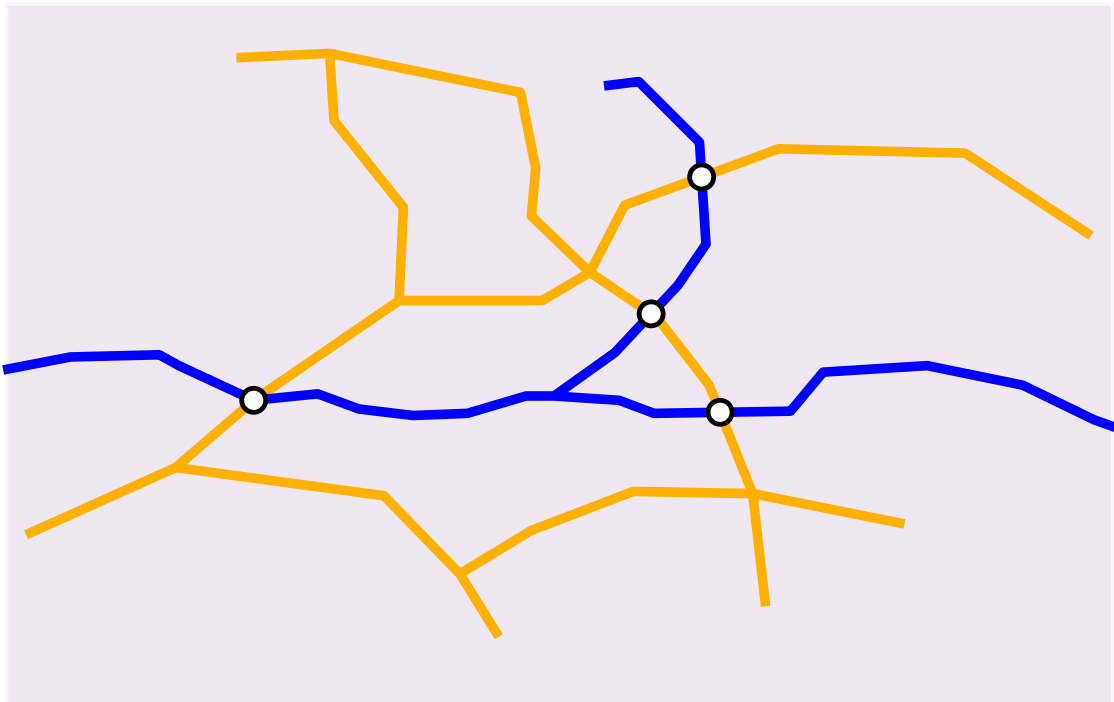
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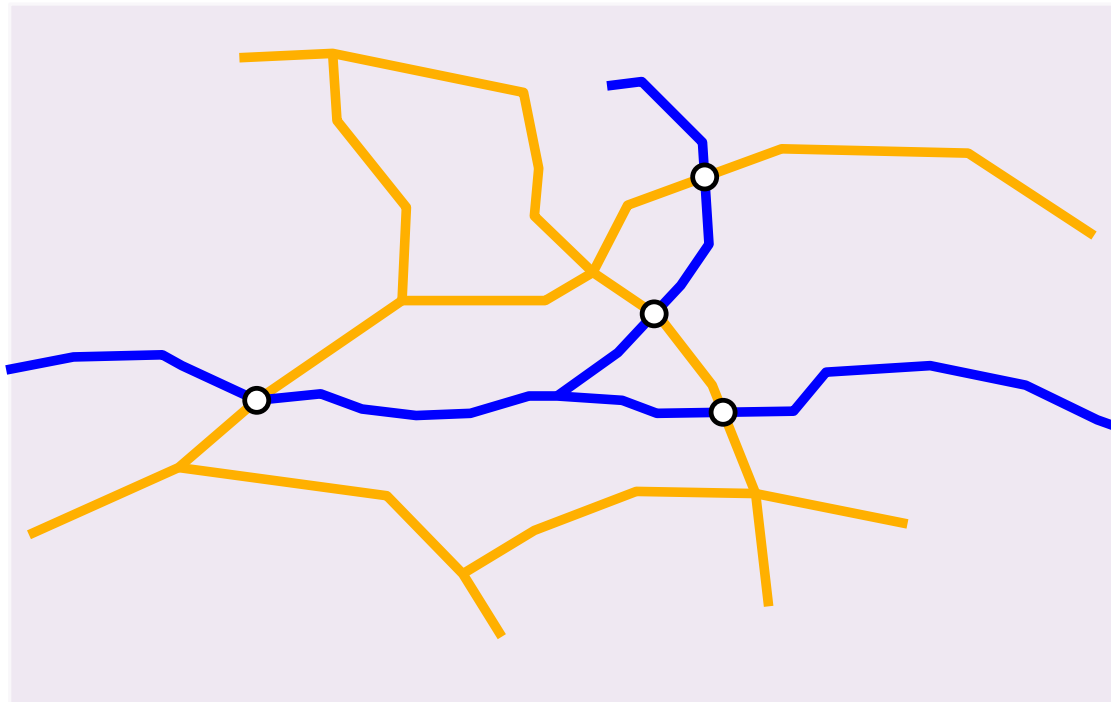
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Testing all edge pairs is slow.

Q: How can you quickly find all intersections?

Problem 4

Given a map and a query point q (e.g., a mouse click), determine the country containing q .



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We want to obtain efficient & robust data structures for answering point queries.

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Geospatial
information

Street Maps

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Evaluating each map feature is unrealistic.

→ We want efficient & robust data structures for answering such range queries

Mixing Ratios

We are given -



Mixture	fraction A	fraction B
S_1	10%	35%
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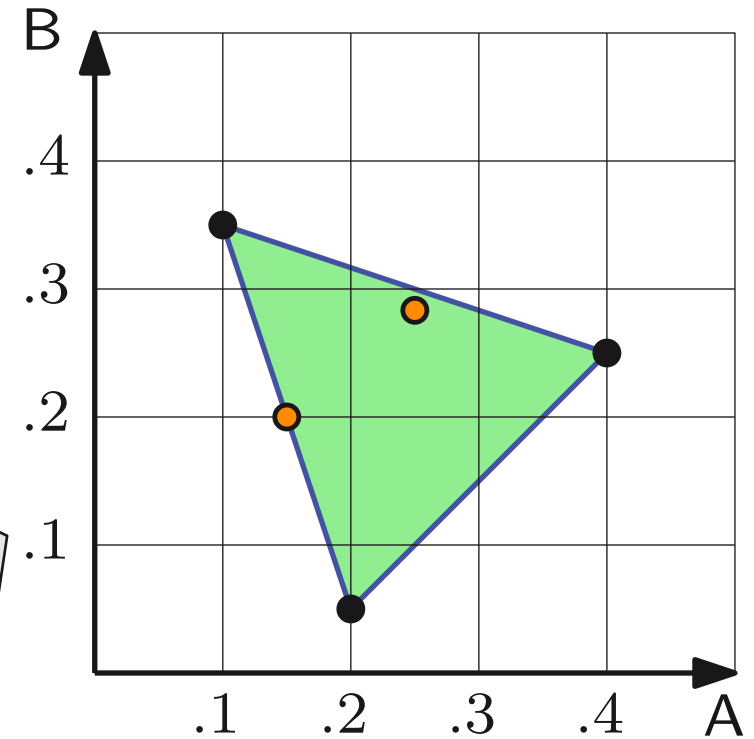
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Geometric
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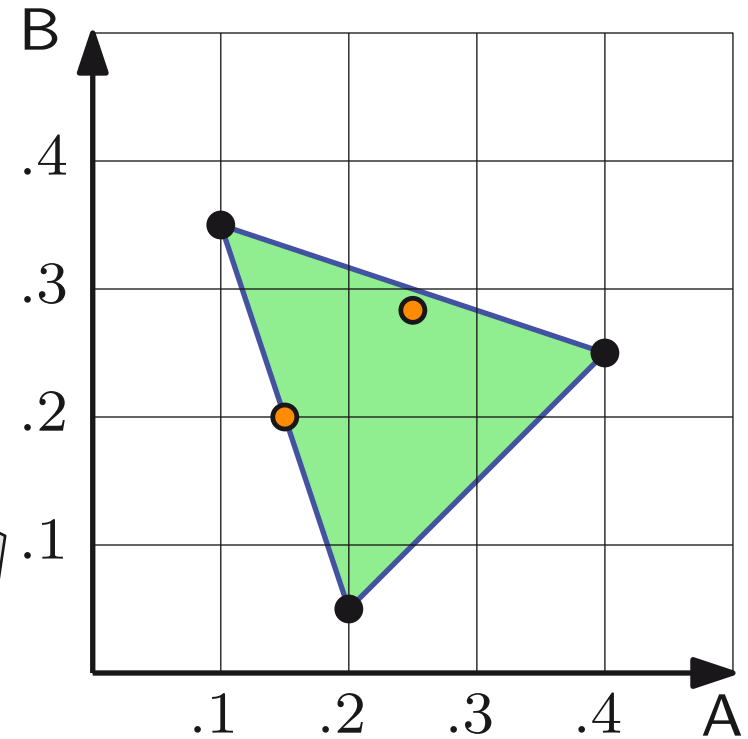
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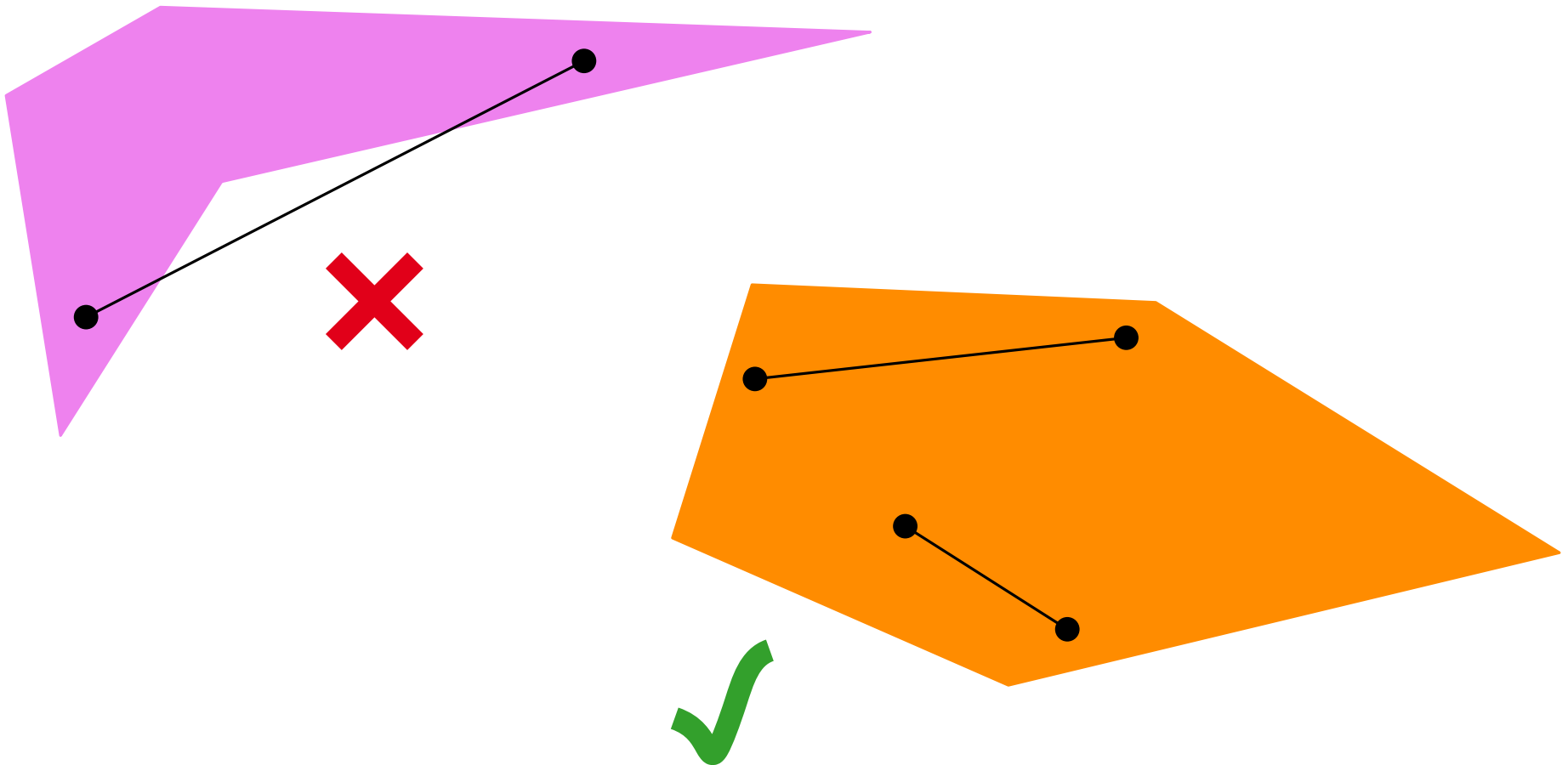


Observation. Given a set $S \subseteq \mathbb{R}^2$ mixtures, it is possible to make another mixture $q \in \mathbb{R}^2$ using $S \iff q \in \text{ConvexHull } CH(S)$.

$$q = \sum_i \lambda_i s_i \text{ with } \sum_i \lambda_i = 1.$$

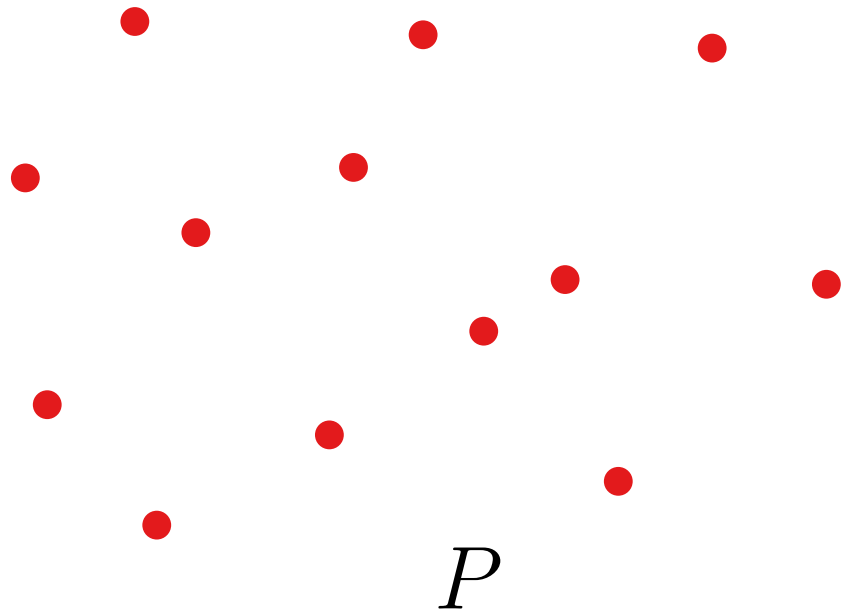
Definition of Convex Hull

Definition. A region $S \subseteq \mathbb{R}^2$ is called **convex**, if for any two points $p, q \in S$ the line segment $\overline{pq} \in S$. The **convex hull** $CH(S)$ of S is the smallest convex region containing S .



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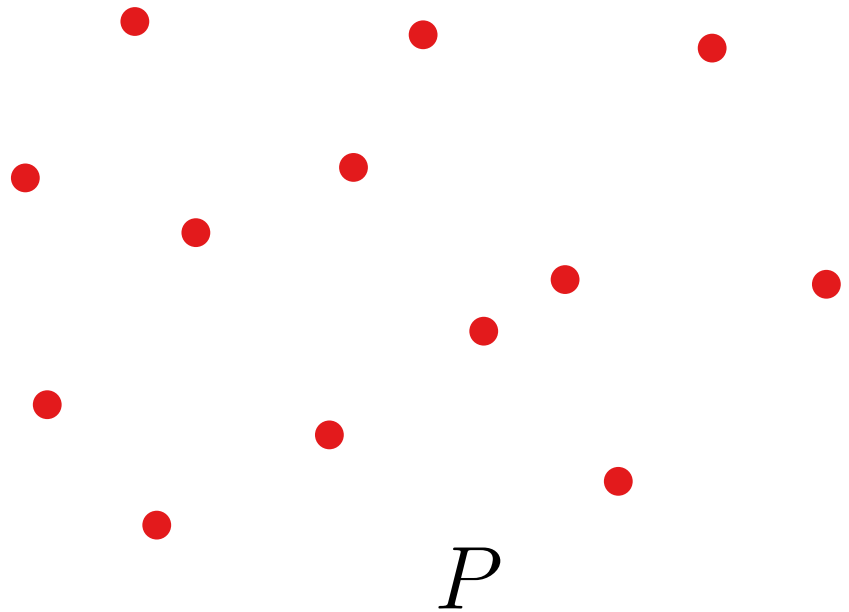
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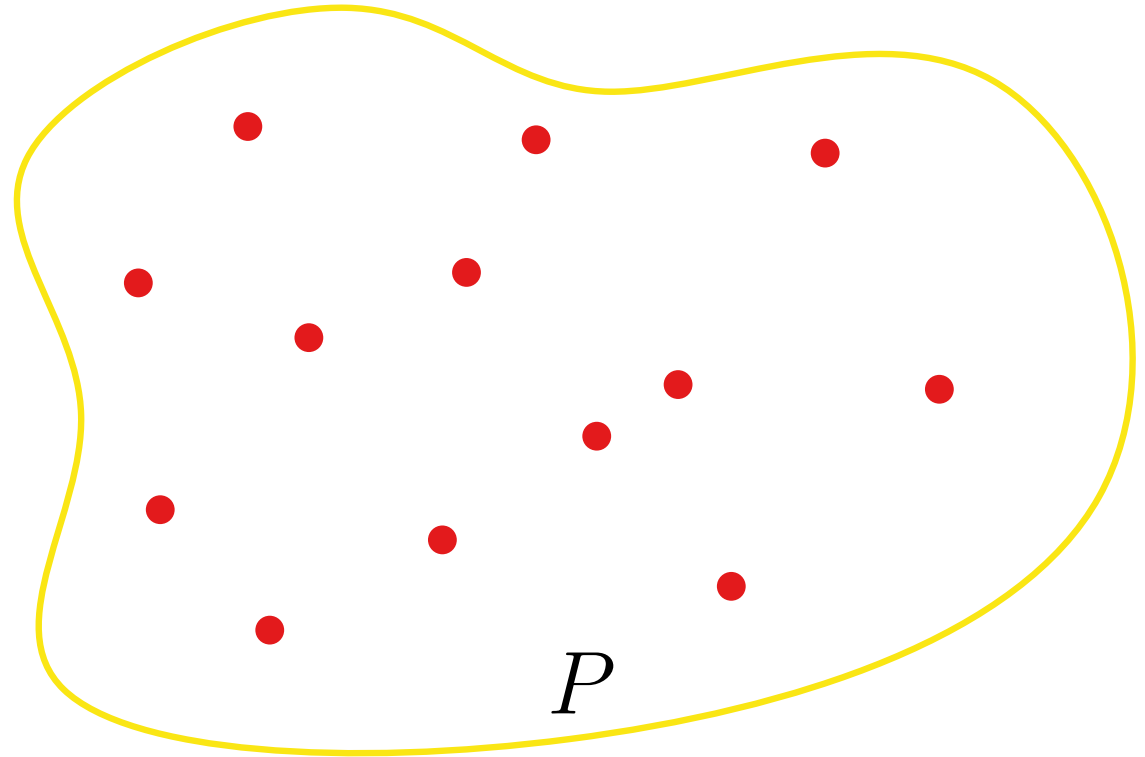


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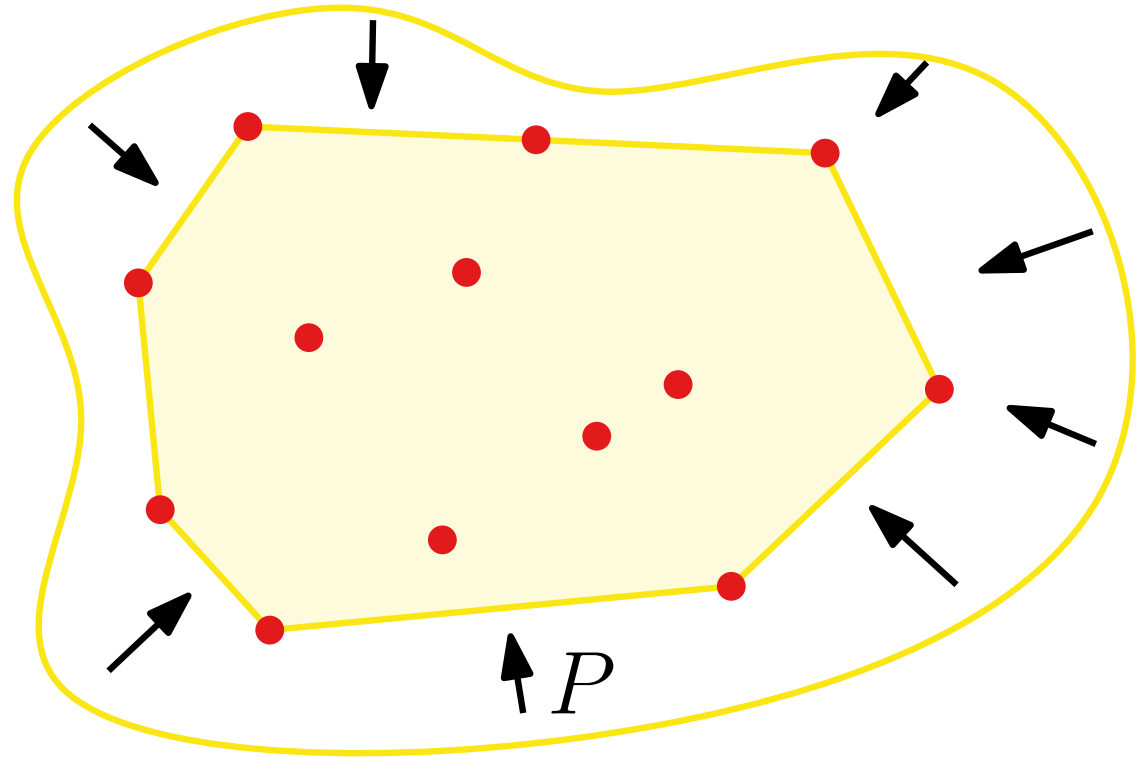


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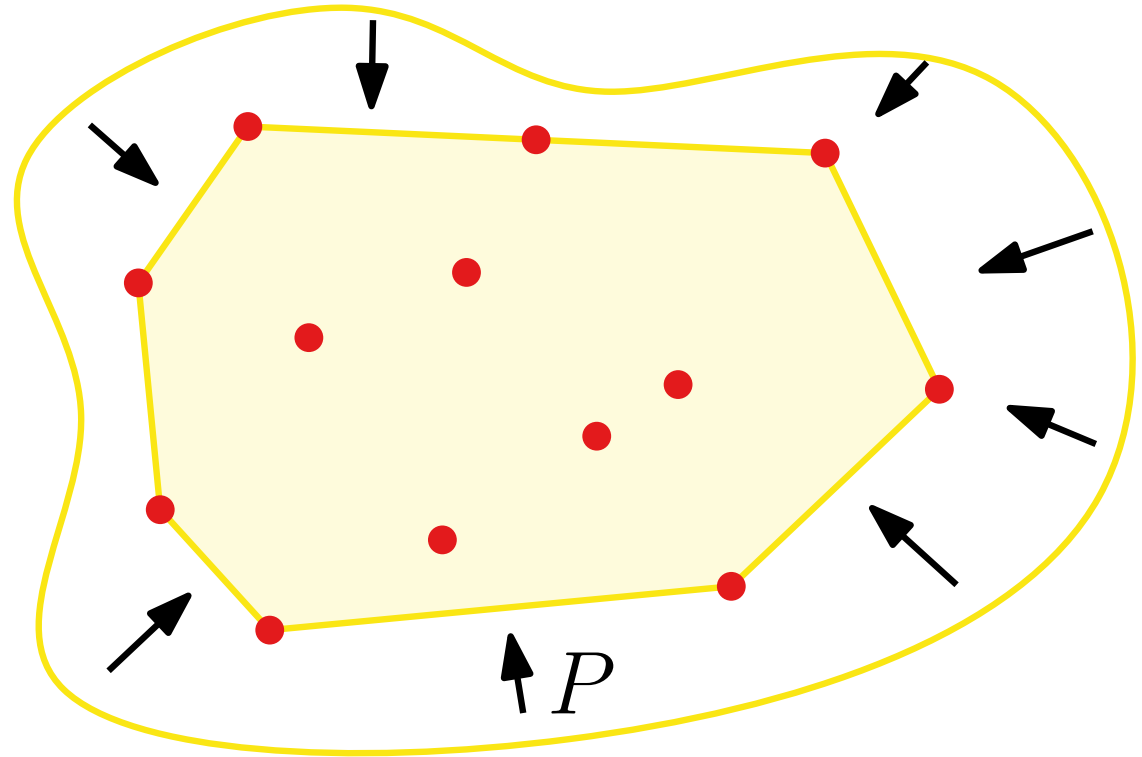


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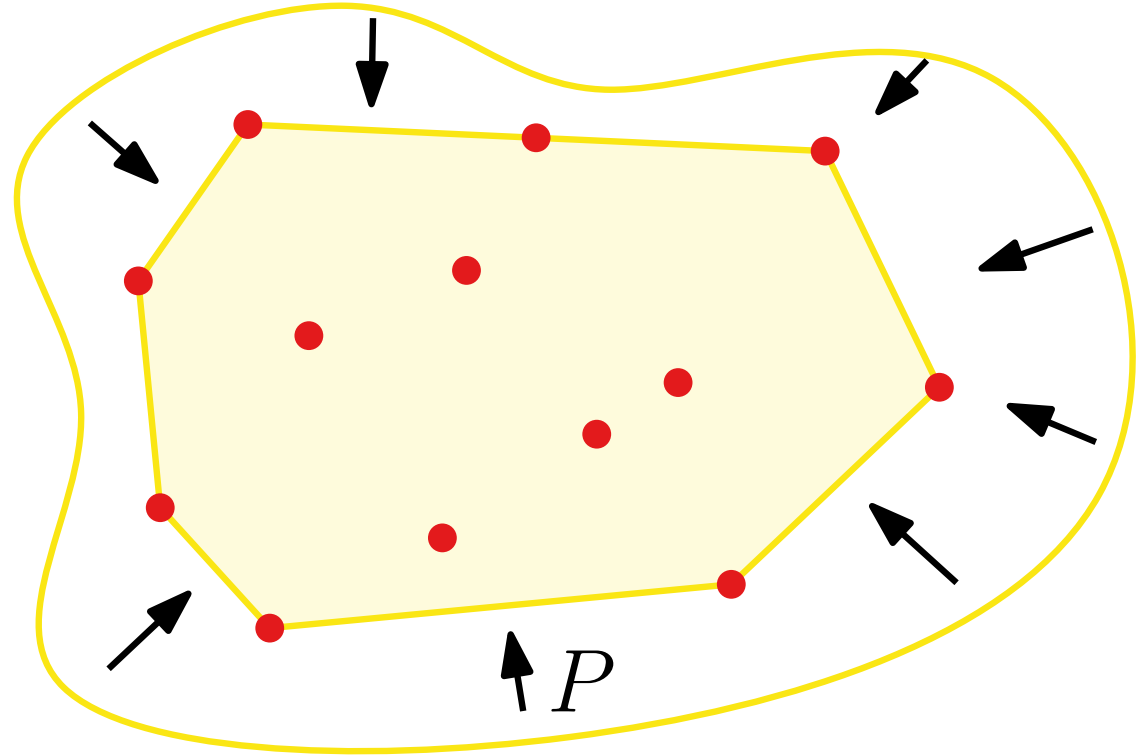


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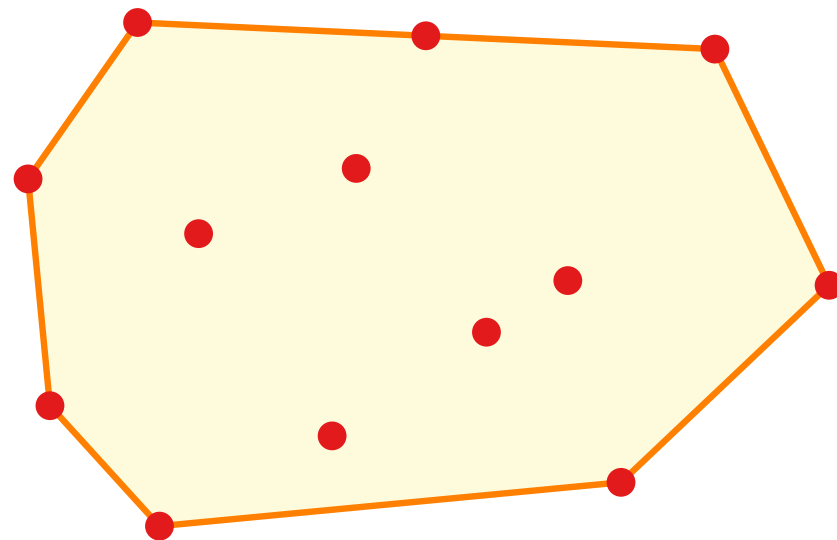


Now, some Mathematics -

- define $CH(S) = \bigcap_{C \supseteq S: C \text{ convex}} C$
- does not help either.

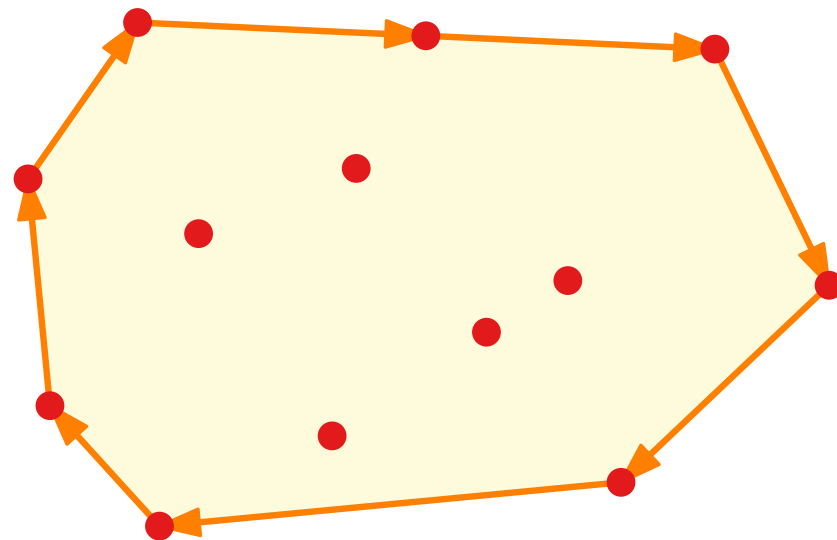
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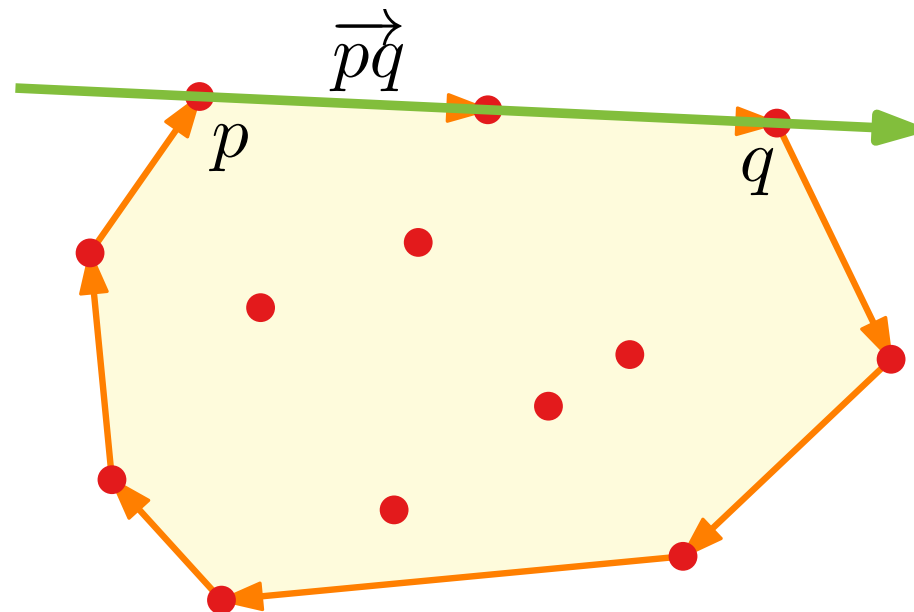


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Observation. (p, q) is an edge of $CH(P) \Leftrightarrow$ each point $r \in P \setminus \{p, q\}$

- strictly right of the oriented line \vec{pq} or
- on the line segment \overline{pq}

Computing Convex Hull

ConvexHull(P)

$E \leftarrow \emptyset$

foreach $(p, q) \in P \times P$ with $p \neq q$ **do**

$valid \leftarrow true$

foreach $r \in P$ **do**

if not (r strictly right of \overrightarrow{pq} **or** $r \in \overline{pq}$) **then**

$valid \leftarrow false$

if $valid$ **then**

$E \leftarrow E \cup \{(p, q)\}$

construct sorted vertex list L of $CH(P)$ from E

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Test in $O(1)$ time with

x_r	y_r	1	< 0
x_p	y_p	1	
x_q	y_q	1	

→ think (exercise-1)

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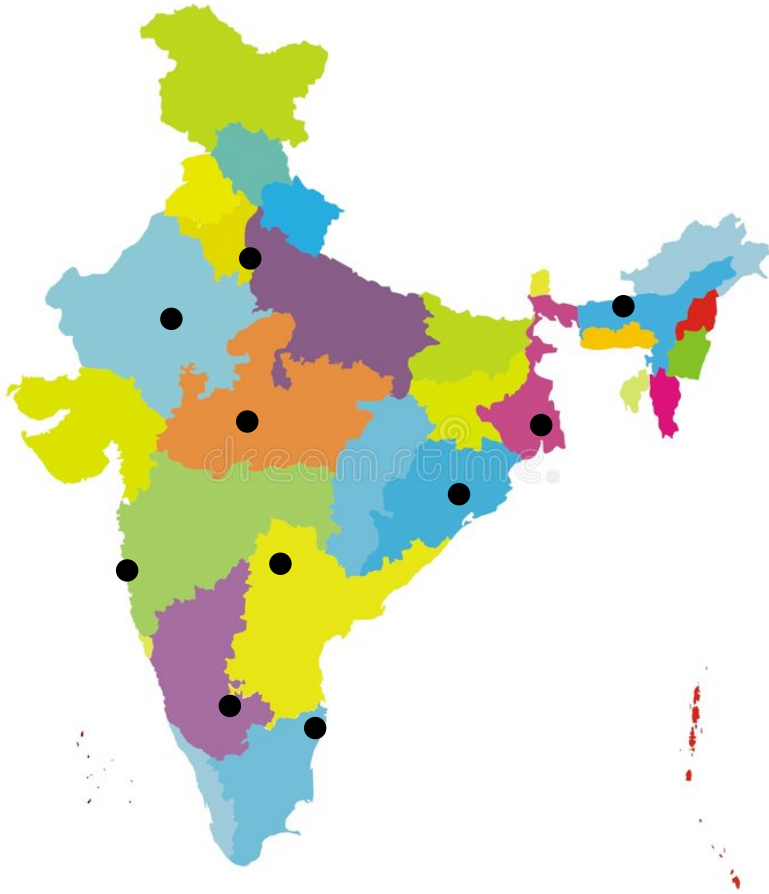
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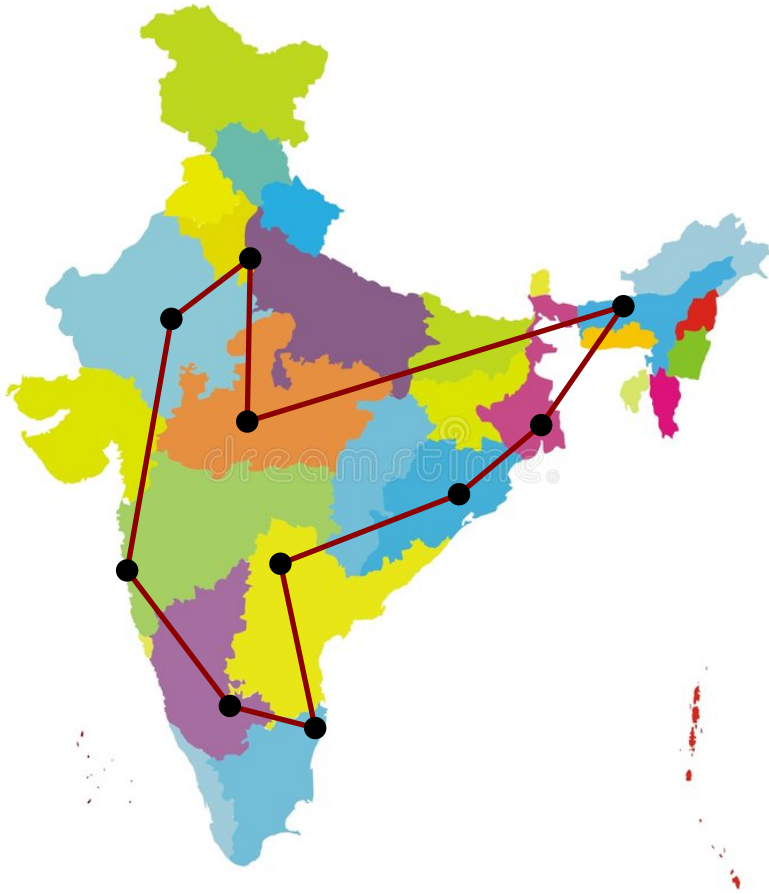
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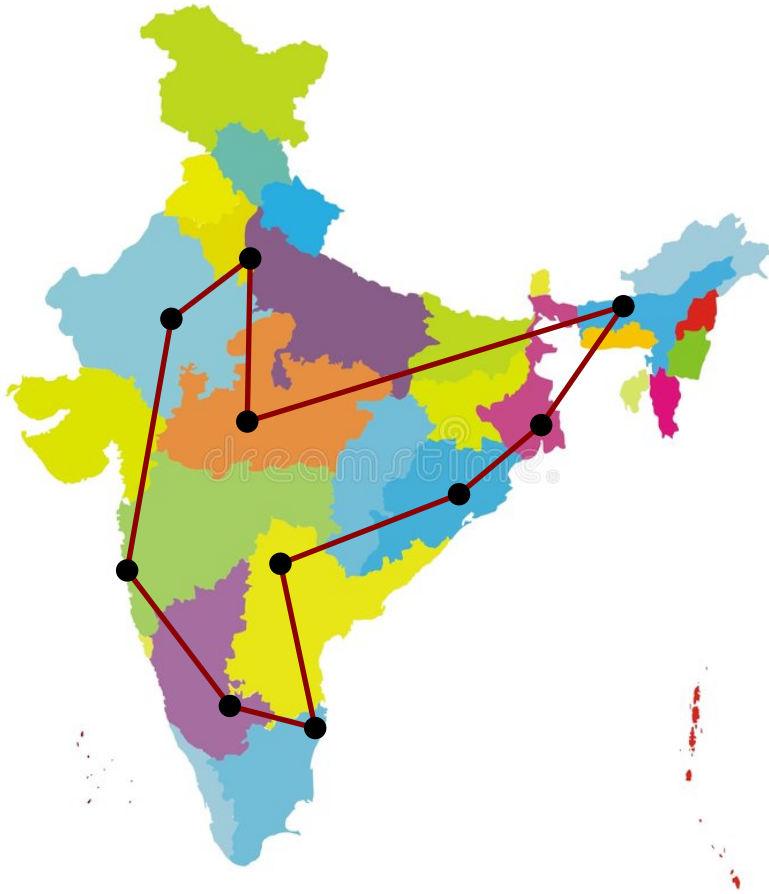
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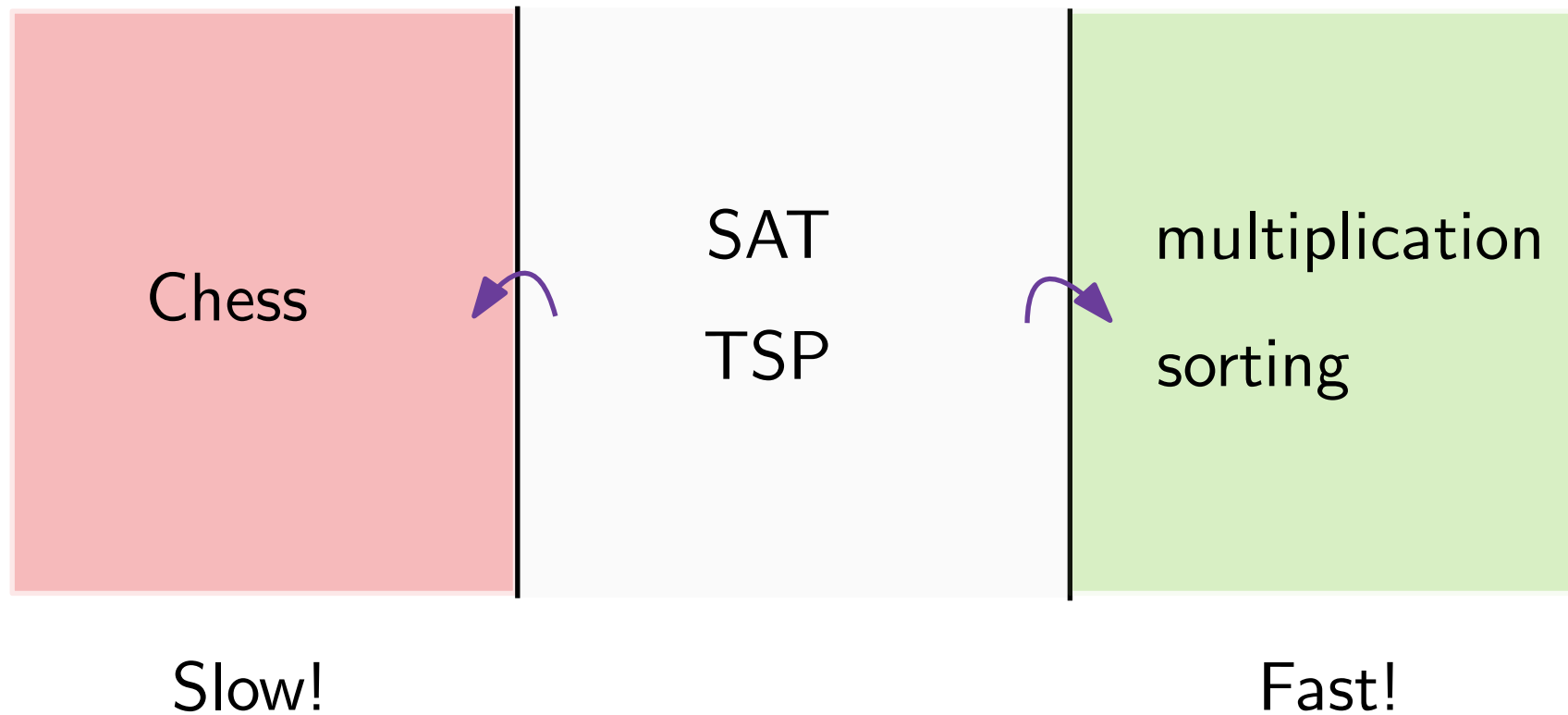
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- main issue is **Ordering!**
- even the fastest computers can not afford exponential computation.
- time and space are invaluable.

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Categories of problems



Complexity Classes ...

$P = \{\text{Problems that are solvable in polynomial time.}\}$

If the problem has size n , then it can be solved in $n^{O(1)}$ time.

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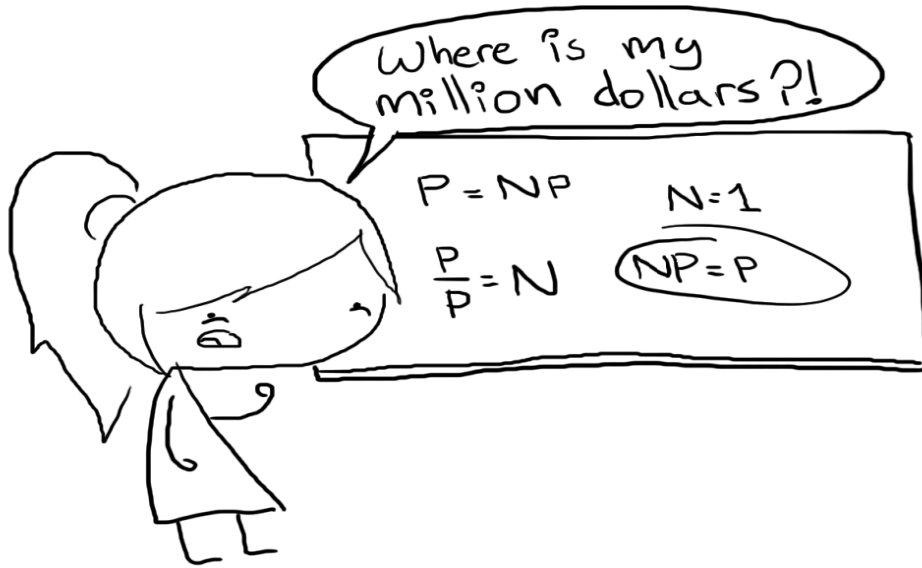
Output is **YES** or **NO**.



In $O(1)$ time can “guess” among polynomial number of choices & if any guess leads to **YES**, then the nondeterministic algorithm will make that guess.

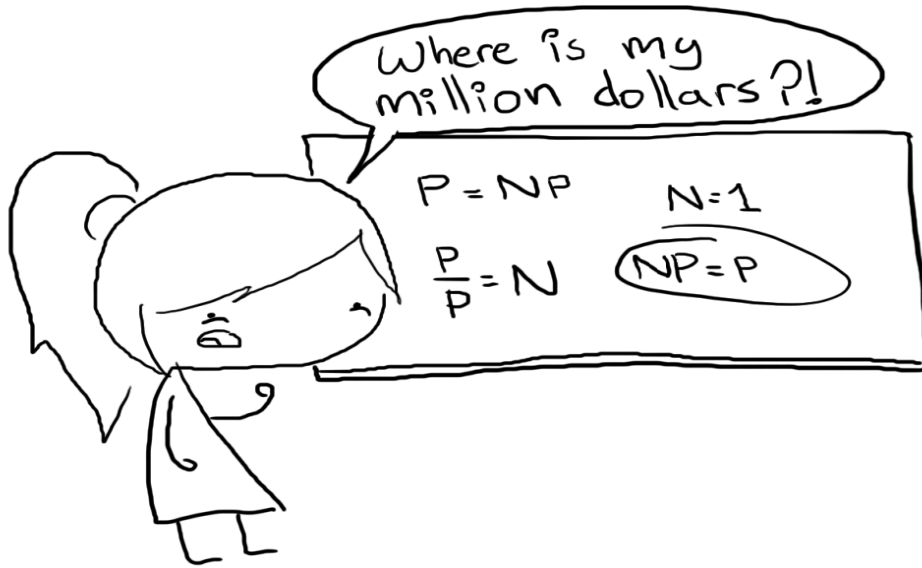
There is an asymmetry between YES and NO inputs.

The BIG problem !!!



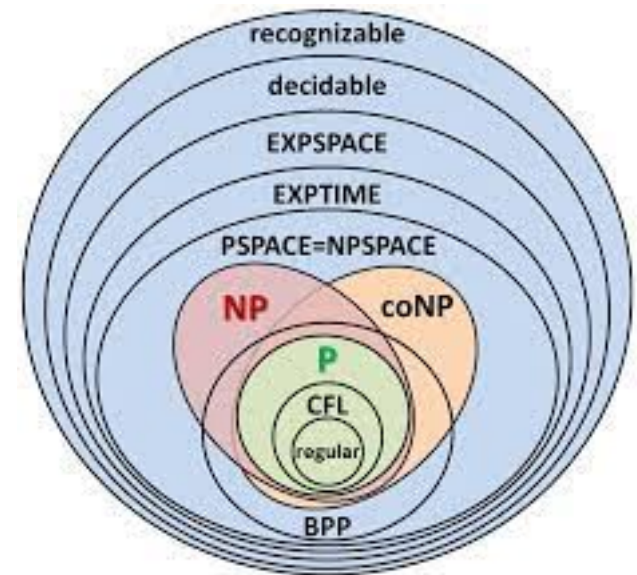
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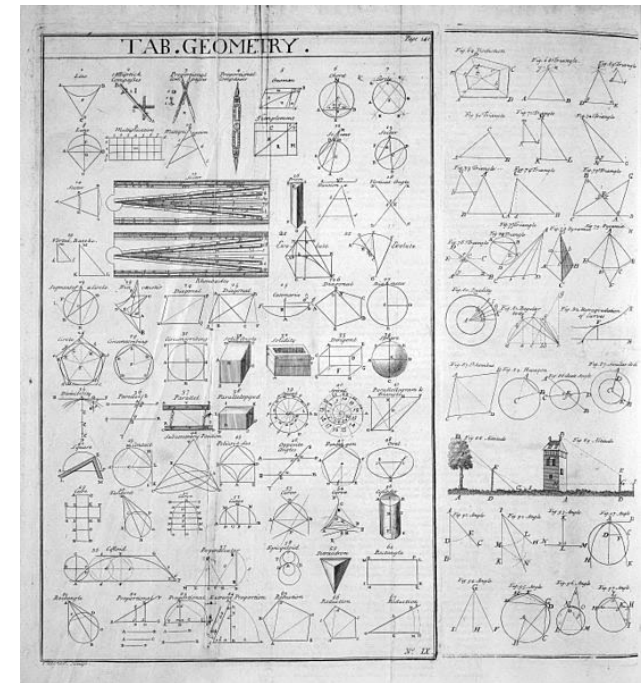


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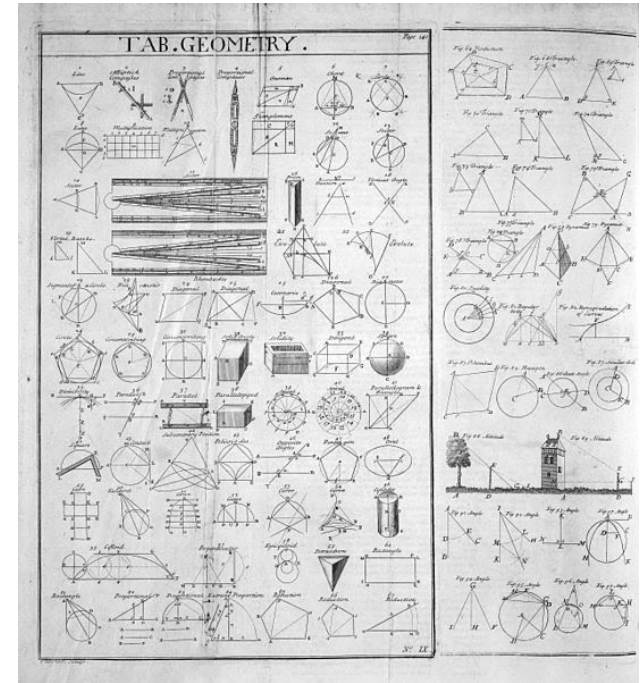
on a serious note!



Let's begin the learning
together ...



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Thank you!