

Who's Guarding the Louvre?!

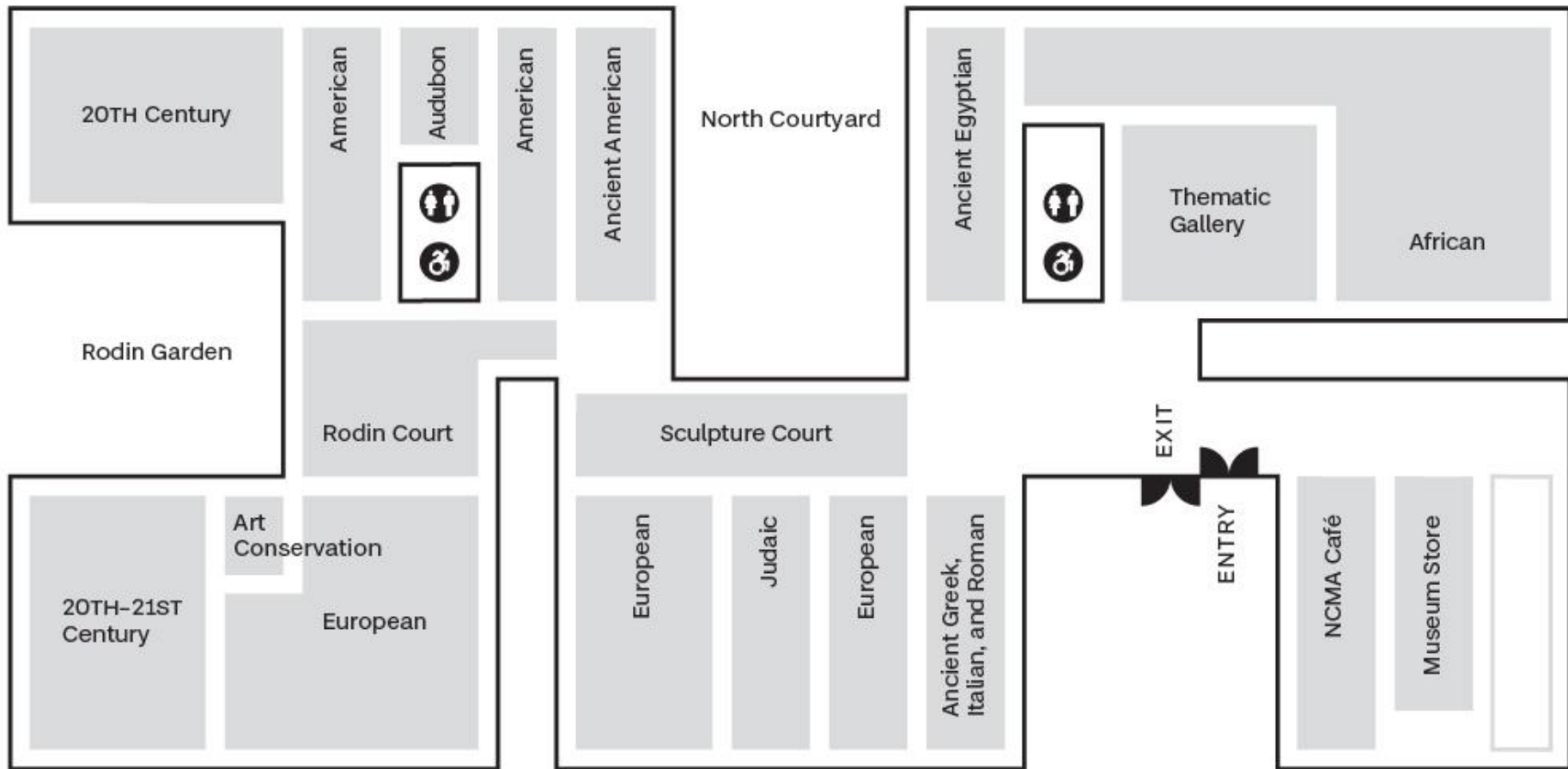
The Art Gallery Problem Explained

Shayan Shahrabi – Fall 2025

shayanshahrabi.github.io

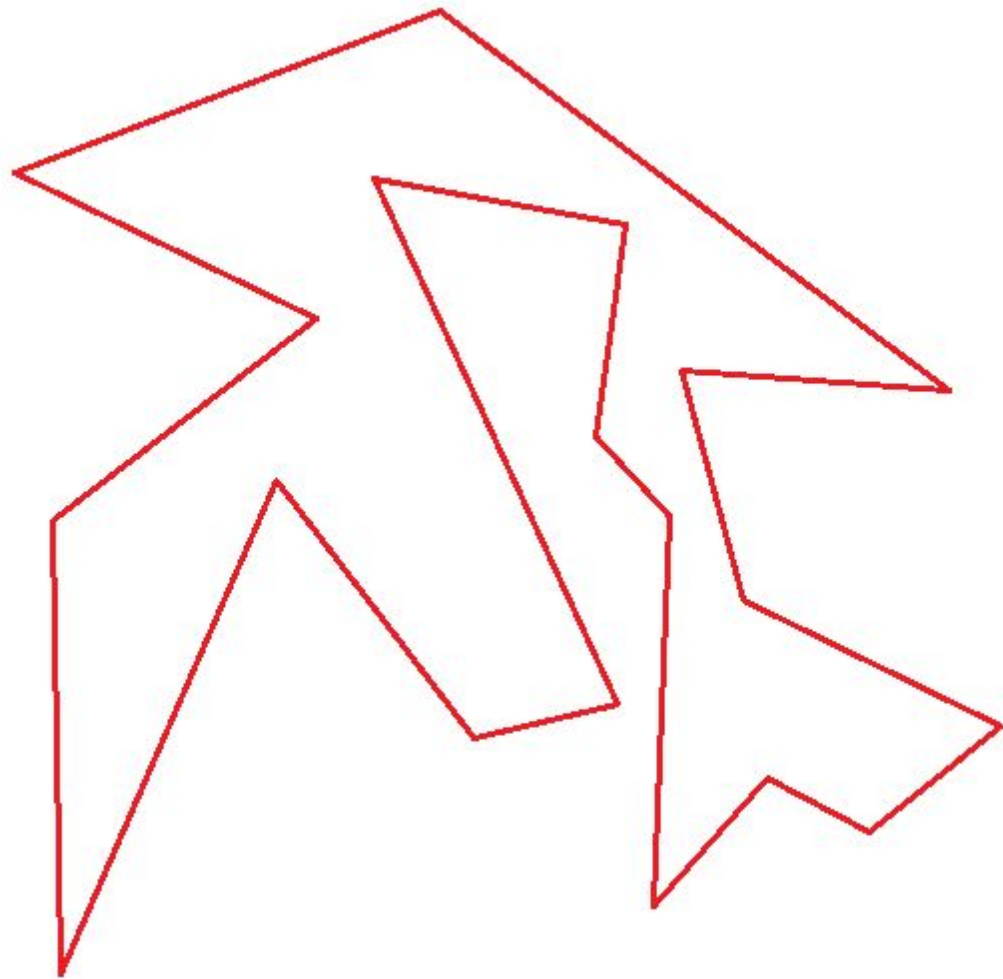


Problem Statement

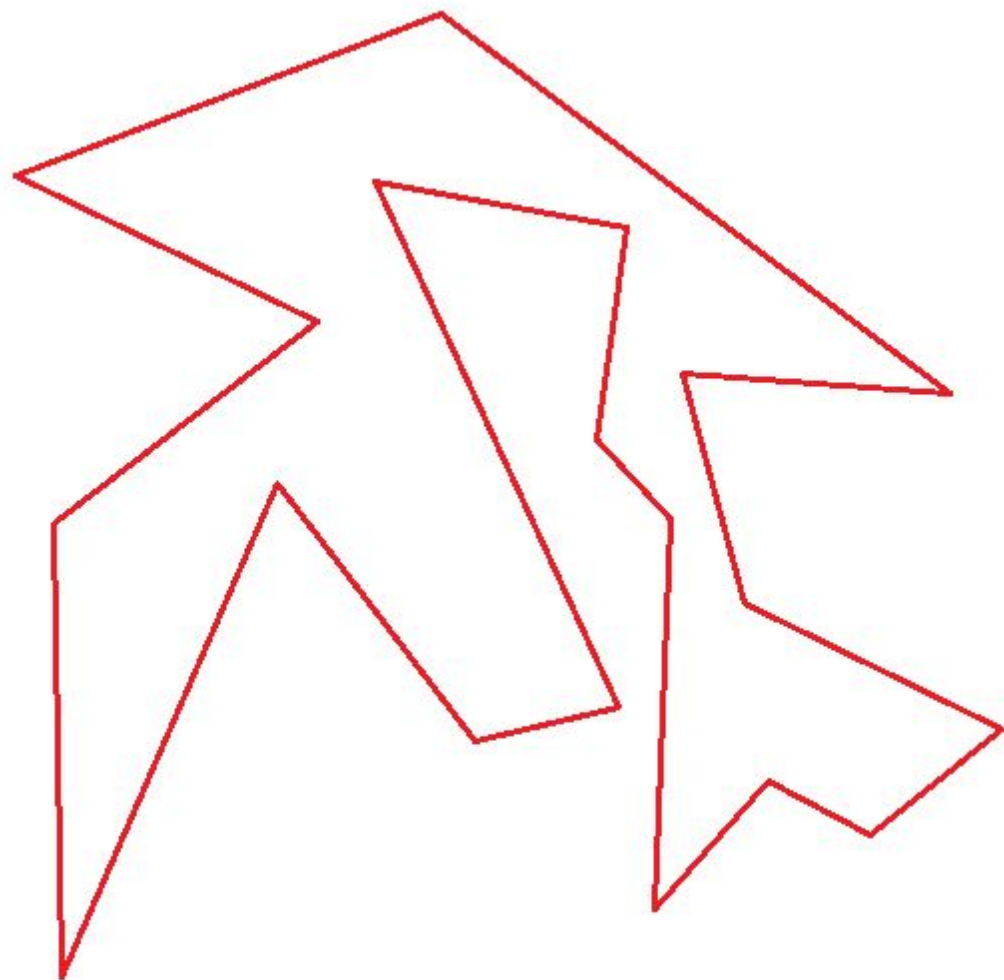


Assumptions

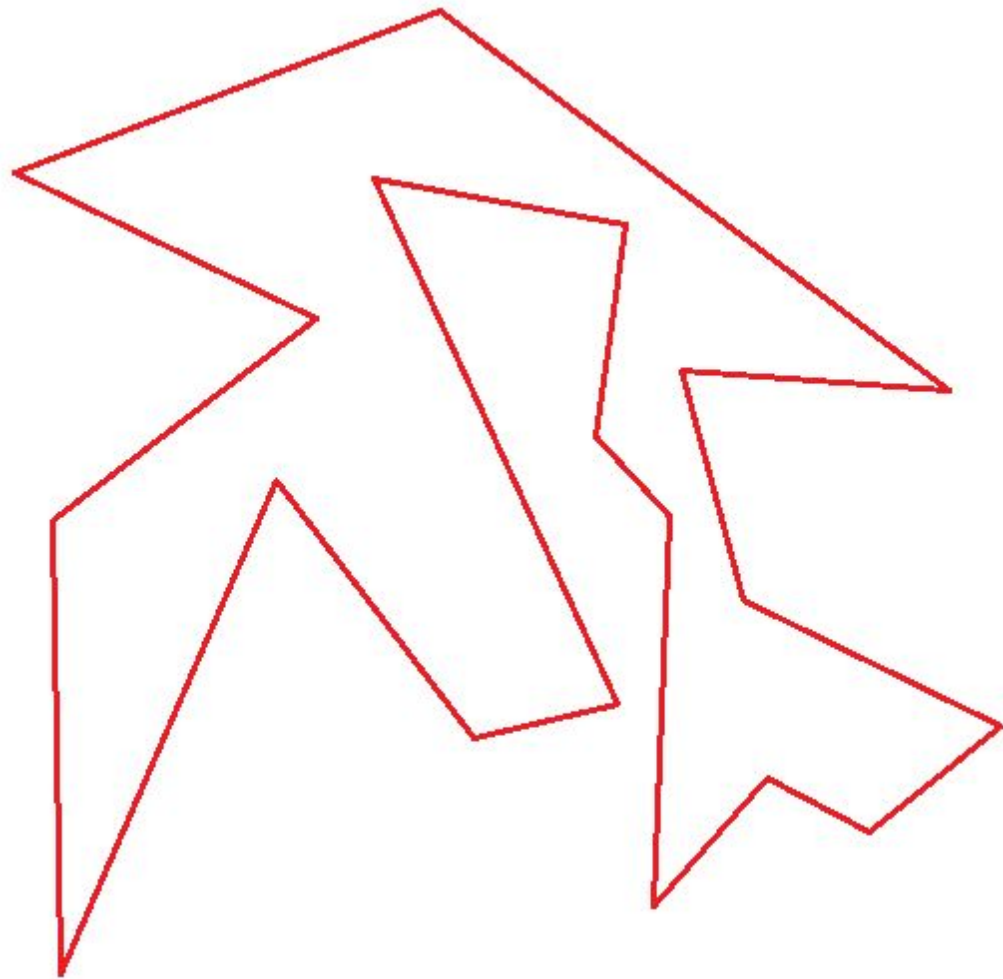
1. 360-degree FOV



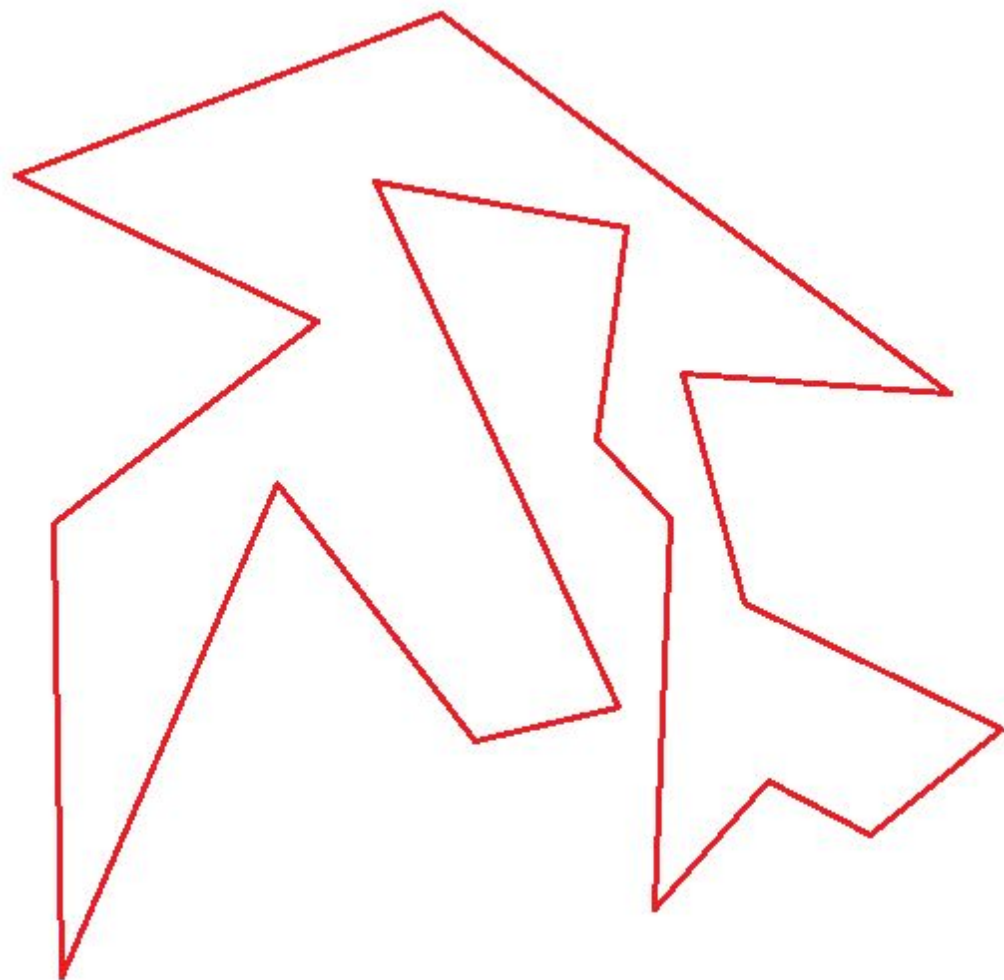
2. Unbounded visibility dist.



3. For guard G & point P ...

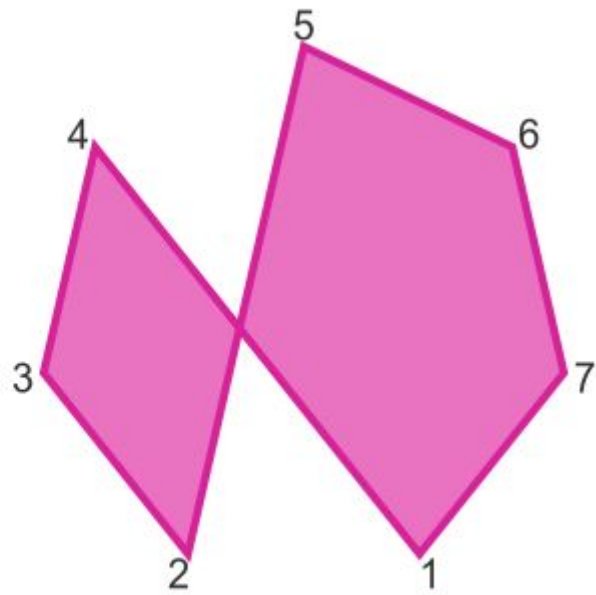
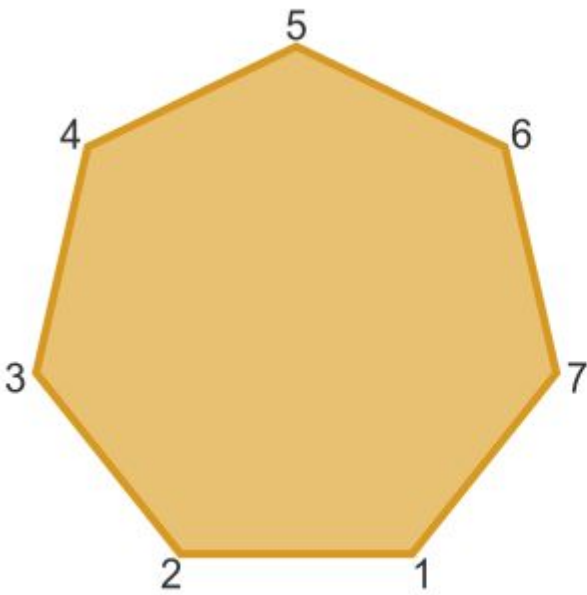


Problem Statement?!

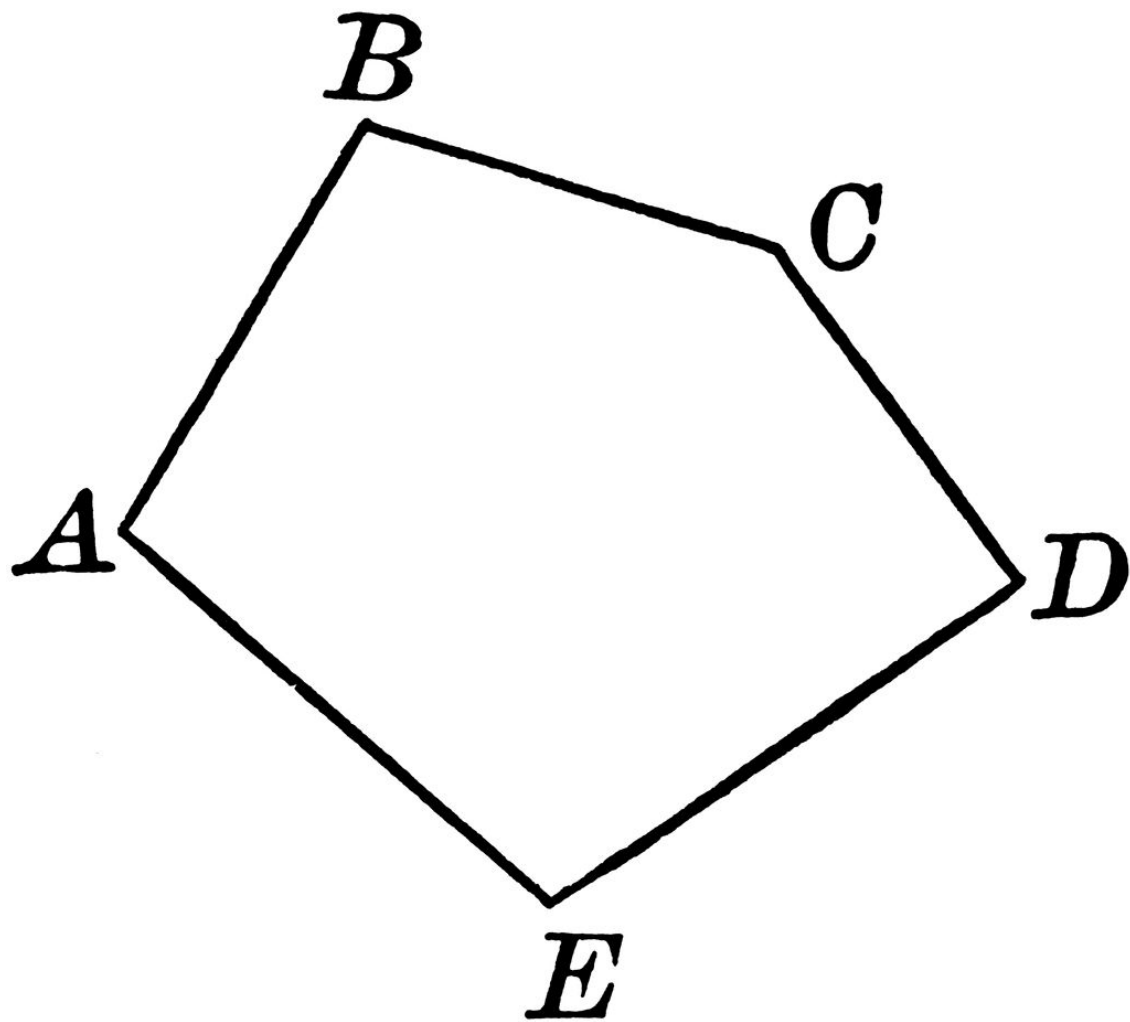


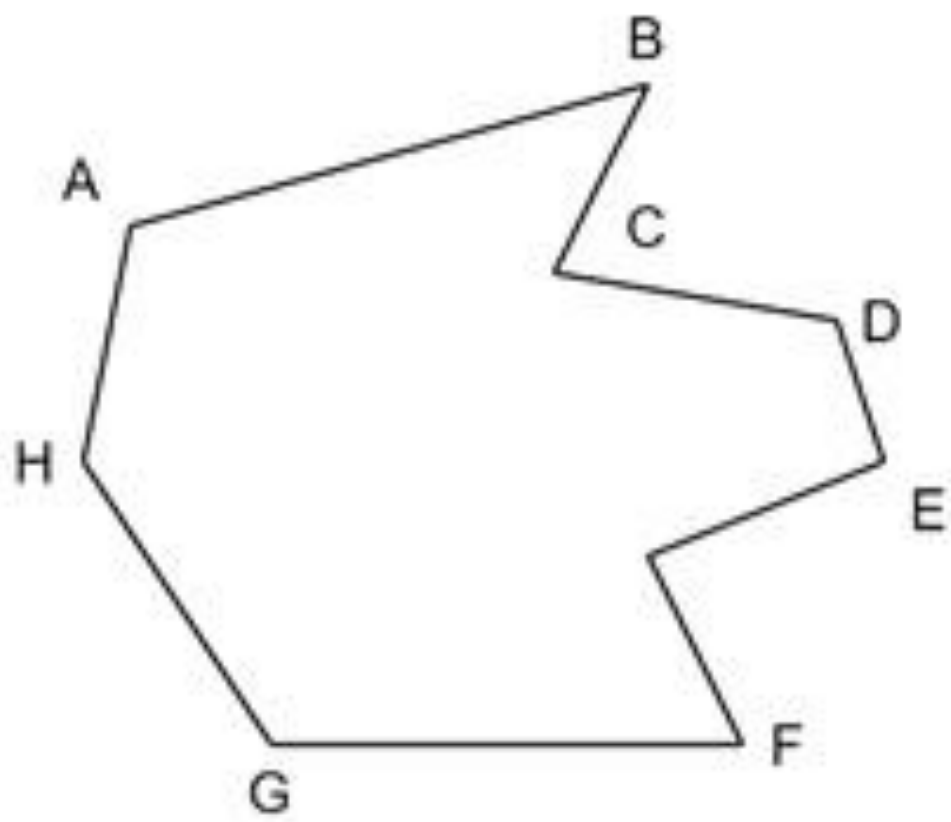
Some Examples

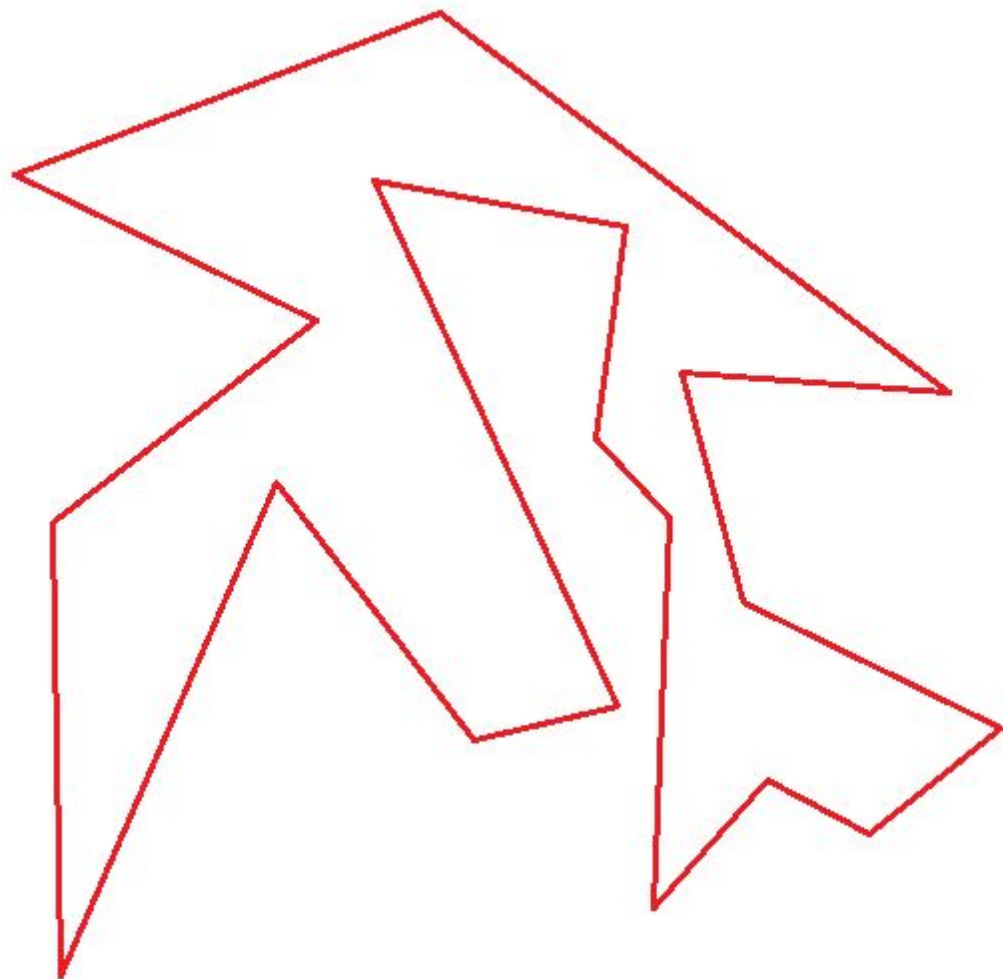
But Before That...



Now Some Examples!







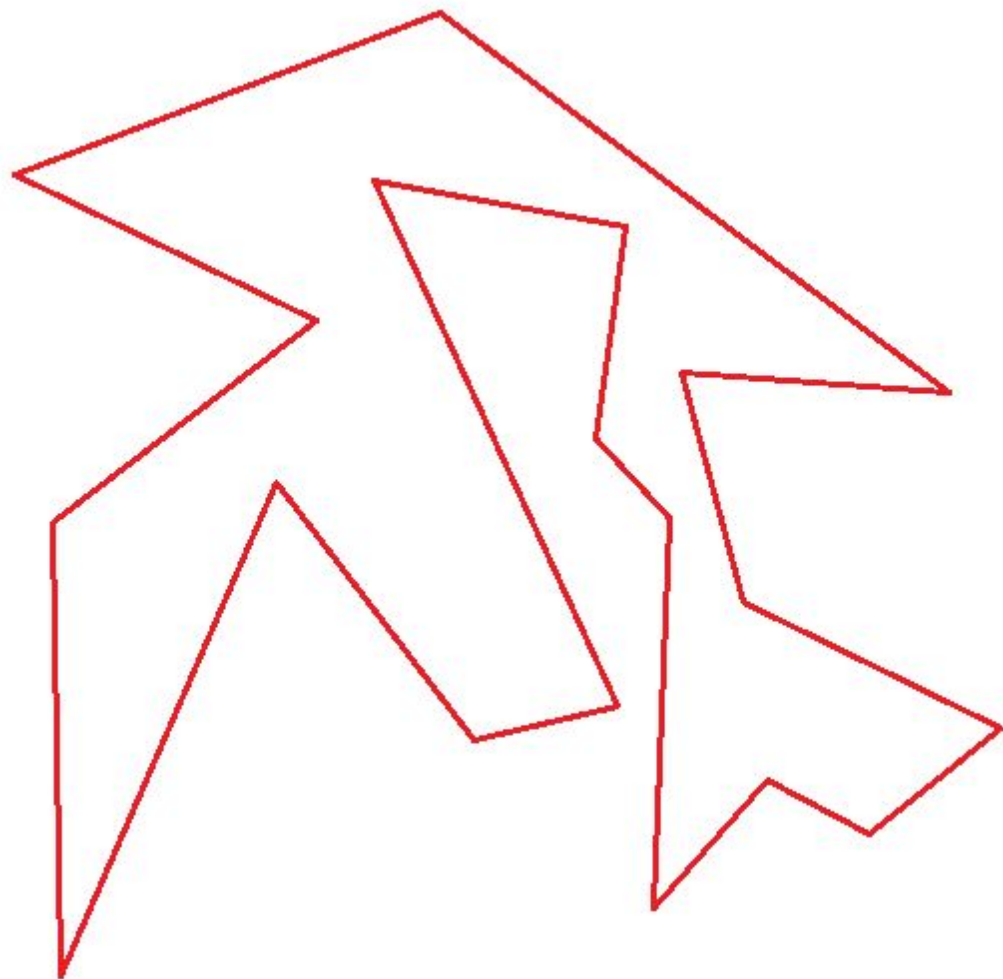
There are 2 parts to the problem

Part I : # Sufficient Guards

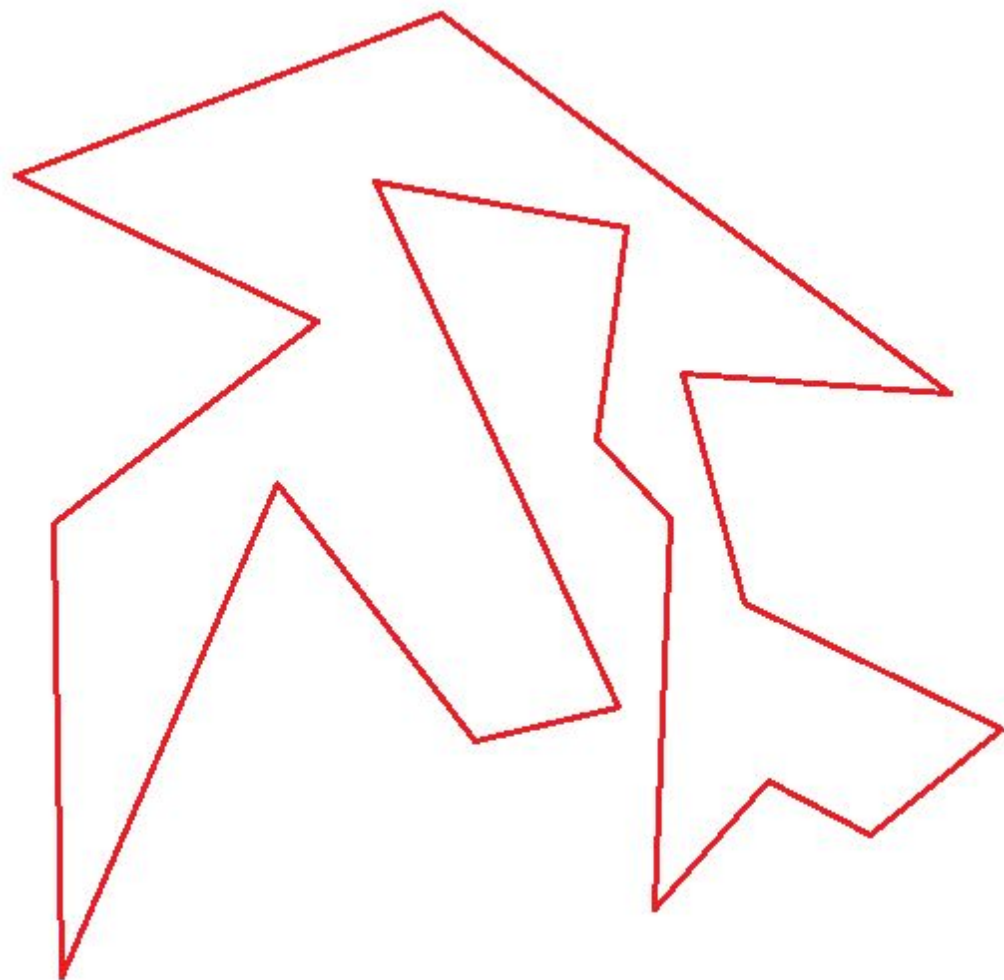
Part II : Minimal # Guards

Part I Vs. Part II ?

Note: We do NOT Consider Polygons with Holes



Guards Can Be Placed ANYWHERE!

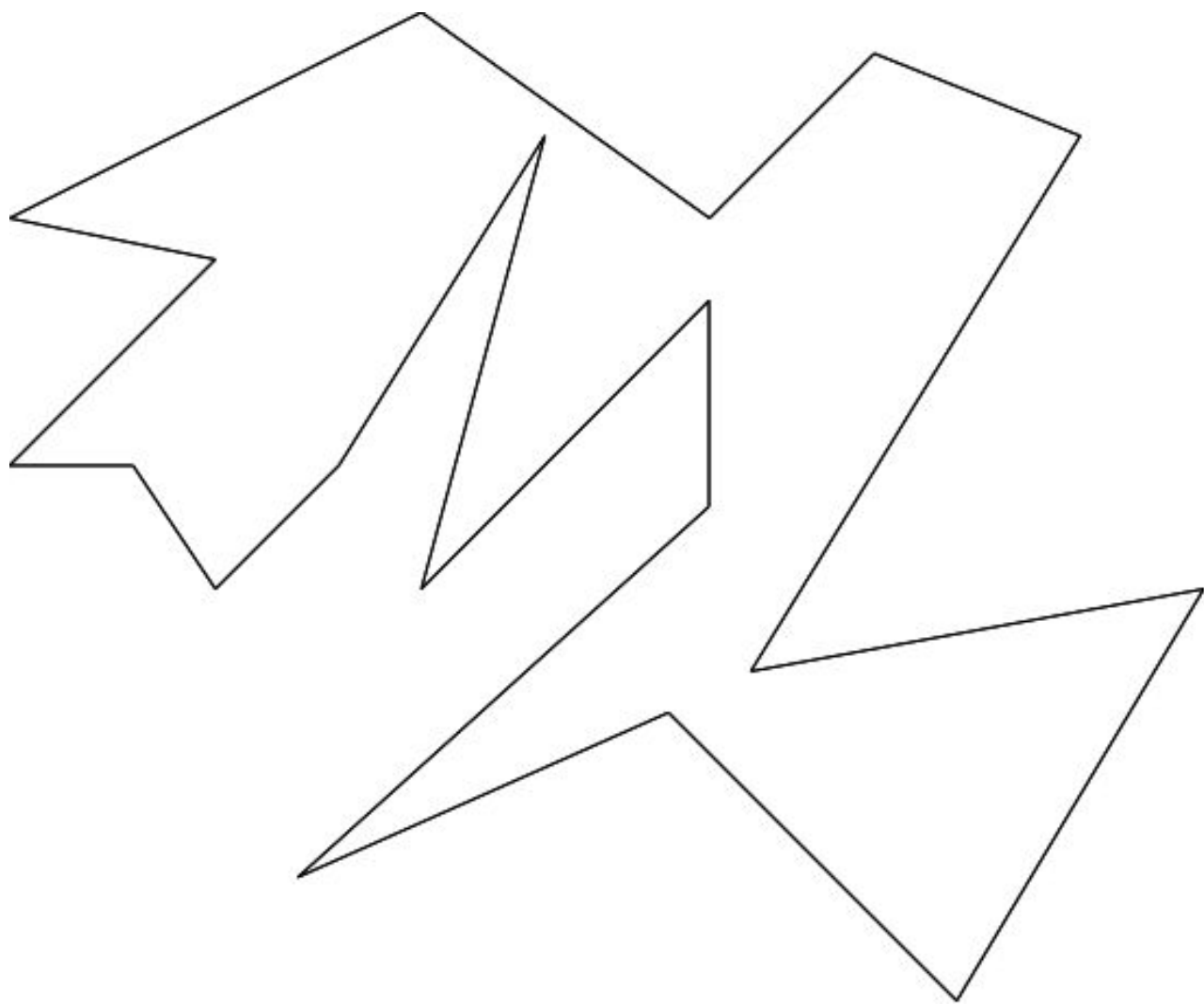


Let's Solve Part I

Sufficient Guards

Our Thinking Procedure?

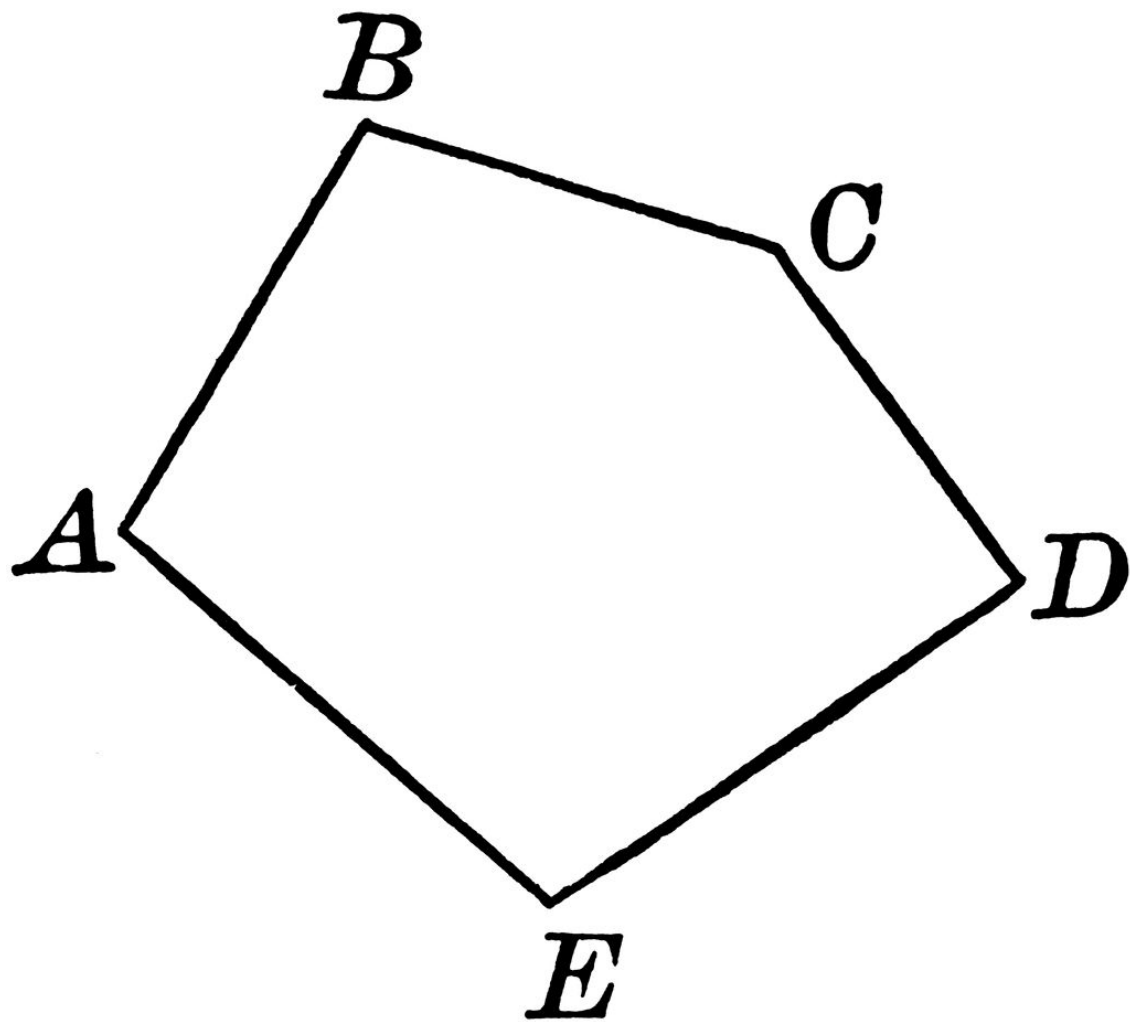
A Naive Approach (g1 Func.)

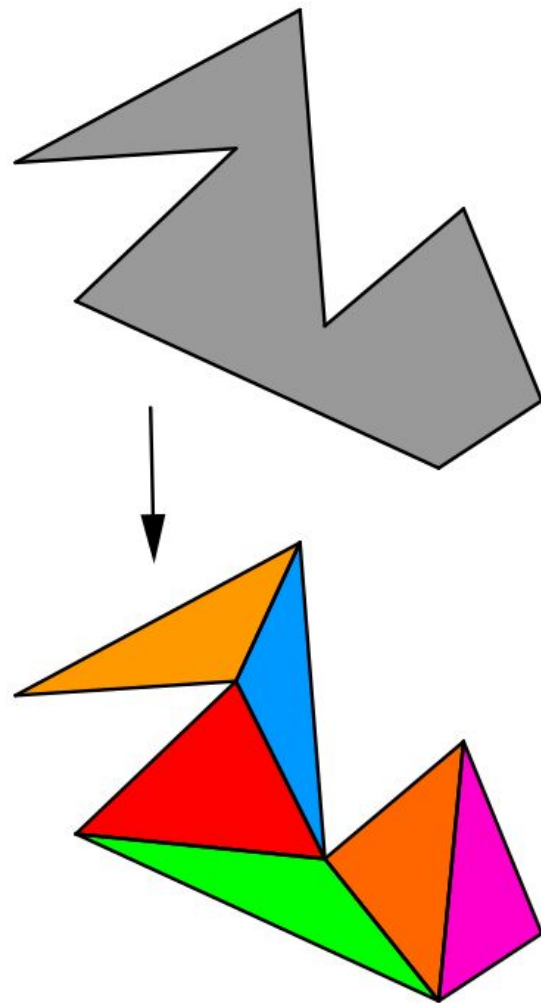


A Better Upper Bound?

The Concept of Triangulation

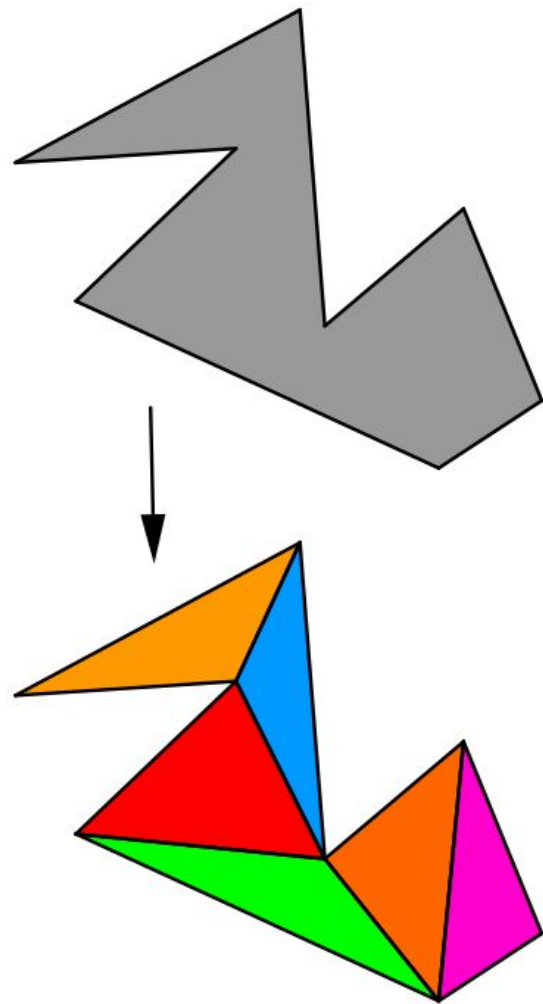
Definition





Is It Unique?

NO!



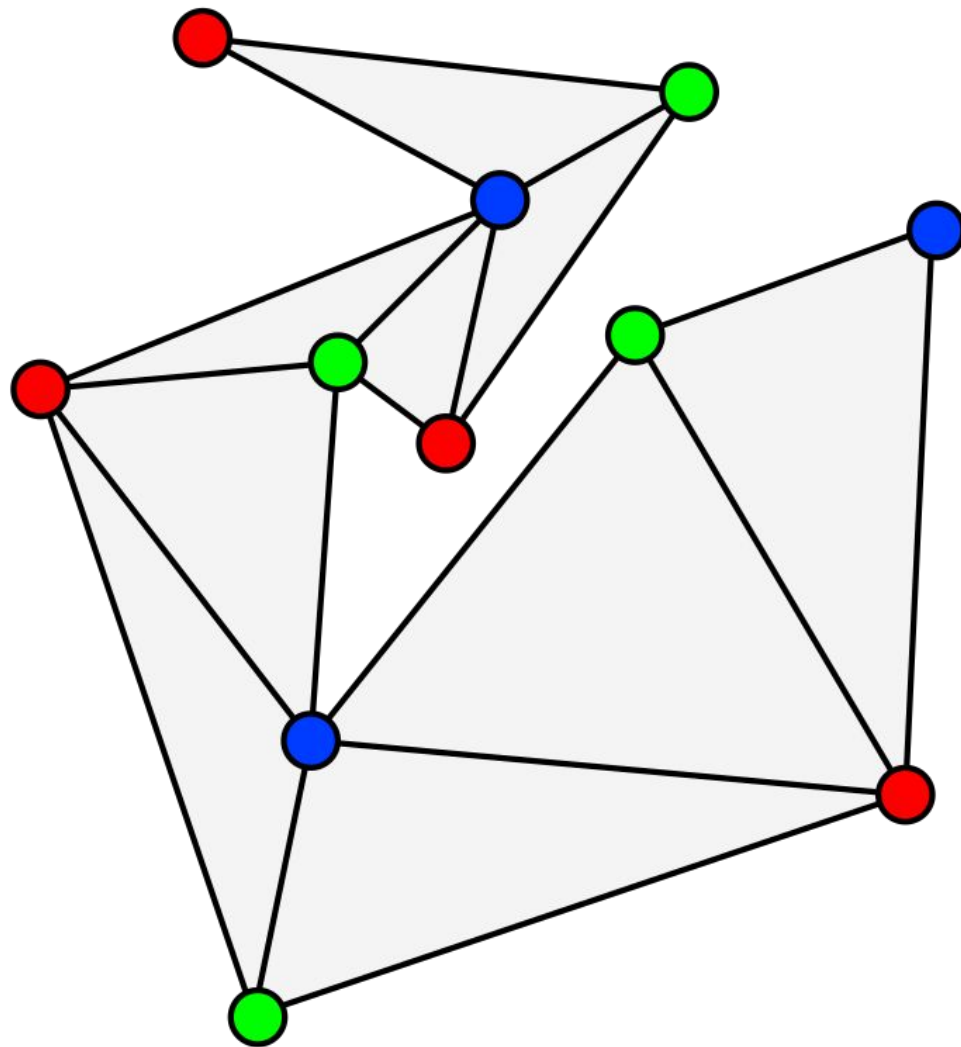
Always Feasible?

YES!
(Triangulation Theorem)

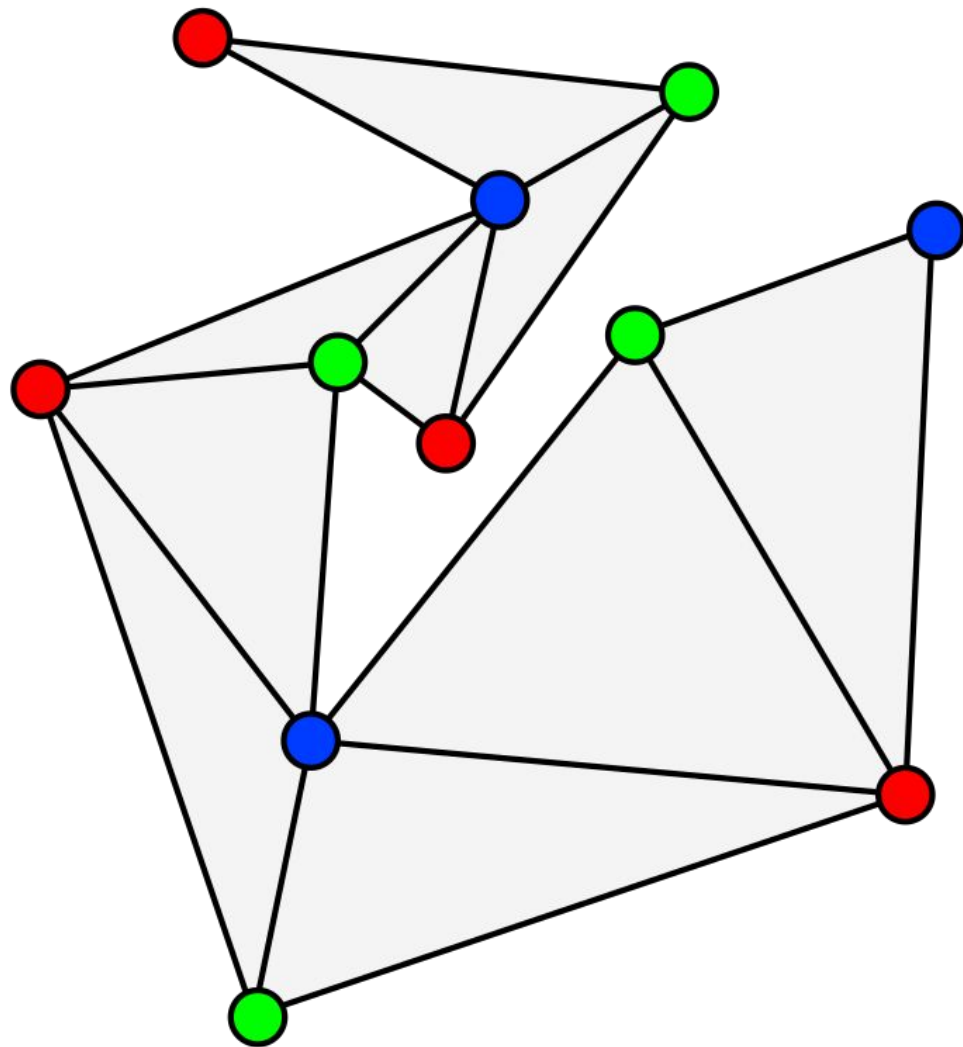
HOW?

The Ear Clipping Algorithm

[Triangulation by Ear Clipping, David Eberly](#)
[Polygon Triangulation Wikipedia Page](#)

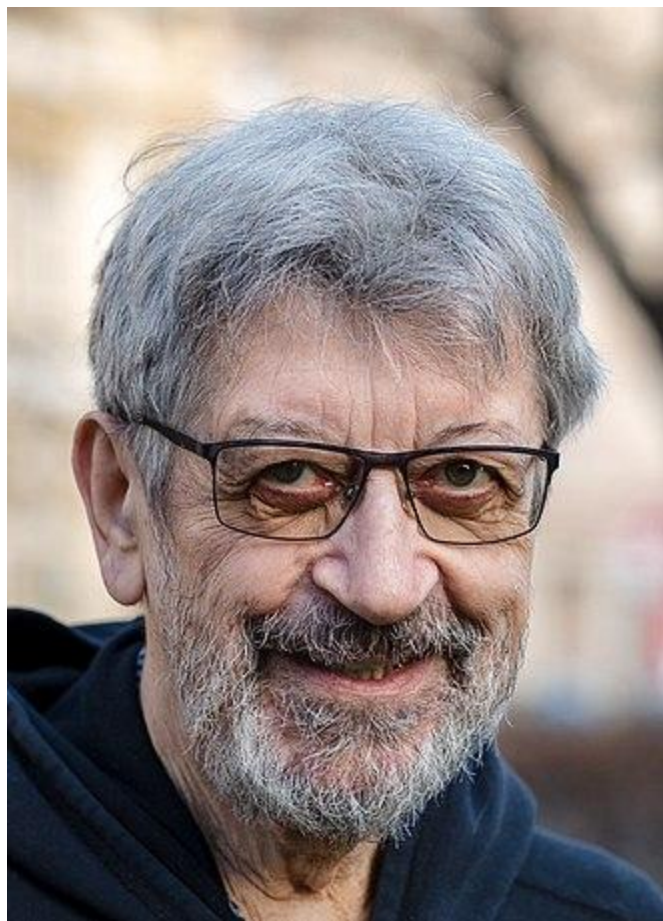


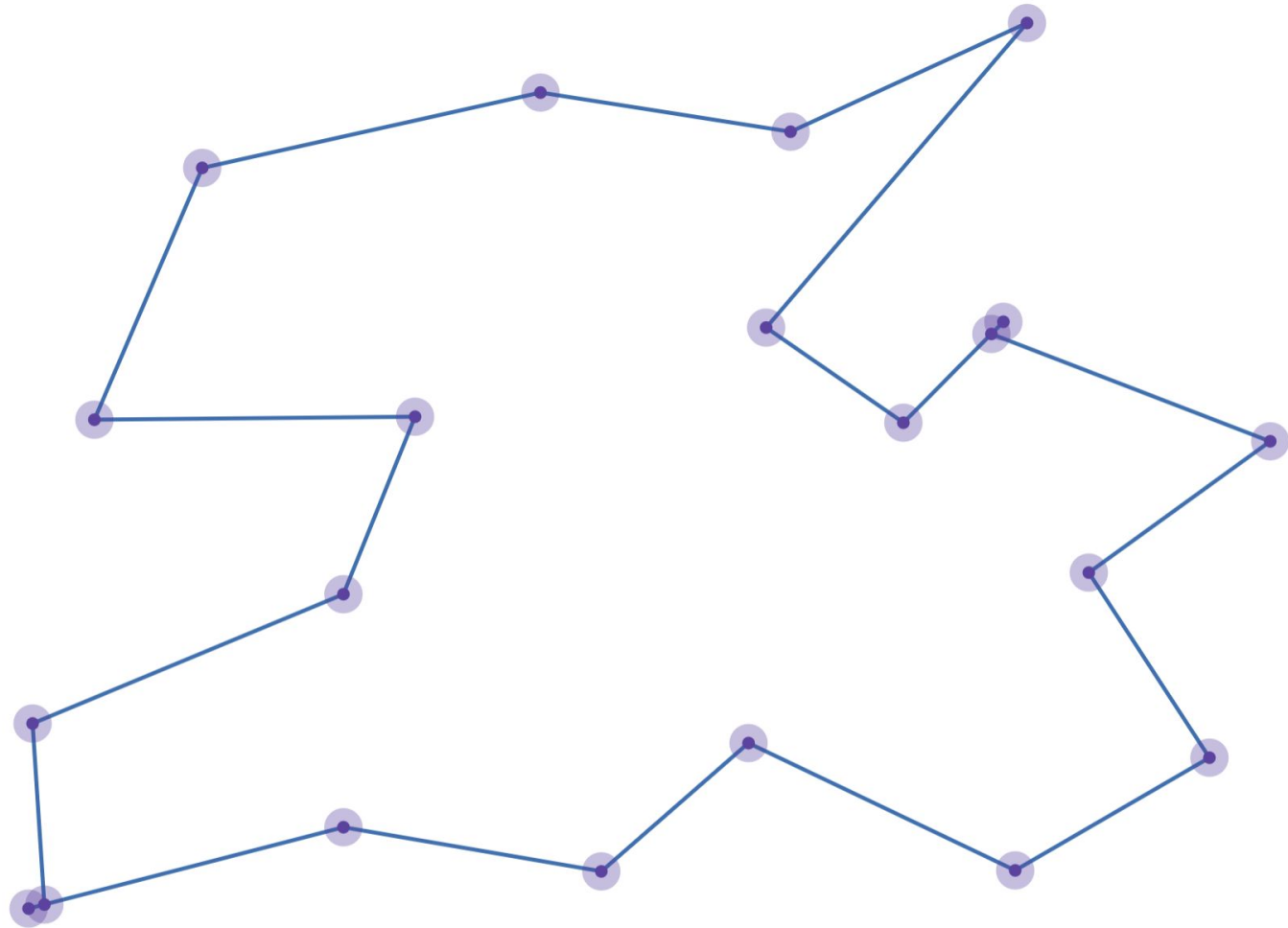
Maybe a Better Bound?
(g₂ Func.)

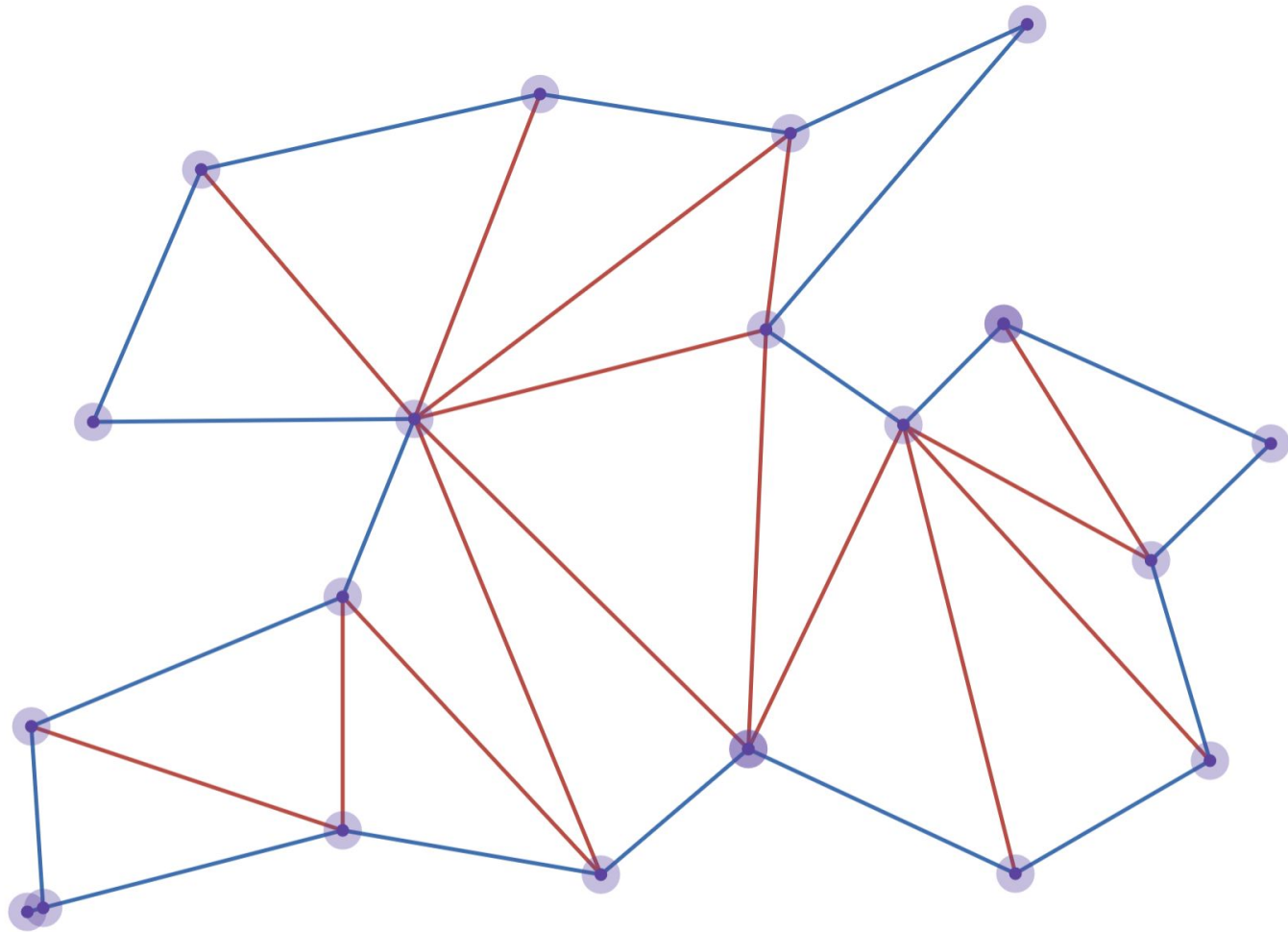


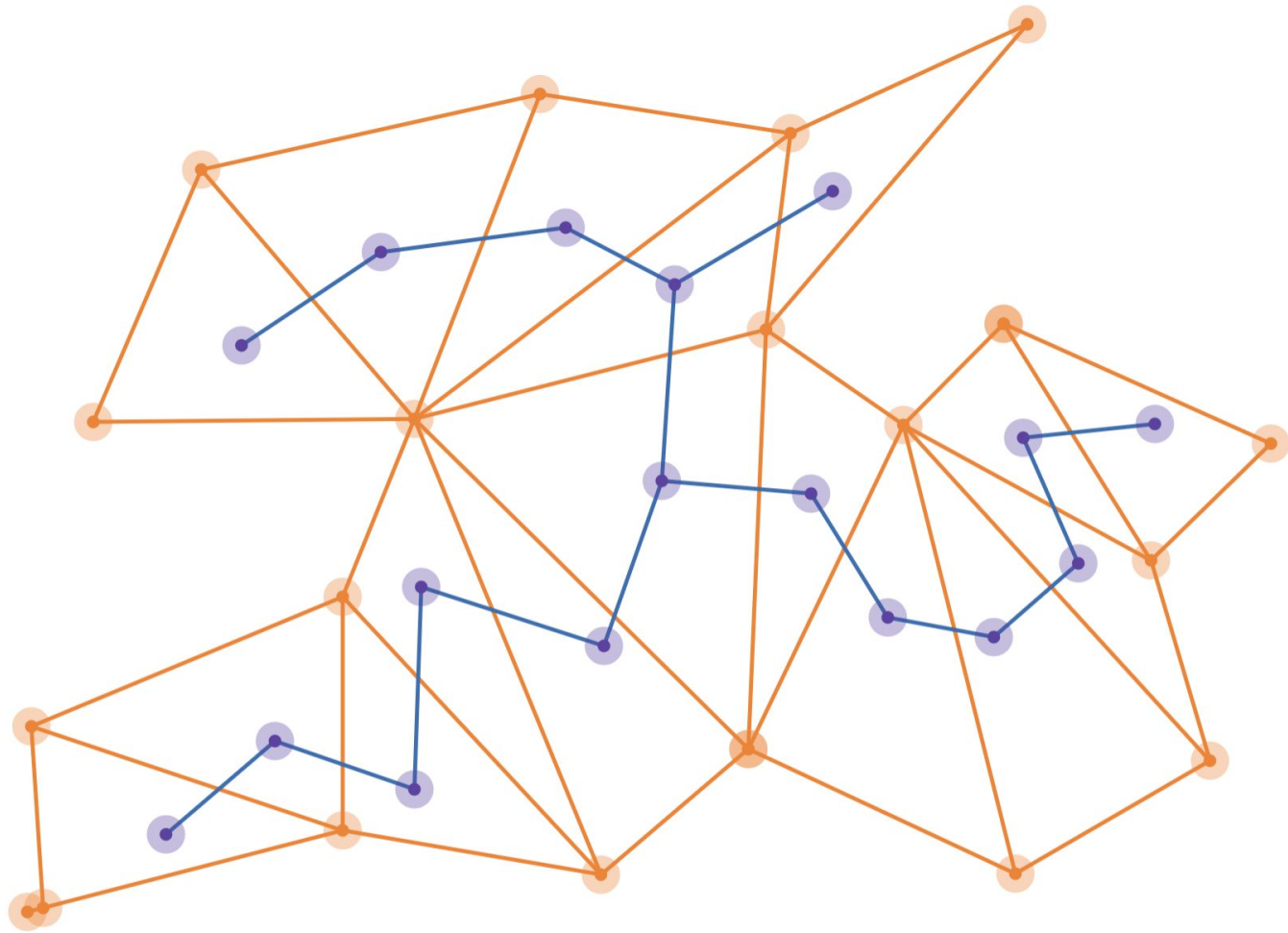
Are We Close to the Answer?

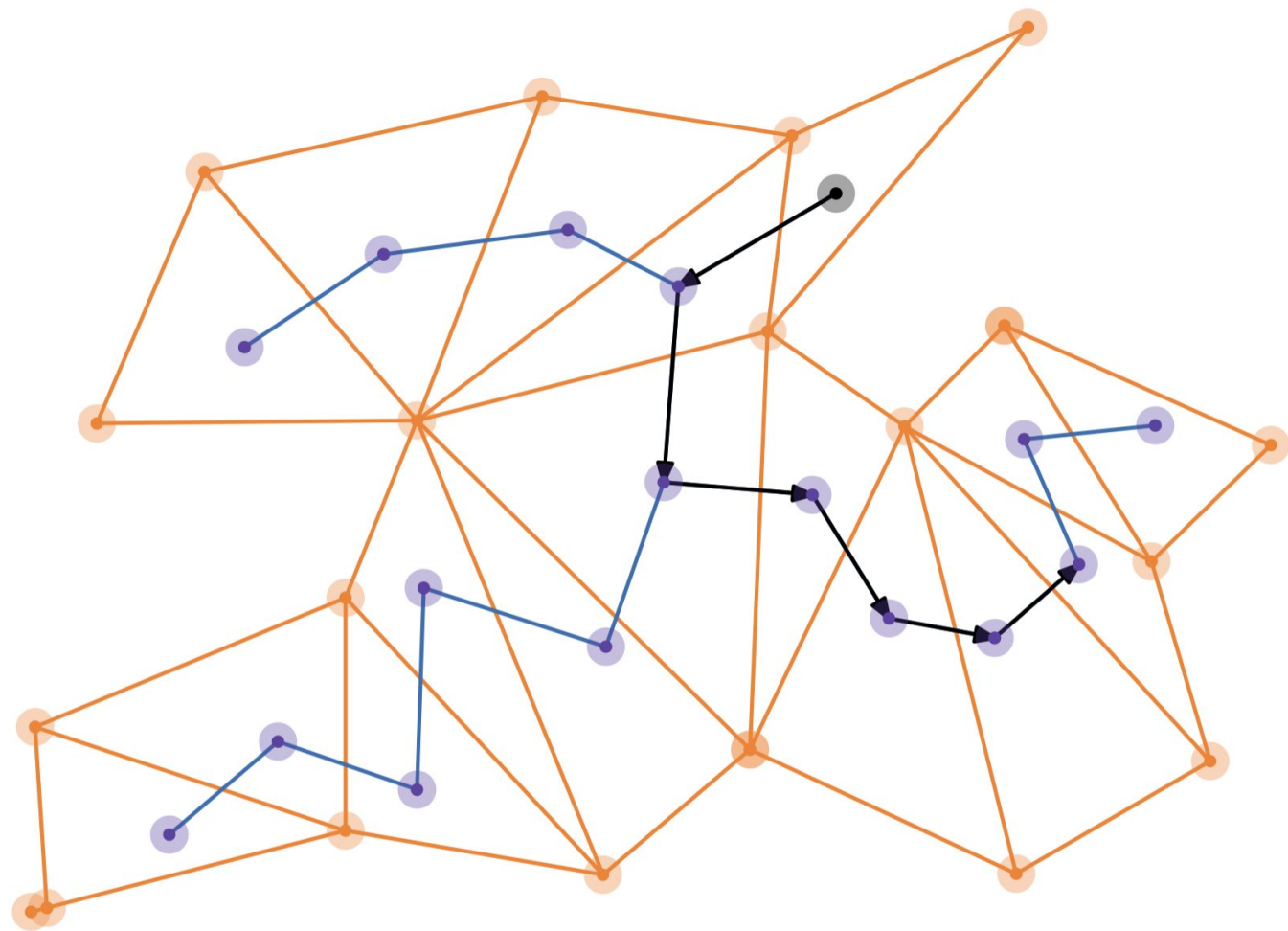
Chvátal's Art Gallery Theorem (g3 Func.)

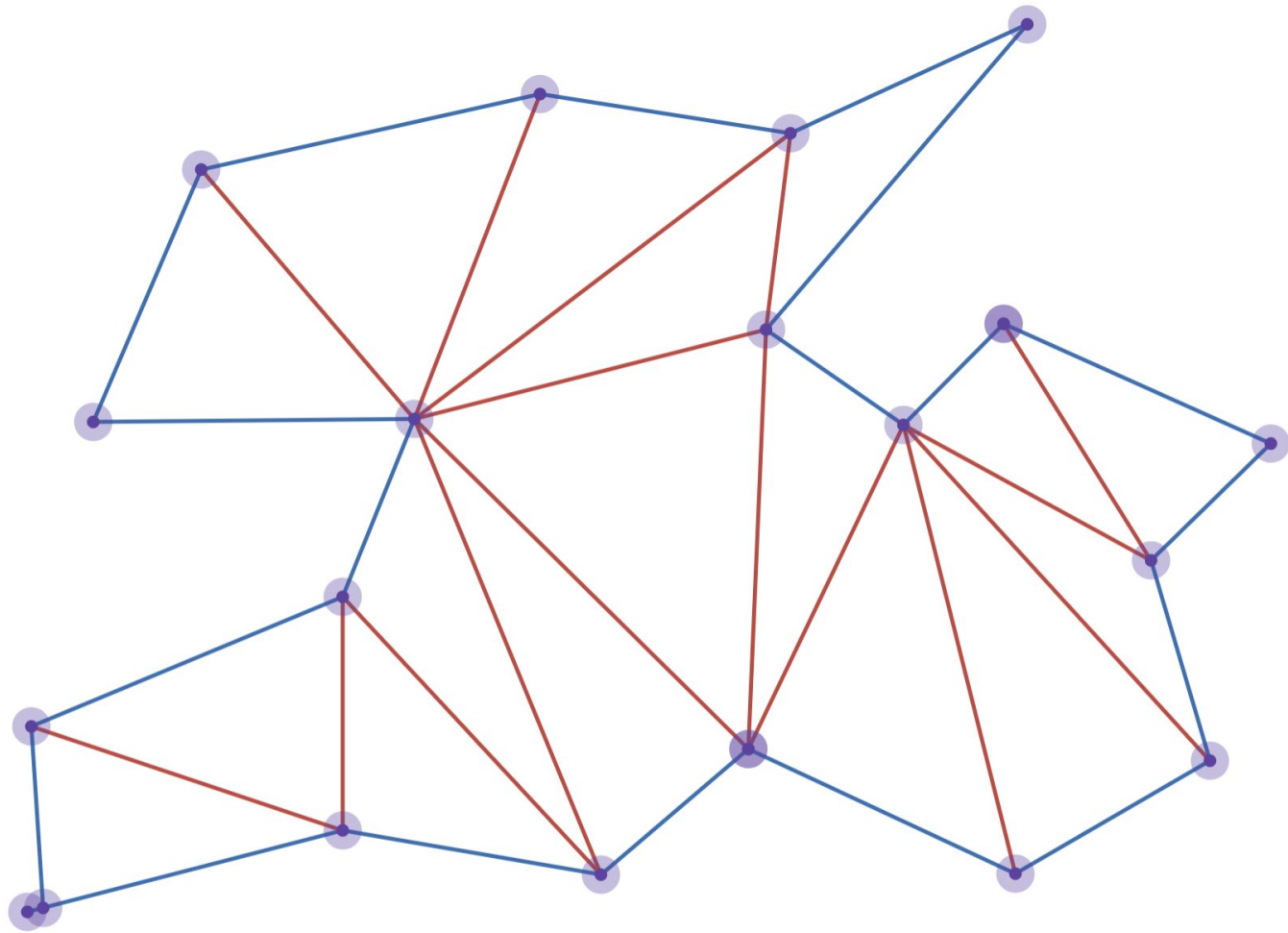




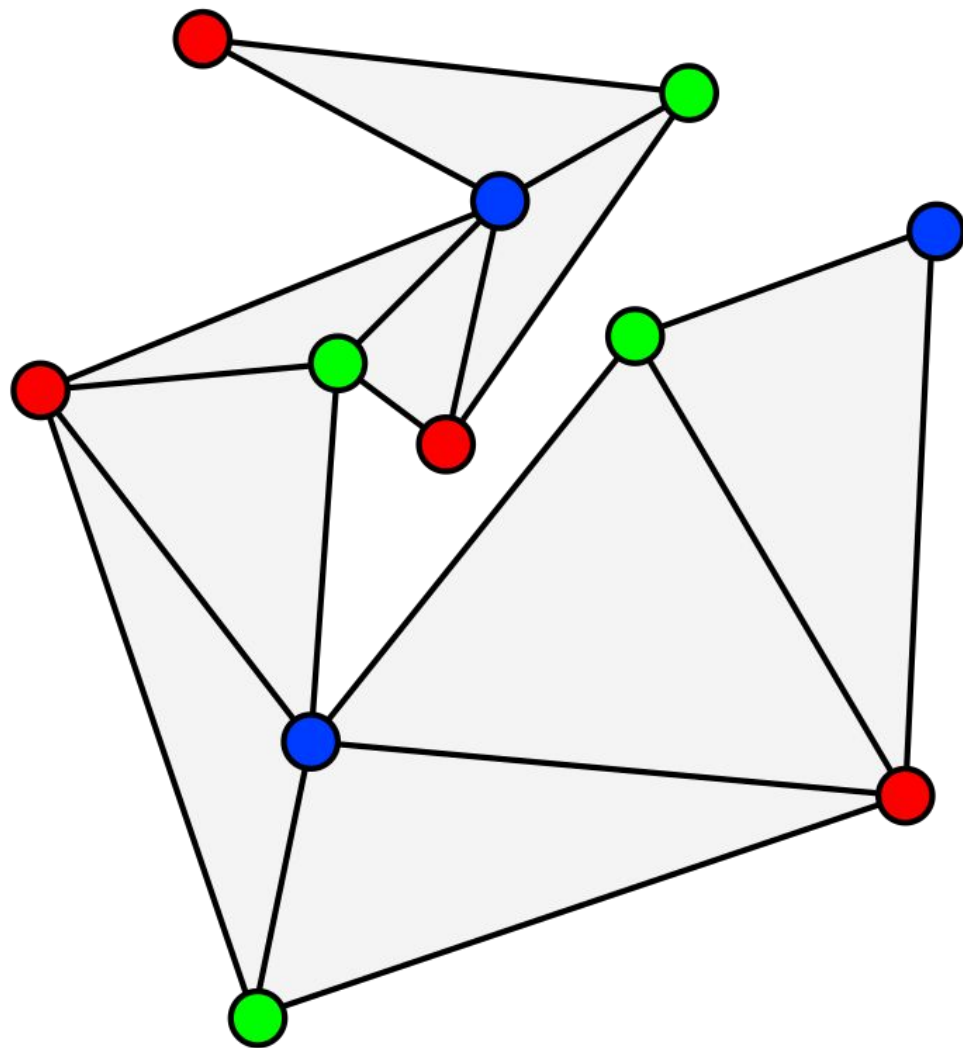








Placement of Guards?



Are As Many Guards Needed?

Can We Do Any Better?



Well yes, but actually no

Part II : Minimal # Guards

The Set Cover Problem

A Practical Iterative Algorithm for the Art Gallery Problem using Integer Linear Programming

Davi C. Tozoni • Pedro J. de Rezende • Cid C. de Souza

Resources

- [A Combinatorial Problem in Geometry](#) by V.Chvatal
- [Solving the Art Gallery Problem](#) by CC ACADEMY
- [A Practical Iterative Algorithm for the Art Gallery Problem using Integer Linear Programming](#) by Tozoni
- [Could a 50-year-old math problem have saved the Louvre from robbery?](#)
- [A Constant-Factor Approximation Algorithm for Point Guarding an Art Gallery](#)