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Planar Maximal Covering with Ellipses

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ABSTRACT

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Planar maximal covering with ellipses is an optimization problem where one wants to place ellipses on the plane to cover demand points, such that a function depending on the value of the covered points and on the cost of the ellipses that have been used is maximized. Initially, we developed an algorithm for the version of the problem where the ellipses are parallel to the coordinate axis. For the future, we intend to adapt an approximation algorithm developed for the planar maximal covering by disks and develop a method for the variant of the problem where the ellipses can be freely rotated.

Keywords: Optimization, Planar Maximal Covering Location Problem, maximal covering of points using ellipses.

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INTRODUCTION

Two main types of optimal covering problems can be found in the literature: the Minimum Cover Problem, also known as just Set Cover Problem, and the Maximal Covering Problem (KARATAS; RAZI; TOZAN, 2016).

One of the 21 Karp's NP-Complete problems¹ (KARP, 1972), the Minimum Cover Problem is very well explored and considered to be a classic. Given a demand set and a collection of subsets of the demand set, the problem asks what is the minimum number of elements from the collection of subsets needed to cover the whole demand set. One of its most famous examples is the Minimum Vertex Cover defined over graphs, where the vertex set has to be covered by a subset of edges.

The second type of covering problems arose from the fact that covering almost all the demand set can be a lot cheaper than having to cover it all (QUILES; MARÍN, 2015). This second type is known as Maximal Covering Location Problem (MCLP) and was introduced in (CHURCH; VELLE, 1974). In this first study, it is defined on a network with demand nodes, a facility set is also given and a solution maximizes the demand coverage satisfying the constraint that only a subset of the facilities is used. Just like the Minimum Cover, MCLP is a NP-Hard problem (HATTA *et al.*, 2013) and both deterministic, using integer programming (CHURCH; VELLE, 1974), and heuristic methods (REVELLE; SCHOLSSBERG; WILLIAMS, 2008) have been proposed to solve it.

In (CHURCH, 1984) a new kind of MCLP named Planar Maximal Covering Location Problem (PMCLP) was introduced. This version of the problem was not defined on a network, instead the demand set and the facilities are located in \mathbb{R}^2 having the coverage area of a facility be defined by a distance function. PMCLP is said to have been studied under Euclidean and rectilinear distance functions (YOUNIES; ZEIDAN, 2019). The Euclidean norm PMCLP, which has a lot of results that can be applied for the elliptical PMCLP, is also found in the literature

¹ The decision version, which asks if there is a cover of size k , is NP-Complete.

as the problem of maximization of points covered by a fixed number of unit disks (BERG; CABELLO; HAR-PELED, 2006). Early works only tackled the one-disk version of the problem, in (CHAZELLE; LEE, 1986) a $\mathcal{O}(n^2)$ algorithm, which still stands as the best in terms of run-time complexity, was proposed beating the prior $\mathcal{O}(n^2 \log n)$ algorithm created by (DREZNER, 1981). The m unit disks maximal covering was studied in (BERG; CABELLO; HAR-PELED, 2006) which had as its most important result a $(1 - \varepsilon)$ -approximation algorithm which runs in $\mathcal{O}(n \log n)$. To achieve its main goal, however, they developed a deterministic $\mathcal{O}(n^{2m-1} \log n)$ algorithm which gets employed into their approximation scheme. Additionally, in (ARONOV; HAR-PELED, 2008) one-disk maximal covering is proven to be 3SUM-HARD. This means that maximizing the amount of points covered by a disk is as hard as finding three real numbers that sum to zero among n given real numbers.

Planar maximal covering with ellipses differs from its disks counterpart only in the shape of the facility's coverage area. The main motivation to study this modified version is that cellphone towers can have elliptical shaped coverage area, so in order to determine what are the best locations to place m cellphone towers to maximize the amount of the population covered by its signal, an elliptical PMCLP is better suited (CANBOLAT; MASSOW, 2009). Only two articles have been found published in the literature that study this problem. In (CANBOLAT; MASSOW, 2009), a mixed-integer non-linear programming method was proposed as a first approach to the problem. For some instances the method took too long and did not find an optimal solution. For this reason a heuristic method was developed using a technique called Simulated Annealing. Solutions for the instances that timed-out with the first method were then obtained. The problem was further explored in (ANDRETTA; BIRGIN, 2013) which proposed a deterministic method that showed better performance obtaining optimal solutions for the instances which the first method could not. Also, in (ANDRETTA; BIRGIN, 2013), a version of the problem where every ellipse can be freely rotated was introduced and an exact method, which could not find optimal solutions for large instances, and a heuristic method were proposed for it. Despite the similarities, none of the works cited above base their development on the maximal covering with disks algorithms found in the literature.

This work is structured in the following way: Chapter 2 introduces some definitions and results that are used throughout the next chapters; in Chapter 3, the maximal covering by disks problem is studied and a $\mathcal{O}(n^{2m})$ algorithm is proposed; in Chapter 4, the maximal covering by ellipses is introduced and the algorithm for the disks case is adapted for it; finally, Chapter 7 presents what is left as future work. Also, Appendix A determines with detail the intersection of two ellipses, which is used in the algorithm developed in Chapter 4.

NOTATION AND PRELIMINARIES

Some definitions and results that are used throughout the text are given in this chapter.

2.1 Elliptical and Euclidean norm functions

A norm in \mathbb{R}^2 is a function that maps every vector onto a non-negative real number satisfying homogeneity and the triangle inequality.

Let $u \in \mathbb{R}^2$ be a vector, the Euclidean norm of u is defined as

$$\|u\|_2 = \sqrt{u^T u}. \quad (2.1)$$

The elliptical norm, also known as weighted norm, takes a 2 by 2 positive definite matrix as its parameter. This matrix can be seen as a linear transformation of the Euclidean norm. The elliptical norm of $u \in \mathbb{R}^2$ is defined as

$$\|u\|_Q = \sqrt{u^T Q u}, \quad (2.2)$$

where Q is a 2 by 2 positive definite matrix.

The elliptical norm, when taking Q to be the identity matrix, becomes the Euclidean norm.

Determining the distance between two points, given a norm function, is done by calculating the norm of the vector defined by the difference between the two points. For example, the elliptical distance between the points $p, q \in \mathbb{R}^2$ is given by $\|p - q\|_Q$.

2.2 Disk

A circle (or circumference) is a set of points in \mathbb{R}^2 that have the same Euclidean distance, also known as radius, to another point, also referred to as the center of the circle. A unit circle is a circle with radius equal to 1.

A disk is the set of points bounded by a circle. In other words let $c \in \mathbb{R}^2$. A unit disk with center c is the set of every point $p \in \mathbb{R}^2$ which satisfies

$$\|p - c\|_2^2 \leq 1. \quad (2.3)$$

2.3 Ellipse

An ellipse is a curve which is categorized, along with the parabola and the hyperbola, as a conic section. As the name suggests, conic sections are curves resulted from the intersection of a right circular cone in \mathbb{R}^3 with a plane (BRANNAN; ESPLIN; GRAY, 1999). From that definition, an equation which describes any conic section is given as follows

$$Ax^2 + Bxy + Cy^2 + Dx + Ey + F = 0, \quad (2.4)$$

where $A, B, C, D, E, F \in \mathbb{R}$ are fixed and $x, y \in \mathbb{R}$.

To distinguish an ellipse from the other conic sections given an instance of Equation 2.4, the condition $4AC - B^2 > 0$ must be verified (AYOUB, 1993).

Assuming the center of an ellipse is $c \in \mathbb{R}^2$, then Equation 2.4 can be rewritten as a quadratic form as follows

$$(p - c)^T Q (p - c) = 1, \quad (2.5)$$

with $p \in \mathbb{R}^2$ and Q being a 2 by 2 positive definite matrix which carries the parameters of the ellipse. From Equation 2.4, Q can be defined as follows

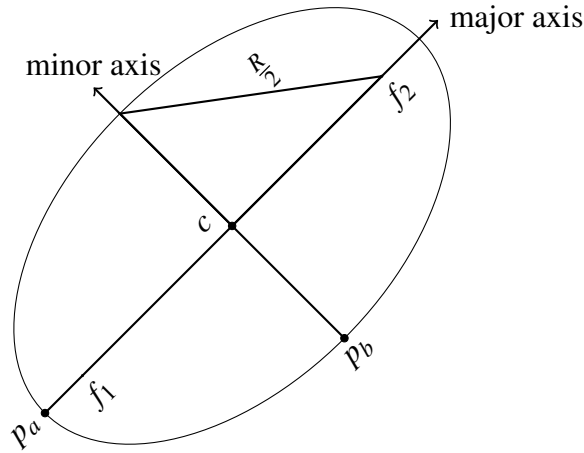
$$Q = \begin{pmatrix} A & \frac{B}{2} \\ \frac{B}{2} & C \end{pmatrix}.$$

Note that asking Q to be positive definite is the same as asking $4AC - B^2$ to be positive. This makes us arrive at the following definition of the ellipse.

Definition 2.1. Let $c \in \mathbb{R}^2$ be the center of an ellipse and Q be a 2 by 2 positive definite matrix. An ellipse is the set of every point $p \in \mathbb{R}^2$ such that $\|p - c\|_Q^2 = (p - c)^T Q (p - c) = 1$. Also, a point p is considered covered by an ellipse if $\|p - c\|_Q^2 = (p - c)^T Q (p - c) \leq 1$.

An alternative way to define an ellipse, which can be seen as just a property derived from the definition above, is to begin its construction with two points called foci and a constant $R \in \mathbb{R}$, with R being greater than the Euclidean distance between the two foci points (see Figure 1). The ellipse is, then, defined as the set of points whose distance to the foci is equal to R . In other words, let $f_1, f_2 \in \mathbb{R}^2$ be the two foci points, the ellipse is the set of every point $p \in \mathbb{R}^2$, such that $\|p - f_1\|_2 + \|p - f_2\|_2 = R$. It can be shown that this definition is equivalent to Definition 2.1, with the coverage of a point p being equivalent to $\|p - f_1\|_2 + \|p - f_2\|_2 \leq R$.

Figure 1 – A non-axis-parallel ellipse and its foci points.



Source: Elaborated by the author.

Also, in Figure 1, the distance $a = \|p_a - c\|_2$, where p_a is one of the intersection points of the ellipse with the major axis, is called the semi-major, and the distance $b = \|p_b - c\|_2$, where p_b is one of the intersection points of the ellipse with the minor axis, is called the semi-minor. These two values are also referred to as the shape parameters of an ellipse. Let $d = \|c - f_1\|_2$, then it is easy to see that $a = R - d$ and $b = \sqrt{\frac{R^2}{4} - d^2}$.

Finally, an ellipse is said to be axis-parallel if its major-axis (see Figure 1), which is the line that passes through its two foci points, is parallel to the x -axis.

2.3.1 Axis-parallel

An axis-parallel ellipse centered at $c = (c_x, c_y)$ can be described using Definition 2.1 with Q being a diagonal matrix¹. This can be understood as a scaling transformation applied to the Euclidean norm.

Defining the matrix Q as

¹ The only non-zero terms are in the main diagonal.

$$Q = \begin{pmatrix} \frac{1}{a^2} & 0 \\ 0 & \frac{1}{b^2} \end{pmatrix},$$

then, starting from [Definition 2.1](#), we can obtain the following equation

$$\begin{aligned} (p - c)^T Q (p - c) &= 1 \Rightarrow \\ \left(\frac{p_x - c_x}{a^2}, \frac{p_y - c_y}{b^2} \right)^T (p_x - c_x, p_y - c_y) &= 1 \Rightarrow \\ \frac{(p_x - c_x)^2}{a^2} + \frac{(p_y - c_y)^2}{b^2} &= 1, \end{aligned} \quad (2.6)$$

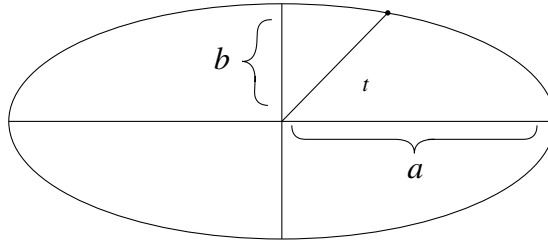
where a and b are the semi-major and semi-minor shape parameters, respectively.

Also, the coverage region is determined by just changing the equality to a inequality as follows

$$\frac{(p_x - c_x)^2}{a^2} + \frac{(p_y - c_y)^2}{b^2} \leq 1. \quad (2.7)$$

Another way to represent ellipses, which will be useful in some occasions, is through writing it as a curve, function of the angle with its major-axis (see [Figure 2](#)).

Figure 2 – The ellipse as a parametric curve.



Source: Elaborated by the author.

Let $c \in \mathbb{R}^2$ be the center of an ellipse with shape parameters $(a, b) \in \mathbb{R}_{>0}^2$. Then $\gamma : [0, 2\pi] \mapsto \mathbb{R}^2$ defines a curve which maps every angle onto a point on the ellipse and it is defined as follows

$$\gamma(t) = \begin{cases} x(t) = a \cos t + c_x, \\ y(t) = b \sin t + c_y. \end{cases} \quad (2.8)$$

No equivalent disk-circle wording exists for ellipses, this could be a source of ambiguity in the text, that is why a note for the reader was judged to be necessary. Throughout this work an ellipse will represent the set of points that satisfy [Definition 2.1](#). In some places, though, with

prior clarification, we will denote as an ellipse the set of points that are covered by the ellipse itself. For example, when we define $\mathcal{P} \cap E$ as the set of points in \mathcal{P} that are covered by E , we are implicitly calling E the set of points that are covered by the ellipse itself as it is defined by [Definition 2.1](#).

2.3.2 Non-axis-parallel

An non-axis-parallel ellipse centered at $c \in \mathbb{R}^2$ can also be described by [Definition 2.1](#). Nonetheless, a simpler equation is going to be used here. Besides the center, the shape parameters $(a, b) \in \mathbb{R}_{>0}^2$, with $a > b$, an angle of rotation $\theta \in [0, \pi]$ is given. This angle represents the angle between the x -axis and the major-axis of the ellipse.

A rotated ellipse by θ can be transformed into a axis-parallel centered at the origin by applying two linear transformations. First, the ellipse can be translated to the origin and then rotated by $-\theta$, the reverse transformations are expressed by [Equation 2.9](#).

$$\frac{((x - c_x) \cos \theta + (y - c_y) \sin \theta)^2}{a^2} + \frac{((x - c_x) \sin \theta - (y - c_y) \cos \theta)^2}{b^2} = 1. \quad (2.9)$$

Also, the coverage region of an ellipse centered at $c \in \mathbb{R}^2$ with shape parameters $(a, b) \in \mathbb{R}_{>0}^2$ and rotation angle $\theta \in [0, \pi]$ is represented by every point $(x, y) \in \mathbb{R}^2$ that satisfies [Equation 2.10](#).

$$\frac{((x - c_x) \cos \theta + (y - c_y) \sin \theta)^2}{a^2} + \frac{((x - c_x) \sin \theta - (y - c_y) \cos \theta)^2}{b^2} \leq 1. \quad (2.10)$$

MAXIMAL COVERING BY DISKS

In this chapter, the classical version of PMCLP using disks will be defined and a version of the method will be proposed with the intention of later being used to solve the axis-parallel ellipses version of PMCLP. Throughout the course of this work, the maximal covering by disks problem is going to be referred to as $MCD(\mathcal{P}, m)$, where \mathcal{P} is a set of points and m is the number of unit disks.

3.1 One disk, $MCD(\mathcal{P}, 1)$

Two exact methods for the $MCD(\mathcal{P}, 1)$ have been found in the literature. A $\mathcal{O}(n^2)$ algorithm is proposed by (CHAZELLE; LEE, 1986) which improved the previously $\mathcal{O}(n^2 \log n)$ one proposed by (DREZNER, 1981). As it has been mentioned, $MCD(\mathcal{P}, 1)$ is a 3SUM-HARD problem, which means that it is as hard as the 3SUM problem (the problem of finding 3 real numbers that sum to 0, given n real numbers). Initially the lower bound of the 3SUM problem was conjectured to be $\Omega(n^2)$, matching the best algorithm for $MCD(\mathcal{P}, 1)$, which meant that no better time-complexity could be achieved. Since then, however, better algorithms for 3SUM have been developed with a $\mathcal{O}(\frac{n^2}{poly(n)})$ run time complexity (KOPELOWITZ; PETTIE; PORAT, 2014).

The $m = 1$ version is treated here before the general case because it will be shown that, using the algorithm here proposed for $MCD(\mathcal{P}, 1)$, an optimal solution can be obtained for the $MCD(\mathcal{P}, m)$ as well as for the axis-parallel ellipse version of the problem.

3.1.1 Notation and definition of the problem

Initially, the input of the problem defines a unit disk with its center point undefined, a solution for the problem will then choose a point to be the center of the unit disk. In other words, a solution places the disk somewhere in the plane. We refer to the unit disk with undefined center

as D . If it is placed at a center $q \in \mathbb{R}^2$, we call it $D(q)$.

Definition 3.1. Let $\mathcal{P} = \{p_1, \dots, p_n\}$ be a set of n points in \mathbb{R}^2 and $w(p) > 0, p \in \mathcal{P}$, the weight of every point in \mathcal{P} . We denote $w(A)$, with $A \subset \mathcal{P}$, as the sum of weights of every point in A . Finally, let D be a unit disk, we define an optimal solution of $MCD(\mathcal{P}, 1)$ as

$$\max_q w(\mathcal{P} \cap D(q)). \quad (3.1)$$

Therefore, an optimal solution for an instance of $MCD(\mathcal{P}, 1)$ will be a point in which a unit disk located at, covers points whose weights, when summed, is maximal.

In (DREZNER, 1981), the main idea used to develop the $\mathcal{O}(n^2 \log n)$ algorithm is that, even though there are infinitely many points where the disk could be placed, only a few of them, a finite amount of $\mathcal{O}(n^2)$, needs to be considered for the method to find an optimal one. The algorithm, for every point, sorts the other points with respect to the angle they form with the first one. After that, the first point is placed on the border of the disk and, going through the sorted list, the algorithm inserts and removes points from the disk coverage. Also, when inserting and removing a point from the coverage, it only checks the disk centers that make the entering/leaving point to be on the border. Because the algorithm only checks the centers that make the disk have two points on its border, the number of centers it goes through is bounded by the number of pairs of points, which is $\binom{n}{2} = \mathcal{O}(n^2)$.

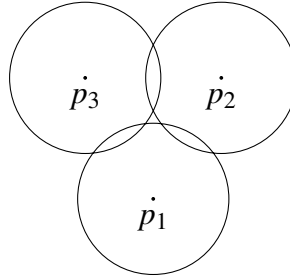
In (CHAZELLE; LEE, 1986) and (BERG; CABELLO; HAR-PELED, 2006), on the other hand, instead of working directly with $MCD(\mathcal{P}, 1)$, an equivalent problem called Maximum Weight Clique was introduced. The algorithm that we later describe in this work also uses this equivalence. That is why it has been taken to be fundamental to introduce the Maximum Weight Clique Problem and discuss the equivalence.

3.2 Maximum Weight Clique Problem

Let $\mathcal{P} = \{p_1, \dots, p_n\}$, with $p_i \in \mathbb{R}^2$, be a set of points, $\mathcal{D} = \{D_1, \dots, D_n\}$ a set of unit disks, such that D_i is centered at p_i , $i = 1, \dots, n$, with every disk having a weight $w_i > 0$, $i = 1, \dots, n$. A clique, in this context, is a non-empty intersection area of a subset of disks. Note that this is different than the clique problem on a intersection graph (a graph where the vertices are the disks and an edge exists if there is an intersection between two disks). As shown in Figure 3, three disks could have non-empty pairwise intersection (which qualifies them as a clique), but the intersection of all the three together is empty. That is why the clique problem for unit disks is also referred to as the Maximum Geometric Clique Problem when the condition of common intersection exists and as the Maximum Graphical Clique Problem when there is only the pairwise intersection condition (DE; NANDY; ROY, 2014). The graphical version of the problem was studied by (CLARK; COLBOURN; JOHNSON, 1990), where a $\mathcal{O}(n^{4.5})$ algorithm

was proposed. Also, in (DE; NANDY; ROY, 2014), a $\mathcal{O}(n^2 \log n)$ time in-place algorithm¹ for arbitrary radii disks was proposed. In (CHAZELLE; LEE, 1986), the method for the Maximum Geometric Weight Clique Problem consists on building a planar graph on which the vertices were the $\mathcal{O}(n^2)$ pairwise intersection of the circumferences and the edges were the arcs of the circumferences connecting the intersections. With the graph constructed, a traversal is done to obtain the answer, thus the time complexity of $\mathcal{O}(n^2)$.

Figure 3 – Three disks that have non-empty pairwise intersection among them, but no common intersection.



Source: Elaborated by the author.

A solution for the Maximum Weight Clique is a set of points Q , such that the sum of weights of all disks that cover it is maximized. Even though there could be a use for the whole set Q , as this problem is used as a tool to solve another problem, only finding a point from the Maximum Weight Clique is enough. This will become clear when the equivalence is stated. With everything in hands, we can define the Maximum Weight Clique Problem as follows.

Definition 3.2. Let \mathcal{D} be a set of unit disks and \mathcal{P} be a set of points as defined before. An optimal solution for the Maximum Weight Clique Problem is given by

$$\max_q \sum_{D_k \cap q \neq \emptyset} w_k. \quad (3.2)$$

As it has been proposed, with the equivalence of the two problems, an optimal solution of the Maximum Weight Clique Problem is also an optimal solution of the $MCD(\mathcal{P}, 1)$, which means that a disk centered at q , defined in Definition 3.2, will have a maximal weight covering of the set \mathcal{P} .

Given an instance of $MCD(\mathcal{P}, 1)$, the equivalent Maximum Weight Clique Problem is obtained by defining set \mathcal{D} to contain the disks centered at \mathcal{P} and setting the weight of every disk to be the weight of its corresponding point in \mathcal{P} . A disk D_i will represent the area where a disk can be placed in order to cover p_i . This means that a intersection between some disks is an area where a disk could be placed to cover the corresponding points.

¹ An in-place algorithm is an algorithm that needs $\mathcal{O}(1)$ extra space.

In Figure 3, it can be seen that there is no point where a disk could be placed such that it would cover p_1, p_2 and p_3 , nonetheless, in any of the pairwise intersections, a disk could be placed to cover the two corresponding points.

Formally, in the Maximum Weight Clique Problem, if a point q lies inside $\bigcap_{k \in I} D_k$, with $I \subset \{1, \dots, n\}$, then a disk centered at q will cover the points p_k , with $k \in I$ in the $MCD(P, 1)$ problem. Conversely, the same applies for a disk placed at q that covers points p_k , with $k \in I$ in the one disk maximal covering problem. It means that q will lie inside region $\bigcap_{k \in I} D_k$.

3.2.1 An algorithm for the Maximum Weight Clique Problem

The algorithm described here is based on the one in (DREZNER, 1981), also with some ideas from (DE; NANDY; ROY, 2014) and (BERG; CABELLO; HAR-PELED, 2006). It has a run time complexity of $\mathcal{O}(n^2 \log n)$ and uses $\mathcal{O}(n)$ of extra space. It is worth noting, however, that a $\mathcal{O}((n + K) \log n)$ run time, with K being the number of intersections, can be obtained by using the algorithm in (BENTLEY; OTTMANN, 1979) to find all the intersections among the n circumferences.

Without loss of generality, the weights will be ignored, and the method will be described for the Maximum Clique Problem, assuming that every disk has unit weight. Also, it will be assumed that no pair of disks are placed at the same center.

Let \mathcal{D} be a set of n unit disks, a non-empty intersection area of a subset of disks is convex and bounded by the arcs of the disks that are intersecting (DE; NANDY; ROY, 2014). With this observation, in order to find an optimal solution, it is sufficient to check, for every disk D , every intersection area that is bounded by its arc.

Definition 3.3. Let D_i and D_j be two unit disks that intersect (at least at one point). Also let $(\theta_1, \theta_2) \in [0, 2\pi]^2$ be the two angles that the circumferences induced by D_i and D_j intersect, with the condition that (θ_1, θ_2) defines an arc (counter-clockwise order) of D_i that is the border of $D_i \cap D_j$. If D_i is tangent to D_j , then $\theta_1 = \theta_2$. Then, define $\Gamma_+(i, j) = \theta_1$ and $\Gamma_-(i, j) = \theta_2$, also we refer to them as opening and closing intersection angles respectively.

Figure 4 – Three disks and their intersection points.



Source: Elaborated by the author.

In Figure 4, it is shown all the intersection points between D_1 with D_2 and D_3 . Also, they are labeled according to Definition 3.3. Note that $\Gamma_+(1,3) > \Gamma_-(1,3)$ (the angles should be in the $[0, 2\pi]$ interval).

With Definition 3.3 in hand, we can establish the basis of the algorithm to find the maximum clique in which a disk D_i participates: a traversal going through every point of intersection with D_i , in counter-clockwise order, keeping a set of active disks. When an opening intersection angle is reached, the corresponding disk is added to the active set; when a closing one is reached, the corresponding disk is removed from the active set. This simple traversal, however, would not handle the special case with $\Gamma_+(i, j) > \Gamma_-(i, j)$ (see Figure 4). If the traversal begins at the point with smallest angle, the algorithm would remove D_3 from the active disks without first adding it. If there was another disk starting before $\Gamma_-(1, 3)$, the algorithm would not have both of them in the active set at the same time, and an optimal solution could end up not being found. This can be worked around repeating the traversal once without resetting the active disks set, that way, in the beginning of the second traversal, the active set would contain the disks that have $\Gamma_+(i, j) > \Gamma_-(i, j)$. This is shown in Figure 5, where the intersections list is duplicated, simulating the traversal repetition (note the indication to where the traversal starts as well as the positive and negative signs representing when a intersection with another disk opens and closes, respectively). It can be seen that without the repetition, the algorithm would find 2 as the value of an optimal solution, which is wrong.

Figure 5 – The intersections list of a disk with three other disks.



Source: Elaborated by the author.

Lemma 3.1. Algorithm 1 for solving the Maximum Clique Problem has a $\mathcal{O}((n + K) \log n)$ run time complexity, where K is the number of intersections of the n disks.

Proof. Finding every intersection can be done in $\mathcal{O}((n + K) \log n)$ by a plane sweep, the method is described in (BENTLEY; OTTMANN, 1979). Because the traversal is made in counter-clockwise order, the intersection points have to be sorted by their intersection angles, so an additional $\mathcal{O}(K \log K)$ pre-processing is needed. All the other operations can be done in constant time. Therefore, the final algorithm complexity is $\mathcal{O}((n + K) \log n)$. \square

Procedure 1 – Algorithm for $MCD(\mathcal{P}, 1)$ with unit weights**Input:** A set of points $\mathcal{P} = \{p_1, \dots, p_n\}$.**Output:** The maximum number of points that can be covered by a unit disk.

```

1: procedure  $MCD_1(\mathcal{P})$ 
2:    $Q_{best} \leftarrow \{\}$ 
3:    $ans \leftarrow$  center of  $D_1$ 
4:   for all  $p_i \in \mathcal{P}$  do
5:     Let  $D_i$  be the disk with center at  $p_i$ 
6:     Let  $I_i$  be the set of disks that intersect with  $D_i$ 
7:      $A \leftarrow \{\}$  ▷ The multiset of intersection angles with  $D_i$ .
8:     for all  $j \in I_i$  do
9:        $A \leftarrow A \cup \{\Gamma_+(i, j) \cup \Gamma_-(i, j)\}$ 
10:    end for
11:     $Q \leftarrow \{D_i\}$  ▷ The set of active disks.
12:    for  $cnt = 1..2$  do ▷ Do it twice.
13:      for  $a \in A$  do ▷ Assuming  $A$  is sorted.
14:        Let  $D_a$  be the disk that intersects  $D_i$  at angle  $a$ .
15:        if  $a$  is a starting angle then
16:           $Q \leftarrow Q \cup \{D_a\}$ 
17:        else
18:           $Q \leftarrow Q \setminus \{D_a\}$ 
19:        end if
20:        if  $|Q_{best}| < |Q|$  then
21:           $Q_{best} \leftarrow Q$ 
22:           $ans \leftarrow$  point corresponding to the intersection angle  $a$ 
23:        end if
24:      end for
25:    end for
26:  end for
27:  return  $ans$ 
28: end procedure

```

If a simpler implementation is desired, or the number of intersections is large, determining the set I_i (the set of disks that intersect with D_i , defined in [Algorithm 1](#)) can be simply done in $\mathcal{O}(n^2)$, making the algorithm have a worst-case complexity of $\mathcal{O}(n^2 \log n)$.

3.3 Multiple disks, $MCD(\mathcal{P}, m)$

In ([BERG; CABELLO; HAR-PELED, 2006](#)), a $\mathcal{O}(n^{2m-1} \log n)$ algorithm for $MCD(\mathcal{P}, m)$ is developed as a sub-routine for its $(1 - \varepsilon)$ -approximation algorithm. Firstly, they solve the sub-problem $MCD(\mathcal{P}, 2)$ in $\mathcal{O}(n^3 \log n)$. Then for the rest of the points that are not in that solution, it uses the algorithm developed in ([CHAZELLE; LEE, 1986](#)) for the one-disk case, checking every possible solution for every one of the disks left.

Also, in (HE *et al.*, 2015) an heuristic method for large-scale MCD is proposed. It uses a probabilistic algorithm called mean-shift which is a gradient ascent method proven to converge to a local density maxima of any probability distribution. The mean-shift is utilized to find good candidates of centers for the unit disks, then the method backtracks to find the best assignment. The results showed that the greedy algorithm achieves an optimal coverage in some instances, but for some other ones it has a 15 percent worse coverage ratio.

It can be seen that in any solution of $MCD(\mathcal{P}, m)$, a disk placed at a point q that covers at least one point $p \in \mathcal{P}$ has a correspondence to the Maximum Weight Clique Problem: the point q is inside an intersection area of at least one disk and that area is bounded by some disk, which means it will be checked by Algorithm 1 as a candidate to be an optimal solution. The number of points Algorithm 1 goes through is $\mathcal{O}(n^2)$, then checking every possible center for every ellipse yields a $\mathcal{O}(n^{2m})$ run-time complexity. This algorithm is described in Chapter 4 for the ellipses case.

The choice of developing a different method for the problem, instead of using the one from (BERG; CABELLO; HAR-PELED, 2006), is taken for the sake of simplicity, considering both algorithms achieve similar bounds.

MAXIMAL COVERING BY ELLIPSES

In this chapter, the version of the Planar Maximal Covering by Ellipses Problem where every ellipse has to be parallel to the coordinate axis will be introduced and a method for it will be developed.

4.1 Axis-Parallel

The maximal planar covering using axis-parallel ellipses was first introduced in ([CANBOLAT; MASSOW, 2009](#)) which proposed a mixed integer non-linear programming method for the problem. This first approach showed to be not that efficient as it could not find an optimal solution for some instances within a timeout defined by them. To obtain solutions, not necessarily optimal ones, for the instances which the exact method showed inefficiency, a heuristic technique called Simulated Annealing was used to develop another method. Comparisons were made, which showed that the second approach was able to obtain good solutions, compared to the optimal ones found for some of the instances, within a good run-time.

The second work found in the literature was ([ANDRETTA; BIRGIN, 2013](#)), which developed a method that breaks the problem into smaller ones fixing the set of points an ellipse is going to cover. For each set of points fixed as the points an ellipse is going to cover, a small optimization problem is solved to find out if there is a location where the ellipse can be placed, so to cover the set of fixed points. To enumerate the possible solutions and then find an optimal one, the method defined a data structure that stores every set of points an ellipse can cover. This method showed better results and was able to find optimal solutions for the instances that the first method could not get as well as for new created instances.

4.1.1 Notation and definition of the problem

Axis-parallel ellipses are defined as the set of points that satisfy Equation 2.6. Therefore, all it takes to describe one is a pair of positive real numbers $(a, b) \in \mathbb{R}_{>0}^2$, also called the shape parameters, and a center point $q \in \mathbb{R}^2$.

Firstly, the case with only one ellipse is considered, an instance of the problem is denoted as $MCE(\mathcal{P}, a, b)$ where \mathcal{P} is a set of points and $(a, b) \in \mathbb{R}_{>0}^2$ is a pair of real numbers called the shape parameters of an ellipse. In the general case, every point has weights, but firstly this detail will be ignored and the weights are assumed to be unitary. The notation used here is similar to the one introduced on Chapter 3, the ellipse with an undefined center is referred to as E . To denote the ellipse with center set to be at point q , $E(q)$ is used. Also, the set of points covered by $E(q)$ is denoted by $E(q) \cap \mathcal{P}$, which indirectly defines $E(q)$ to be the set of points that satisfy Equation 2.7 (in other words $E(q)$ is the coverage region defined by the ellipse with shape parameters (a, b) , located at center q). Also, to denote the points on the border of $E(q)$ we use the notation $\tilde{E}(q)$, therefore $p \in \tilde{E}(q)$ translates to p being on the border of $E(q)$. Hence, the problem can be defined as follows.

Definition 4.1. Let $MCE(\mathcal{P}, a, b)$ be an instance of the maximal covering by one ellipse, with E being an ellipse with shape parameters $(a, b) \in \mathbb{R}_{>0}^2$, an optimal solution of $MCE(\mathcal{P}, a, b)$ is given by

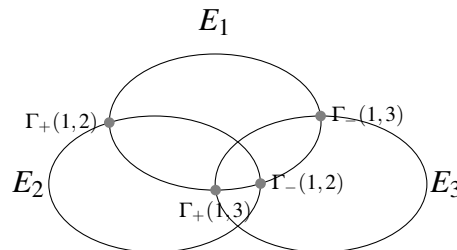
$$\max_q |\mathcal{P} \cap E(q)|. \quad (4.1)$$

4.1.2 One Disk algorithm adaptation

An adaptation of Algorithm 1 is obtained by just replacing the function that finds the intersection points between two disks by a function that finds the intersection points between two ellipses E_i and E_j . It can be seen in Figure 6 that the intersection points and their correspondents $\Gamma_-(i, j)$ and $\Gamma_+(i, j)$ functions behave the same way as in the disks case.

The intersection of two ellipses as well as determining $\Gamma_-(i, j)$ and $\Gamma_+(i, j)$ is described thoroughly in Appendix A.

Figure 6 – Three ellipses and their intersection points



Source: Elaborated by the author.

4.1.3 Multiple ellipses

The multiple ellipses case is handled using the same idea of the multiple disks case. The only difference is that an instance of the multiple ellipses may contain ellipses of different shapes, which does not happen for the disks case as every disk has the same radius. For this reason, a different pre-processing has to be done for every one of them.

An instance of the multiple ellipses case is denoted as $MCE(\mathcal{P}, \mathcal{E})$, with \mathcal{P} being a set of n points and $\mathcal{E} = \{E_1, \dots, E_m\}$ being a set of m ellipses, each one with shape parameters $(a_i, b_i) \in \mathbb{R}_{>0}^2, i = 1 \dots m$. Also, without loss of generality, the weight of every point is assumed to be unitary.

Definition 4.2. Let $MCE(\mathcal{P}, \mathcal{E})$ be an instance of the maximal covering by ellipses, an optimal solution is given by

$$\max_{q_1, \dots, q_m} \left| \bigcup_{i=1}^m \mathcal{P} \cap E_i(q_i) \right|. \quad (4.2)$$

[Algorithm 3](#) describes the adapted version of the maximal disk covering algorithm for the ellipses case. In [Algorithm 2](#), the MCE_1 procedure returns every possible set of points that an ellipse with shape parameters (a, b) can cover. With that, procedure MCE does the backtracking process, assigning every possible cover to every ellipse.

As stated in [Lemma 3.1](#), MCE_1 runs in $\mathcal{O}(n^2 \log n)$, where n is the number of points. The number of sets of points an ellipse can cover, however, is $\mathcal{O}(n^2)$. Note that the $\log n$ being part of the complexity is due to sorting the set A . If MCE_1 is called only in a pre-process phase storing its return for every ellipse, a $\mathcal{O}(n^{2m})$ run-time complexity can be achieved.

Also, it can be seen that the unitary weights assumption can be easily removed through replacing the way the answer is updated: the weights of the covered points should be added to the answer instead of the number of covered points, this could be done by keeping an extra variable along with every possible set of points an ellipse can cover that is returned by MCE_1 .

It is worth noting that some easy improvements, which do not change the algorithm's overall complexity, can be made in the implementation. For example, if an ellipse covers two sets of points X and Y , with $X \subset Y$, then set X can be ignored by the algorithm because of the positive weights constraint. Also, if two ellipses have their centers with Euclidean distance greater than their semi-major parameter, they for sure do not intersect. Depending on the input, this observation can make the algorithm not go through the whole list of ellipses every time it needs to determine the ellipses pairwise intersections.

Procedure 2 – Algorithm for $MCE(\mathcal{P}, a, b)$ with unit weights**Input:** A set of points $\mathcal{P} = \{p_1, \dots, p_n\}$, and the shape parameters (a, b) of an ellipse.**Output:** A collection of subsets of \mathcal{P} that the ellipse is able to cover.

```

1: procedure  $MCE_1(\mathcal{P}, a, b)$ 
2:    $Z \leftarrow \{\}$  ▷ A collection of subsets of  $\mathcal{P}$ , each being a possible coverage.
3:   for all  $p_i \in \mathcal{P}$  do
4:     Let  $E_i$  be the ellipse with center at  $p_i$  and parameters  $(a, b)$ 
5:     Let  $I_i$  be the set of ellipses that intersect with  $E_i$ 
6:      $A \leftarrow \bigcup_{j \in I_i} \{\Gamma_+(i, j) \cup \Gamma_-(i, j)\}$  ▷ The multiset of intersection angles with  $E_i$ .
7:      $Z \leftarrow Z \cup \{\{p_i\}\}$ 
8:      $Cov \leftarrow \{p_i\}$  ▷ The set of active disks.
9:     for  $cnt = 1..2$  do ▷ Do it twice.
10:      for  $a \in A$  do ▷ Assuming  $A$  is sorted.
11:        Let  $p_a$  be the point represented by the ellipse that intersects  $E_i$  at angle  $a$ .
12:        if  $a$  is a starting angle then
13:           $Cov \leftarrow Cov \cup \{p_a\}$ 
14:        else
15:           $Cov \leftarrow Cov \setminus \{p_a\}$ 
16:        end if
17:         $Z \leftarrow Z \cup \{Cov\}$ 
18:      end for
19:    end for
20:  end for
21:  return  $Z$ 
22: end procedure

```

Procedure 3 – Algorithm for $MCE(\mathcal{P}, \mathcal{E})$ with unit weights**Input:** A set of points $\mathcal{P} = \{p_1, \dots, p_n\}$, and a set of ellipses $\mathcal{E} = \{E_1, \dots, E_m\}$.**Output:** The maximum number of points that can be covered by the set of ellipses \mathcal{E} .

```

1: procedure  $MCE(\mathcal{P}, \mathcal{E}, j = 1)$ 
2:   if  $j = m + 1$  then
3:     return 0
4:   end if
5:    $ans \leftarrow 0$ 
6:   for  $E \in \mathcal{E}$  do
7:     Let  $(a, b)$  be the shape parameters of  $E$ 
8:      $Q \leftarrow MCE_1(\mathcal{P}, a, b)$ 
9:     for  $Cov \in Q$  do
10:       $ans \leftarrow \max\{ans, |Cov| + MCE(\mathcal{P} \setminus Cov, \mathcal{E}, j + 1)\}$  ▷ Calls the procedure for the
      next ellipse.
11:    end for
12:  end for
13:  return  $ans$ 
14: end procedure

```

MAXIMAL COVERING BY ELLIPSES WITH ROTATION

This section introduces the covering problem that does not have any axis-parallel constraint for the ellipses, we denote this version of the problem as Maximal Covering by Ellipses with Rotation (MCER). The removal of this constraint introduces a new variable which is responsible for determining the rotation angle of every ellipse.

An instance of the non-axis-parallel is defined exactly like the axis-parallel one on [Chapter 4](#). It is given by a set of demand points $\mathcal{P} = \{p_1, \dots, p_n\}$, with every point having a unitary weight, and a set of ellipses $\mathcal{E} = \{E_1, \dots, E_m\}$, with fixed shape parameters $(a_i, b_i) \in \mathbb{R}_{>0}^2$, $i \in \{1, \dots, m\}$ with the additional condition that $a_i > b_i$. Given an instance of MCER, we define $Q := (q_1, \dots, q_m) \in \mathbb{R}^{2m}$ to be the centers of each ellipse, $\Theta := (\theta_1, \dots, \theta_m) \in [0, \pi)^m$ to be the angle of rotation of each ellipse and $E_i(q_i, \theta_i)$ to be the coverage region of ellipse E_i with its center at point q_i rotated by angle θ_i , which is given by [Equation 2.10](#). Also, $\mathcal{P} \cap E_i(q_i, \theta_i)$ is denoted as the set of points covered by E_i on this configuration. Therefore MCER is defined as the problem of determining Q and Θ (placing and rotating each ellipse) to maximize the number of points covered by the m ellipses, which is given by [Equation 5.1](#).

$$\max_{Q, \Theta} \left| \bigcup_{i=1}^m \mathcal{P} \cap E_i(q_i, \theta_i) \right|. \quad (5.1)$$

An additional notation is used on this chapter, $\tilde{E}_i(q_i, \theta_i)$ is defined to be the set of points on the border of $E_i(q_i, \theta_i)$, specially, the operation $\mathcal{P} \cap \tilde{E}_i(q_i, \theta_i)$ is used to refer to the set of points from \mathcal{P} that lie on the border of $E_i(q_i, \theta_i)$.

Proposition 5.1. Let $(\mathcal{P}, \mathcal{E})$ be an instance of MCER. In an optimal solution of MCER, for any $E_j \in \mathcal{E}$, such that $|\mathcal{P} \cap E_j(q_j, \theta_j)| \geq 2$, there is q'_j such that $\mathcal{P} \cap E_j(q'_j, \theta_j) = \mathcal{P} \cap E_j(q_j, \theta_j)$ and $\mathcal{P} \cap \tilde{E}_j(q'_j, \theta_j) \geq 2$.

Demonstration. First, the angle of rotation can be ignored as it does not change.

Let $A = \mathcal{P} \cap E_j(q_j, \theta_j)$ be the set of points covered by E_j and $X = \bigcap_{p \in A} E_j(p, \theta_j)$ be the region of intersection of ellipses centered at each point from A .

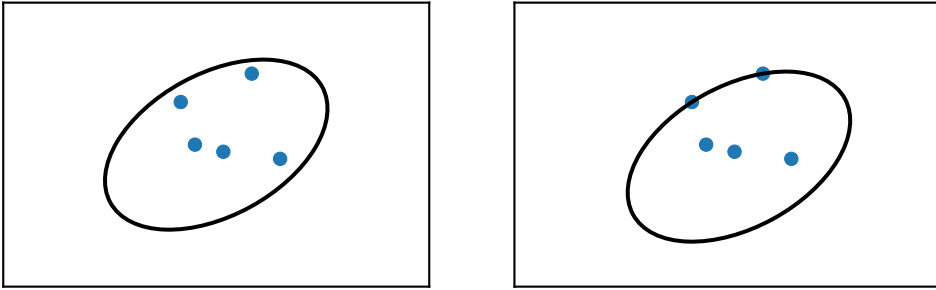
As it was shown on [Chapter 4](#), X is a region that is limited by arcs of ellipses. As this region is the non-empty intersection of more than one ellipse, there are at least two of these arcs that encounter at one point creating a vertex. Selecting any of these vertices as q'_j will make $|\mathcal{P} \cap \tilde{E}_j(q'_j, \theta_j)| \geq 2$.

□

What [Proposition 5.1](#) is saying is that any optimal solution for MCER can be transformed into another optimal solution where every ellipse covers the same set of points and those which cover more than one point has two points on their border. Also, this equivalent optimal solution can be always achieved by just translating the ellipses. An example is shown on [Figure 7](#) for one ellipse.

A lot of the ideas developed in this chapter are based on fixing two points on the border of an ellipse, which is why [Definition 5.1](#) introduces a new notation for angles that an ellipse rotated by it can be translated into a center, such that it contains two fixed points.

Figure 7 – An optimal solution before and after applying [Proposition 5.1](#).



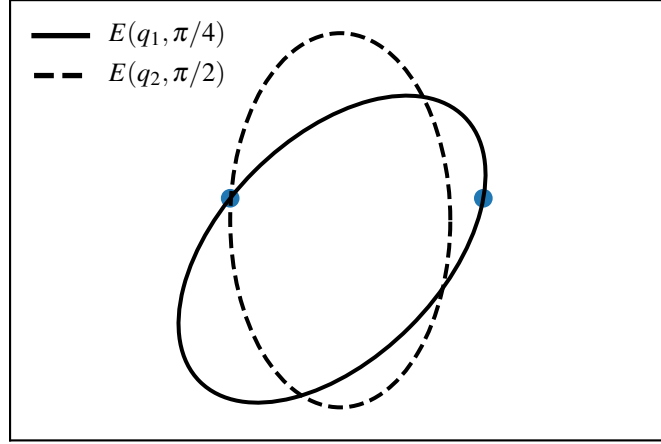
Source: Elaborated by the author.

Definition 5.1. Let E be an ellipse and $u, v \in \mathbb{R}^2$. An angle $\theta \in [0, \pi)$ is said to be (E, u, v) -feasible if there is $q \in \mathbb{R}^2$ such that $\{u, v\} \subset \tilde{E}(q, \theta)$.

On [Figure 8](#) two examples for [Definition 5.1](#) are shown. On one of them, an ellipse is rotated by $\pi/4$ and it is located such that it contains the two fixed points on its border. That means $\pi/4$ is a (E, u, v) -feasible angle. On the other example, the ellipse is rotated by $\pi/2$ and there is not a center where the ellipse can be placed so it contains the two fixed points—they are too far apart. This makes $\pi/2$ a not (E, u, v) -feasible angle.

Lemma 5.1. Let $(\mathcal{P}, \mathcal{E})$ be an instance of MCER, in an optimal solution, for any $E_j \in \mathcal{E}$, such that $|\mathcal{P} \cap E_j(q_j, \theta_j)| > 2$, at least one of the two cases is true:

Figure 8 – A (E, u, v) -feasible angle and a not (E, u, v) -feasible angle.



Source: Elaborated by the author.

1. There is q', θ' , and $\{u, v, w\} \subset \mathcal{P} \cap E_j(q_j, \theta_j)$, such that $\{u, v, w\} \subset \tilde{E}(q', \theta')$.
2. Let $A = \mathcal{P} \cap E_j(q_j, \theta_j)$, and $u, v \in A$ such that there exists \hat{q}_j such that $\{u, v\} \subset \tilde{E}_j(\hat{q}_j, \theta_j)$ and $A \subset E_j(\hat{q}_j, \theta_j)$. Then for any (E_j, u, v) -feasible angle $\theta \in [0, 2\pi]$, there exists \bar{q}_j such that $\{u, v\} \subset \tilde{E}_j(\bar{q}_j, \theta)$ and $A \subset E_j(\bar{q}_j, \theta)$.

The first case of [Lemma 5.1](#) is saying that there is another optimal solution which has E_j covering the same set of points, but with three points on its border.

The second case of [Lemma 5.1](#) says that after fixing a pair of points on the border of E_j maintaining the covered set, for any angle that allows the two points to stay on the border of E_j , there is a center that maintains the covered set the same.

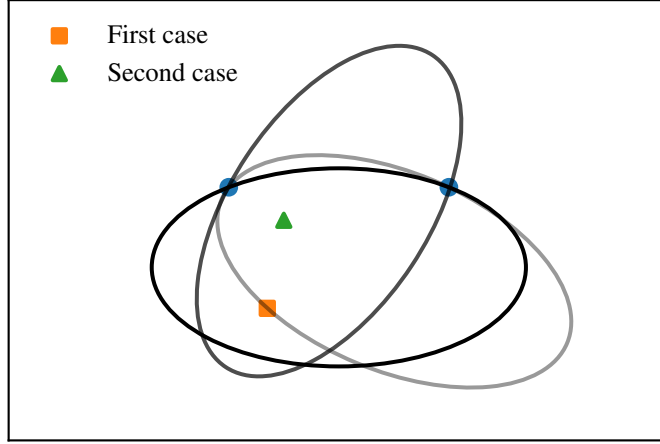
On [Figure 9](#) both cases of [Lemma 5.1](#) are shown. There, it can be seen that for the second case, it does not matter which feasible angle by which the ellipse is rotated, the third point will always be inside the coverage area. Also, an example of the first case is shown where there are three points lie exactly on the border of the ellipse.

The idea to prove [Lemma 5.1](#) is that after fixing u, v on the border of E_j , which is possible by [Proposition 5.1](#), the movement of rotation and translation while keeping u, v on the border is continuous. Because of that, the negation of case two implies case one and vice versa.

If we define an equivalence relation between optimal solutions as: S_1 is equivalent to S_2 if they both cover the same set of points, we can use [Lemma 5.1](#) and [Proposition 5.1](#) to identify the equivalence classes. Let S be any optimal solution, in $[S]$ (its equivalence class) there is another solution where any ellipse $E_j \in \mathcal{E}$ falls in at least one of the cases below:

- E_j covers only one point.

Figure 9 – An example of Lemma 5.1.



Source: Elaborated by the author.

- E_j covers more than one point with u and v being on the border of E_j . Note that there could be infinitely many of solutions like that, however, Lemma 5.1 guarantees that any (E_j, u, v) -feasible angle yields an equivalent optimal solution.
- E_j covers more than two points with three of them on its border.

The following two sections will treat the second and third cases (the first case is trivial). Going through every possibility of an ellipse falling in any of the three cases guarantees that an optimal solution is found.

5.1 Ellipse by two points

Let E be an ellipse with shape parameters $(a, b) \in \mathbb{R}_{>0}^2$ and $u, v \in \mathbb{R}^2$, one wants to find a (E, u, v) -feasible angle $\theta \in [0, \pi]$ and every center $q \in \mathbb{R}^2$ such that $\{u, v\} \subset \tilde{E}(q, \theta)$.

For a fixed angle, finding every center such that two points are on the border of the ellipse is done on Appendix A, from there we know that there could be at most 2 of such centers. The only thing left to be done is finding a feasible angle. It turns out that the angle that makes the major-axis of the ellipse to be aligned with the line that passes through u and v will be a feasible angle if, and only if the set of feasible angles is not empty. This can be seen geometrically as other angles achieve a lesser maximum distance between the two points on the border.

5.2 Ellipse by three points

ELLIPSE BY THREE POINTS

The problem of finding every center and angle of rotation of a fixed shape ellipse which makes it have three points on its border is presented in this section. Even though its simple statement—it is short and uses only basic mathematical concepts—we were not able to find any work on it, or even on related problems. As a result, starting from scratch, we ended up trying a handful of approaches with most of them failing on the way. We try to give a review of some of those, and also make a case for the method we propose in terms of velocity of convergence and quality of the solutions that it finds.

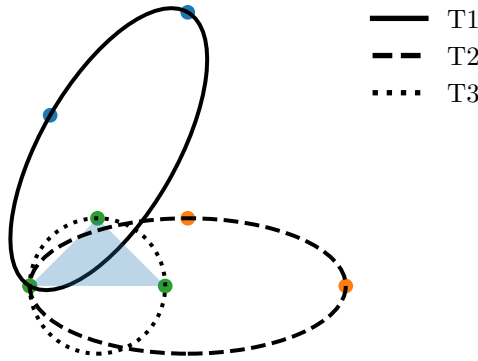
We refer to this problem as Ellipse by Three points (E3PNT), and an instance of it is given by three points $u, v, w \in \mathbb{R}^2$ and E , an ellipse with shape parameters $(a, b) \in \mathbb{R}_{>0}^2$, with $a > b$. A solution of E3PNT is a pair $(q, \theta) \in \mathbb{R}^2 \times [0, \pi]$, such that $\{u, v, w\} \subset \tilde{E}(q, \theta)$. In other words, the goal is to develop a method to find every solution of E3PNT.

6.1 Transforming the problem

To make it simpler, let us translate the system, so the point u is at $(0,0)$. Then, we assume that the ellipse is actually axis-parallel and the points are the ones rotating. When an angle is found such that the three points lie on the border of the axis-parallel ellipse, a linear transformation can be applied to compress the x-axis by $\frac{b}{a}$, transforming the ellipse into a circle of radius b . This transformation can be seen on [Figure 10](#) where a solution of the E3PNT is transformed into a solution of the problem of finding a circumscribed circle of a triangle. This process can be parametrized by the angle of rotation of the points, as described by [Equation 6.1](#), and because of the invertibility of linear transformations solutions for E3PNT can be obtained by reversing the transformations.

$$\varphi(p, \theta) = \begin{bmatrix} \frac{b}{a} & 0 \\ 0 & 1 \end{bmatrix} \begin{bmatrix} \cos \theta & \sin \theta \\ -\sin \theta & \cos \theta \end{bmatrix} \begin{bmatrix} p_x \\ p_y \end{bmatrix}. \quad (6.1)$$

Figure 10 – Transforming an ellipse into a circle. T1, T2, and T3 represent the steps of the transformation.



Source: Elaborated by the author.

Then, the problem to be solved is finding a circumscribed circle of the triangle formed by the points $(0,0)$, $\varphi(v, \theta)$ and $\varphi(w, \theta)$, such that the circle has radius b . As, for three non-colinear fixed points, there is always an unique circumscribed circle for the triangle formed by those three points, the only variable to be determined ends up being the angle of rotation θ .

Let $A(\theta)$ be the area of the triangle formed by the points $(0,0)$, $\varphi(v, \theta)$ and $\varphi(w, \theta)$ —note that the transformation does not preserve distance or area. Then, the radius R of the circumscribed circle is given by [Equation 6.2](#) (JOHNSON; YOUNG, 1960, p. 189).

$$R = \frac{\|\varphi(v, \theta)\|_2 \|\varphi(w, \theta)\|_2 \|\varphi(v, \theta) - \varphi(w, \theta)\|_2}{4A(\theta)}. \quad (6.2)$$

Imposing the radius to be equal b and squaring to eliminate the square roots present in the Euclidean distance, a function $\xi : [0, \pi) \mapsto \mathbb{R}_{>0}$ is defined by [Equation 6.3](#) in such a way that its zeros determine solutions to the E3PNT's instance. Two questions about $\xi(\theta)$ that arise are: is its set of roots finite? And, can they be found analytically?

$$\xi(\theta) = 16b^2A(\theta)^2 - \|\varphi(v, \theta)\|_2^2 \|\varphi(w, \theta)\|_2^2 \|\varphi(v, \theta) - \varphi(w, \theta)\|_2^2. \quad (6.3)$$

6.1.1 The number of solutions is limited

The method developed on [Chapter 5](#) iterates over every solution of E3PNT for every triplet of points, this is only possible if the size of this set of solutions is limited. Also, if this was not true, it would be very difficult to describe a method to get every solution which could be infinite.

According to [Powell \(1981, p. 150\)](#), any function of the form $\{\cos^j x \sin^k x : j, k \in \mathbb{N}\}$ can be written as a real trigonometric polynomial of degree $j + k$ which can have up to $2(j + k)$ different roots in the interval $[0, 2\pi)$. The reason to bring up this fact is that ξ can be written as

$$\sum_{0 \leq j+k \leq 6} c_{j,k} \cos^j(\theta) \sin^k(\theta),$$

for some $\{c_{j,k} \in \mathbb{R} : 0 \leq j + k \leq 6\}$, which implies that it can be converted to a real trigonometric polynomial of degree 6 which can have up to 12 roots.

To show that, just note that it is possible to write $\|\varphi(v, \theta)\|_2^2$ and $A(\theta)^2$ in that form, as it can be seen on [Equation 6.4](#) and [Equation 6.5](#). It is also possible to see that the term of higher the degree of ξ is the multiplication of the three squared distances, as $\|\varphi(v, \theta)\|_2^2$ has degree 2, the degree of ξ is 6.

$$\|\varphi(v, \theta)\|_2^2 = (v_x \frac{b}{a} \cos \theta + v_y \frac{b}{a} \sin \theta)^2 + (v_y \cos \theta - v_x \sin \theta)^2 \quad (6.4)$$

$$A(\theta)^2 = \frac{1}{4} \det \begin{pmatrix} v_x \frac{b}{a} \cos \theta + v_y \frac{b}{a} \sin \theta & v_y \cos \theta - v_x \sin \theta \\ w_x \frac{b}{a} \cos \theta + w_y \frac{b}{a} \sin \theta & w_y \cos \theta - w_x \sin \theta \end{pmatrix}^2 \quad (6.5)$$

Because ellipses are symmetrical with respect to their major-axis, and any rotation in the interval $[0, \pi)$ is identical to a rotation in $[\pi, 2\pi)$, the number of different solutions is cut in half. Therefore, the number of angles of rotation and centers that an ellipse of fixed shape can be placed, so it has three fixed points on its border is limited to 6.

6.2 Attempts on solving E3PNT

In this section we give a brief review of some of the approaches we tried on developing a method for E3PNT.

6.2.1 Converting ξ into a polynomial

Using the identity $x = \tan \frac{\theta}{2}$, it is possible to convert $\xi(\theta)$ on [Equation 6.3](#) into a univariate real polynomial of degree 12. The famous Abel-Ruffini Theorem (a proof can be seen in [Skopenkov \(2015\)](#)) states that for polynomials of degree higher than four, there is no closed formula to determine their roots. Therefore, pursuing a numerical method would be a good choice for this problem.

Perhaps the first idea one would have for this problem would be to use root-finding iterative methods, such as Newton's method, to approximate a root \hat{x} , divide the polynomial by $(x - \hat{x})$, and apply the method again until the method does not converge. A result published by [McMullen \(1987\)](#), however, says that iterative methods generally are not convergent for polynomials of degree 4 or more. Also, the process of dividing the polynomial by $(x - \hat{x})$ carries along a lot of error, which could make the method, even if convergent, find spurious roots.

This next approach is very popular in practice as it is present in external libraries like NumPy for Python (JONES *et al.*, 2001–). In Horn and Johnson (1986, p. 195) a theorem is presented which says that for every univariate polynomial, there exists a companion matrix, such that its eigenvalues are the zeros of that polynomial. At first it seems that we are just trading for the same problem as, in general, to find the eigenvalues of a matrix, one needs to determine the roots of that matrix's characteristic polynomial. Nevertheless, it turns out that companion matrices are very convenient when it comes to finding eigenvalues. They are what is called Hessenberg matrices, and QR algorithms can be used to find their eigenvalues (a $\mathcal{O}(n^2)$ algorithm that does that can be found in Bini *et al.* (2007)).

This method seemed to work fine, but for some instances it did not find roots which were priorly known. This happened probably because of the transformation that was used to convert ξ into a polynomial—later we introduce a different transformation which is more convenient. It can be very numerically unstable as the tangent function grows too fast for angles that are greater than $\frac{\pi}{4}$. Depending on the instance, there could be roots very close to 0 and others that are too far from it.

6.2.2 Using the conic general equation

The idea of this approach was to use the six-parameter conic equation to represent an ellipse. This equation is given by Equation 6.6.

$$Ax^2 + Bxy + Cy^2 + Dx + Ey + F = 0 \quad (6.6)$$

Setting the first point to be the origin, we get $F = 0$, using the other two points, it is possible to write D and E in terms of A, B, C . As any multiple of Equation 6.6 represents the same conic, we can set B to be equal 1. Then, we end up with two variables, A and C , and still need to impose that the final equation represents an ellipse and its major-axis and minor-axis have the predefined value. Let $\Delta = 4AC - B^2 = 4AC - 1$, Equation 6.7 and Equation 6.8 for both major-axis and minor-axis respectively, assuming $F = 0$.

$$a^2 = \frac{2 \frac{AE^2 - BDE + CD^2}{\Delta}}{A + C - \sqrt{1 + (A - C)^2}} \quad (6.7)$$

$$b^2 = \frac{2 \frac{AE^2 - BDE + CD^2}{\Delta}}{A + C + \sqrt{1 + (A - C)^2}} \quad (6.8)$$

These two equations define two curves in \mathbb{R}^2 with A and C being the chosen variables. The solutions lie in the set of intersection of these curves. Finding this set was judged to be

non-trivial and probably could be approximated numerically, however, we decided not to further pursue this approach.

Another idea which has been explored was working with the ratio $\frac{a^2}{b^2}$ which becomes an expression that allows A to be written as a function of C . This function appeared, at first we thought, to be monotonic, we tried to develop a method based on that, however, cases where the function does not behave as nicely were found. It is likely that developing a method to approximate solutions working with this function is possible, but we decided not to continue on this track.

6.3 Two methods for E3PNT

In this section we introduce two methods that successfully find every solution of E3P on the instances we use for experiments. The first one uses an approximation of ξ , it is slightly more efficient in respect to running time than the second method, however, it the approximation has only asymptotic guarantees and we can assure that it will always work. The second method converts ξ into a complex polynomial and finds its roots by determining the eigenvalues of its companion matrix.

6.3.1 An approximation method

One of the most useful techniques when dealing with complicated functions is approximation. They appear in various methods whenever a derivative or integral needs to be calculated or for example, in our case, when the roots of a function need to be determined. In general, one has a function f that is part of a family of functions \mathcal{A} and wants to select a simpler function f^* from a set of functions \mathcal{A}^* , such that f^* is close enough to f (POWELL, 1981, p. 3). For this problem, the approximation of $\xi(\theta)$ on the interval $[0, \pi)$ is considered. The approximation set of functions is going to be the set of n -degree Chebyshev polynomials which the roots can be found through determining the eigenvalues of a n by n matrix.

6.3.1.1 Chebyshev interpolation

Chebyshev polynomials are widely used in Numerical Analysis in areas like numerical integration, polynomial approximation, and ordinary and partial differential equations. They are also very useful in practice and are present in extension libraries in Python and MATLAB.

Because of the scope of this work, only a brief introduction of Chebyshev polynomials of the first kind and its usage in polynomial interpolation is given. For a more thorough work on the subject, please check the book by Mason and Handscomb (2003).

We refer to $T_n : [-1, 1] \mapsto [-1, 1]$ as the n -degree Chebyshev polynomial of the first kind, and it is defined as follows:

$$T_n(x) = \cos(n \arccos x) \quad (6.9)$$

It is important to mention that this definition can be extended to the whole real line. Using some trigonometric identities, T_n can also be expressed as a recurrence relation:

$$T_n(x) = 2xT_{n-1}(x) - T_{n-2}(x). \quad (6.10)$$

An important property worth bringing up is that Chebyshev polynomials are orthogonal and form a basis for the polynomial space. This implies that any p_n of degree up to n can be expressed as a truncated Chebyshev series:

$$p_n(x) = \sum_{j=0}^n a_j T_j(x). \quad (6.11)$$

One of the greatest qualities of Chebyshev polynomials is its numerical stability. [Gautschi \(1979\)](#) showed that the matrix that maps polynomials onto its coefficients written in the power form¹ has a condition number that grows exponentially with n . On the other hand, the matrix that converts polynomials to the Chebyshev basis as [Equation 6.11](#), has a linear condition number bounded by $\sqrt{2n}$.

Polynomial interpolation is a form of approximating a function by a polynomial of degree n that passes through $n + 1$ chosen points. In fact, this polynomial is unique and it is determined by Lagrange's formula:

$$f_n(x) = \sum_{j=0}^n f(x_j) \frac{\prod_{k \neq j}^{n+1} (x - x_k)}{\prod_{k \neq j}^{n+1} (x_j - x_k)}, \quad (6.12)$$

with f being the function to be approximated, and f_n the unique n -degree polynomial that passes through $\{(x_j, f(x_j)) : j = 0, 1, \dots, n\}$. Because of the uniqueness of interpolant polynomials, there is a direct link between the quality of an approximation and the points chosen to interpolate. As a matter of fact, depending on the points one chooses, even increasing the degree of the interpolation makes the approximation worsen. This is known as Runge's phenomenon and an example can be seen in [Powell \(1981, p. 37\)](#) where uniformly spaced points are chosen to interpolate the function $f(x) = (1 + x^2)^{-1}$ on the interval $[-5, 5]$.

That is where Chebyshev interpolation comes in. Instead of choosing $n + 1$ arbitrary points, the $n + 1$ roots of T_{n+1} , which are also known as Chebyshev Nodes, are chosen as the

¹ A polynomial is in the power form or the monomial form if it can be written as $\sum_{j=0}^n a_j x^j$

interpolation points:

$$x_j = \cos\left(\frac{\pi(k - \frac{1}{2})}{n+1}\right), \quad (6.13)$$

for $j = 1, \dots, n+1$. This particular choice defeats Runge's phenomenon and provides a convergent approximation.

Note that, if the domain of the function to be interpolated is defined on a range other than $[-1, 1]$, let us say $[a, b]$, then a transformation can be done to map it to the Chebyshev Nodes' domain:

$$\hat{x}_j = \frac{a+b}{2} + \frac{b-a}{2}x_j. \quad (6.14)$$

Then, the Chebyshev interpolation of a function $f : [a, b] \mapsto \mathbb{R}$ can be determined using Lagrange's formula and the points $\hat{x}_1, \dots, \hat{x}_n$. As it was mentioned, finding the roots of a polynomial written in the monomial form can be done by determining the eigenvalues of a so-called Frobenius companion matrix. For small n this works fine, however, converting the polynomial obtained by Equation 6.12 to the power form, as n grows, becomes a very ill-conditioned problem. An alternative method can be found in [Boyd \(2013\)](#) where the Chebyshev interpolation is calculated directly as a truncated Chebyshev series, as in Equation 6.11, in $\mathcal{O}(n^2)$. Also, given a polynomial written in the Chebyshev basis, a $n \times n$ matrix can be constructed, such that its eigenvalues are the roots of that polynomial. [Boyd \(2013\)](#) refers to this matrix as the Chebyshev-Frobenius companion matrix.

Therefore, the whole process of interpolating and finding the roots can be done using only Chebyshev polynomials, which have great numerical stability. Also, Chebyshev-Frobenius matrices have the same property as companion matrices which allows their eigenvalues to be found by a QR decomposition. Summing the two steps, a $\mathcal{O}(n^2)$ algorithm can be achieved.

The last question that needs to be addressed is how close the roots of the Chebyshev interpolant f_n are to the roots of ξ ?

Even though ξ is complicated enough, in a sense that finding its roots directly is no trivial task, it is a very well-behaved function: it is analytic and has infinitely many continuous and integrable derivatives. This satisfy all the requirements of the result in [Gottlieb and Orszag \(1977, p. 28\)](#) which says that if a function has m continuous and integrable derivatives on a closed interval, then its absolute difference between the Chebyshev truncate series is $\mathcal{O}(n^{-m})$. Also, in [Battles and Trefethen \(2004\)](#) a theorem is presented stating that if a function is analytic on a neighborhood of $[-1, 1]$, then the convergence is $\mathcal{O}(C^n)$, for some $C < 1$.

To choose the degree of the interpolation we use the last coefficient rule-of-thumb introduced by [Boyd \(2001, p. 50\)](#). There is no guarantee that this method will choose n , such that f_n is close enough to ξ everywhere on $[0, \pi)$, nonetheless, in practice, it is taken to be a good estimate for the error r_n :

$$r_n = \max_{0 \leq \theta \leq \pi} |f_n(\theta) - \xi(\theta)|. \quad (6.15)$$

6.3.2 Transforming ξ into a complex polynomial

This approach is based on a idea published on [Boyd \(2006\)](#) which converts a real trigonometric polynomial into a polynomial with a variable $z = e^{i\theta}$. In our case, we replace $\cos \theta$ and $\sin \theta$ with the following identities:

$$\cos \theta = \frac{e^{i\theta} + e^{-i\theta}}{2} \quad (6.16)$$

$$\sin \theta = \frac{e^{i\theta} - e^{-i\theta}}{2i}. \quad (6.17)$$

It is possible to show that with that substitution and changing the variable to $z = e^{it}$, we obtain a function on the form:

$$g(z) = \sum_{k=-6}^6 c_k z^k. \quad (6.18)$$

Then, multiplying it by

6.4 Numerical Experiments

In this section we run some experiments to verify how big the interpolation degree must be for a good precision to be achieved. Let f_n be the n -degree Chebyshev interpolation of ξ , we define the interpolation error r_n as:

Then, we want to determine the smallest n , such that $r_n \leq \varepsilon$, for a predefined ε . Unfortunately, calculating r_n involves taking samples from both functions on the whole interval, which is not viable computationally. In [Boyd \(2001, p. 50\)](#) a rule-thumb for estimating the interpolation error is given. It is worth mentioning that this rule

It uses a theorem that states that r_n is limited by the sum of the coefficients of the Chebyshev series that were removed by the truncation. The rule-of-thumb for estimating r_n is given by:

$$r_n \approx |a_n|. \quad (6.19)$$

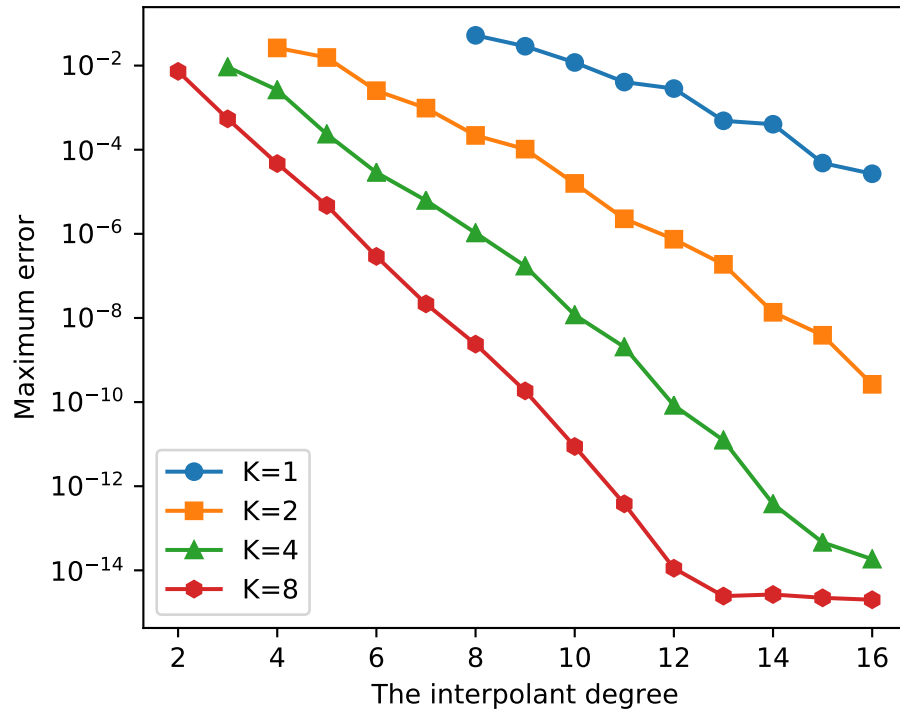
Note that

Obtaining an expression for it is not trivial, and sampling the whole interval is not viable computationally.

Therefore, an estimation of r_n is used to measure how good is the approximation.

Also we adopt two suggestions from ([BOYD, 2013](#)). The first is to divide the interval into K subintervals to achieve a precision without having to increase the degree of the interpolant too much. The second is to use a couple of Newton's iterations to refine the roots found.

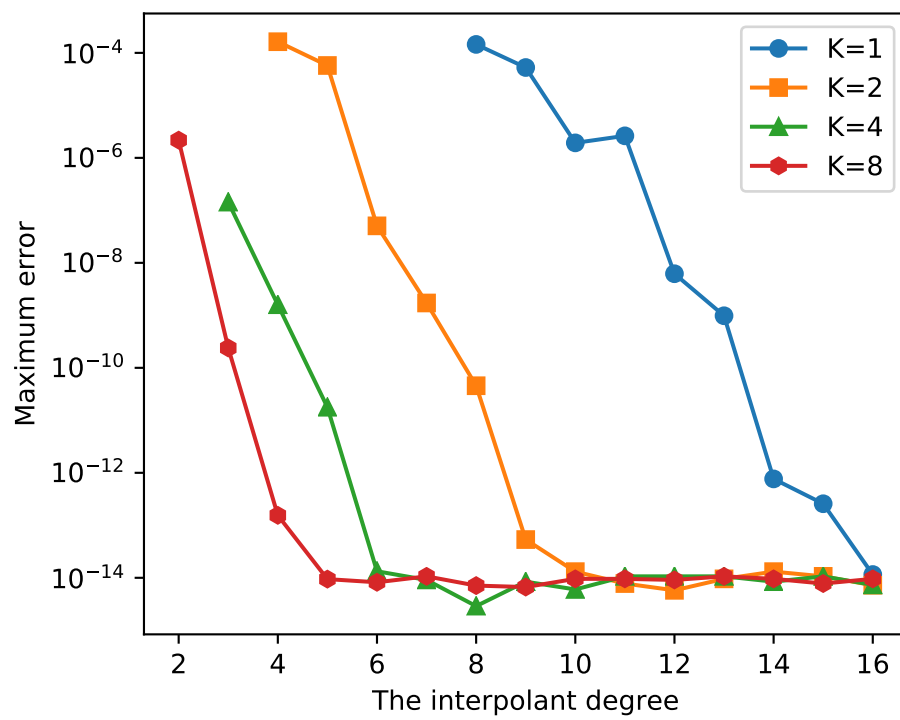
Figure 11 – The interpolation error measured on roots that were found.



Source: Elaborated by the author.

Let θ^* be a root of f_n , then we measure the error associated with that root as $|\xi(\theta^*)|$. For the numerical experiments, we considered every triplet of points from an instance with 25 points. Then for some values of K and n we define the error as the maximum error for every root that were found.

Figure 12 – The interpolation error measured on roots that were found after three Newton's iterations.



Source: Elaborated by the author.

FUTURE WORK

To take advantage of the great amount of work found in the literature, we decided to first introduce the planar maximal covering by disks problem, develop a method for it, and just then adapt it for the ellipses case. It turned out that because of the similarities between the two problems, adapting was possible and actually very simple. This made the method developed by us have a very different approach than the ones in (ANDRETTA; BIRGIN, 2013) and (CANBOLAT; MASSOW, 2009). The next step is to implement it and compare the results that (ANDRETTA; BIRGIN, 2013) obtained.

For the next step of our master's research we set the following objectives as primary:

- Study the $(1 - \varepsilon)$ -approximation method for the planar covering with disks in (BERG; CABELLO; HAR-PELED, 2006) and develop an adapted version of the algorithm for ellipses with the same time complexity of $\mathcal{O}(n \log n)$.
- Develop an exact method for the version of the problem introduced in (ANDRETTA; BIRGIN, 2013) where the ellipses can be freely rotated.

The following goals are set as secondary:

- Develop a probabilistic approximation algorithm based on (ARONOV; HAR-PELED, 2008) which proposed a Monte Carlo approximation for the problem of finding the deepest point in a arrangement of regions. The method runs in $\mathcal{O}(n\varepsilon^2 \log n)$ and can be applied to solve the case with one ellipse. The case with more than one ellipse is left as a challenge for us for the next steps of our research.
- In (HE *et al.*, 2015), the task of finding every center candidate, after eliminating all the non-essential ones, is done in $\mathcal{O}(n^5)$ run-time complexity. We want to generalize this for the elliptical distance function and achieve a better run-time complexity. We also intend to use the mean-shift algorithm to try to develop a greedy version for the ellipses version.

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INTERSECTIONS OF TWO ELLIPSES

In this appendix the intersection of two ellipses with the same shape parameters $(a, b) \in \mathbb{R}_{>0}^2$ is described with more detail, as well as determining the functions $\Gamma_+(i, j)$ and $\Gamma_-(i, j)$ for two ellipses that intersect.

A.1 Intersection

Let E_1 and E_2 be two ellipses that the intersection will be determined here. Without loss of generality, let us assume that E_1 is at the origin and E_2 is located at the center $(h, k) \in \mathbb{R}^2$. Their equations are given by

$$\frac{x^2}{a^2} + \frac{y^2}{b^2} = 1 \quad (E_1)$$

$$\frac{(x-h)^2}{a^2} + \frac{(y-k)^2}{b^2} = 1 \quad (E_2)$$

As they are both equal to one we can get the following

$$b^2x^2 + a^2y^2 = b^2(x-h)^2 + a^2(y-k)^2$$

$$b^2(-2xh + h^2) + a^2(-2yk + k^2) = 0$$

$$x(2hb^2) = b^2h^2 + a^2(-2yk + k^2)$$

$$x = y \frac{-2ka^2}{2hb^2} + \frac{b^2h^2 + a^2k^2}{2hb^2}$$

Which can be rewritten as

$$x = y\alpha + \beta$$

with the constants α and β being

$$\alpha = \frac{-2ka^2}{2hb^2}$$

$$\beta = \frac{b^2h^2 + a^2k^2}{2hb^2}$$

Then replacing it back to the equation of E_1 we get

$$\frac{(y\alpha + \beta)^2}{a^2} + \frac{y^2}{b^2} = 1$$

$$b^2(y\alpha + \beta)^2 + y^2a^2 - a^2b^2 = 0$$

$$y^2(b^2\alpha^2 + a^2) + y(2\beta\alpha b^2) + b^2\beta^2 - a^2b^2 = 0$$

Which is a second degree polynomial, therefore, E_1 and E_2 intersect if, and only if the roots of the polynomial are real. The intersection points itself can be obtained by solving the polynomial for y and applying its value onto the $x = y\alpha + \beta$ equation.

A.1.1 Determining $\Gamma_+(i, j)$ and $\Gamma_-(i, j)$

Let us assume that E_1 and E_2 , each one with shape parameters $(a, b) \in \mathbb{R}_{>0}^2$, intersect at p_1 and p_2 . Then, to determine $\Gamma_+(1, 2)$ and $\Gamma_-(1, 2)$, we need to first determine the angles of intersection of p_1 and p_2 on E_1 . For that, we will use the curve defined in Equation 2.8 because it is easier to work with angles here.

Given a point (x, y) , to find the angle it makes with the major axis, from Equation 2.8, we can get that

$$\frac{y - q_y}{x - q_x} = \frac{b}{a} \tan t$$

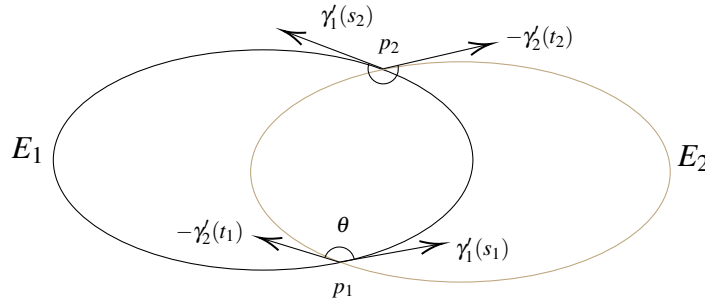
$$t = \arctan \left(\frac{a}{b} \frac{y - q_y}{x - q_x} \right)$$

As the image of \arctan is $[-\frac{\pi}{2}, \frac{\pi}{2}]$, we need to check the sign of $x - q_x$ to determine the angle in $[0, 2\pi]$. After that, we can get the two angles that represent the intersection points p_1 and p_2 on E_1 .

To find out which one of the angles are $\Gamma_+(1, 2)$, we need to go further and determine the derivative of $\gamma(t)$ which is going to be used to determine the vectors tangent to the ellipses at the intersection points.

$$\gamma'(t) = \begin{cases} x'(t) = -a \sin t \\ y'(t) = b \cos t \end{cases} \quad (\text{A.1})$$

Let γ_1 and γ_2 be the curves describing E_1 and E_2 respectively. Also, let s_1 be the angle, such that $\gamma_1(s_1) = p_1$, and t_1 be the angle, such that $\gamma_2(t_1) = p_1$. Then, the tangent vectors to the E_1 and E_2 at p_1 are $\gamma'_1(s_1)$ and $\gamma'_2(t_1)$ respectively.

Figure 13 – Determining $\Gamma_+(1, 2)$ 

Source: Elaborated by the author.

The following lemma states a relation between s_1 and $\Gamma_+(1, 2)$

Lemma A.1. Let θ be the angle between $\gamma'_1(s_1)$ and $-\gamma'_2(t_1)$. Then, $\theta \leq \pi$ if, and only if $\Gamma_+(1, 2) = s_1$.

Instead of a formal proof of [Lemma A.1](#), a graphical explanation using [Figure 13](#) is provided.

First, let us state some facts that can also be seen in [Figure 13](#)

- $E_1 \cap E_2$ is convex and bounded by two arcs, one from each ellipse.
- Starting at any of the intersection points, one of the $E_1 \cap E_2$ arcs will be clockwise-oriented and the other, counter-clockwise-oriented. In [Figure 13](#), for example, it is clear that only the E_1 arc starting at p_1 , ending at p_2 , is counter-clockwise-oriented.
- The counter-clockwise-oriented arc starting at $\Gamma_+(1, 2)$ is from the ellipse E_1 .

Let us assume that p_1 is the intersection point which is the opening angle $\Gamma_+(1, 2)$. Then, the vectors $\gamma'_1(s_1)$ and $-\gamma'_2(t_1)$ are tangent to the $E_1 \cap E_2$ area at point p_1 . Because of the convexity of $E_1 \cap E_2$, the angle between $\gamma'_1(s_1)$ and $-\gamma'_2(t_1)$ has to be less than or equal to π (see [Figure 13](#)), which is what [Lemma A.1](#) says. It is easy to prove the converse by proving the contra-positive assuming that p_1 is the point which determines the angle $\Gamma_-(1, 2)$.

Lastly, in [Figure 13](#), it can be seen that if one the intersection points is classified as $\Gamma_+(1, 2)$ the other will necessarily be classified as $\Gamma_-(1, 2)$. This gives us all we need to implement [Algorithm 3](#).

