

# Project: “Recognition of digital plane”

## Introduction

The objective of this project is to implement an linear programming based algorithm for the recognition of digital planes.

We expect from you:

- A short report with answers to the “formal” questions and a description of your implementation choices and results.
- A C++ project (CMakeLists.txt plus several **commented** cpp program files).

## 1 Digital plane

In the sequel, let us consider the following definition: a digital set  $Z$  is a *digital plane* if and only if there exists a normal vector  $N(a, b, c) \in \mathbb{Z}^3$  and a bound  $\mu \in \mathbb{Z}$  such that:

$$\forall z \in Z, \mu \leq N \cdot z \leq \mu + \max(|a|, |b|, |c|) \quad (1)$$

(where  $\cdot$  denote the scalar product).

**Question 1** We assume now that  $0 \leq a \leq b < c$ . Show that 1) is equivalent to:

$$\forall z \in Z, \begin{cases} N \cdot z \leq \mu \\ N \cdot (z + (0, 0, 1)) \geq \mu \end{cases} \quad (2)$$

**Question 2** There exists a unique (Euclidean) plane passing through three digital points. Show that we can test whether another digital point lies BELOW, ON or ABOVE such a plan with integer-only computations and without explicitly computing its center and radius. You may have a look at “orientation test” or “which-side test”, broadly used in computational geometry.

**Question 3** Implement a function that checks whether two given digital sets are separated by a given plane passing through three digital points or not.

Let us now consider Algorithm 1 (which uses Algorithm 2). It is a randomized and recursive algorithm that checks whether two point sets are separable by a plane in expected linear-time.

The union of the bottom point set, denoted by  $S^-$ , and the top point set, denoted by  $S^+$ , is merely denoted by  $S$ . All the points of  $S$  are numbered from 1 to  $|S|$ , the size of  $S$ . The idea consists in maintaining a separating plane while iterating over the points  $s_i \in S$  from 1 to  $|S|$ . For each point  $s_i$ , three cases may occur:

- if it belongs to  $S^-$  (resp.  $S^+$ ) and it is located BELOW (resp. ABOVE) or ON the current separating plane, there is nothing to do.
- Otherwise (lines 6-9 of algorithm 2):
  1. Either the two input sets are not separable by a plane at all,
  2. or there exists a separating plane passing by  $s_i$ .

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**Algorithm 1:** areSeparable( $Z, p_1, p_2, p_3$ )

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**Input:**  $Z \subset \mathbb{Z}^3$ , the digital set

$p_1, p_2, p_3 \in \mathbb{Z}^2$ , three points characterizing a plane

**Result:** “true” if  $Z$  is a digital plane, “false” otherwise

**Output:**  $p_1, p_2, p_3$ , three points characterizing a separating plane if “true”

// initialisation step

1 Construct the set  $S^- = Z$  and the set  $S^+$  a copy of  $Z$  translated by  $(0, 0, 1)$  ;

2 Construct the set of  $S = S^- \cup S^+$  ;

3 Randomly permute the points of  $S$  ;

// points of  $S$  are numbered from 1 to  $|S|$ ,  $|S|$  is the size of the set

4 Initialize  $p_1, p_2, p_3$  with three points of  $S$  ; // we assume here that  $|S| > 3$

// recursive step

5 return areSeparable( $S^-, S^+, S, |S|, p_1, p_2, p_3, k$ ) ;

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In the aim of deciding between these last two alternatives, the set of possible separating planes is restricted to planes passing by  $s_i$  and the same algorithm is recursively called from 1 to  $i$  (line 9 of algorithm 2). At each recursive call, the set of possible separating planes is restricted so that the base case involves a unique plane passing by three given points and consists in checking whether it separates  $S^-$  from  $S^+$  or not (lines 11-17 of algorithm 2).

**Question 4** *Implement algorithms 1 and 2. Provide test files.*

## 2 Experiments

**Question 5** *Perform a running time analysis of your recognition function. TODO*

## 3 Extra works

**Question 6** *Modify your recognition procedure in order to have an on-line algorithm, which takes input points one by one and updates the current separating plane on the fly. What is the time complexity of your procedure ?*

**Question 7** *Use your on-line procedure to partition a digital surface into pieces of digital planes.*

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**Algorithm 2:** areSeparable( $S^-, S^+, S, n, p_1, p_2, p_3, k$ )

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**Input:**  $S^-, S^+ \subset \mathbb{Z}^2$ , the bottom and top point sets,  $S = S^- \cup S^+$

$n$ , number of points of  $S$  to process ( $1 \leq n \leq |S|$ )

$p_1, p_2, p_3 \in \mathbb{Z}^2$ , three points characterizing a plane

$k$ , number of variable points among  $\{p_1, p_2, p_3\}$  ( $0 \leq k \leq 3$ )

**Result:** “true” if  $S^-$  and  $S^+$  are separable by a plane, “false” otherwise

**Output:**  $p_1, p_2, p_3$ , three points characterizing a separating plane if “true”

```
1 areSeparable  $\leftarrow$  TRUE ;
2 if  $k > 0$  then
3   for  $l$  from 1 to  $k$ , initialize  $p_l$  with a point of  $S$  ;
4    $i \leftarrow 1$  ;
5   while areSeparable and  $i < n$  do
6     if ( $s_i \in S^-$  and  $s_i$  is strictly ABOVE the plane passing by  $p_1, p_2, p_3$ )
7       or ( $s_i \in S^+$  and  $s_i$  is strictly BELOW the plane passing by  $p_1, p_2, p_3$ ) then
8        $p_k \leftarrow s_i$  ;
9       areSeparable  $\leftarrow$  areSeparable( $S^-, S^+, i, p_1, p_2, p_3, k - 1$ ) ;
10     $i \leftarrow i + 1$  ;
11 else
12    $i \leftarrow 1$  ;
13   while areSeparable and  $i < n$  do
14     if ( $s_i \in S^-$  and  $s_i$  is strictly ABOVE the plane passing by  $p_1, p_2, p_3$ )
15       or ( $s_i \in S^+$  and  $s_i$  is strictly BELOW the plane passing by  $p_1, p_2, p_3$ ) then
16       areSeparable  $\leftarrow$  FALSE ;
17    $i \leftarrow i + 1$  ;
18 return areSeparable ;
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