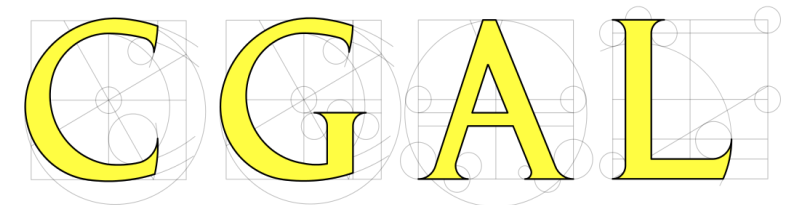
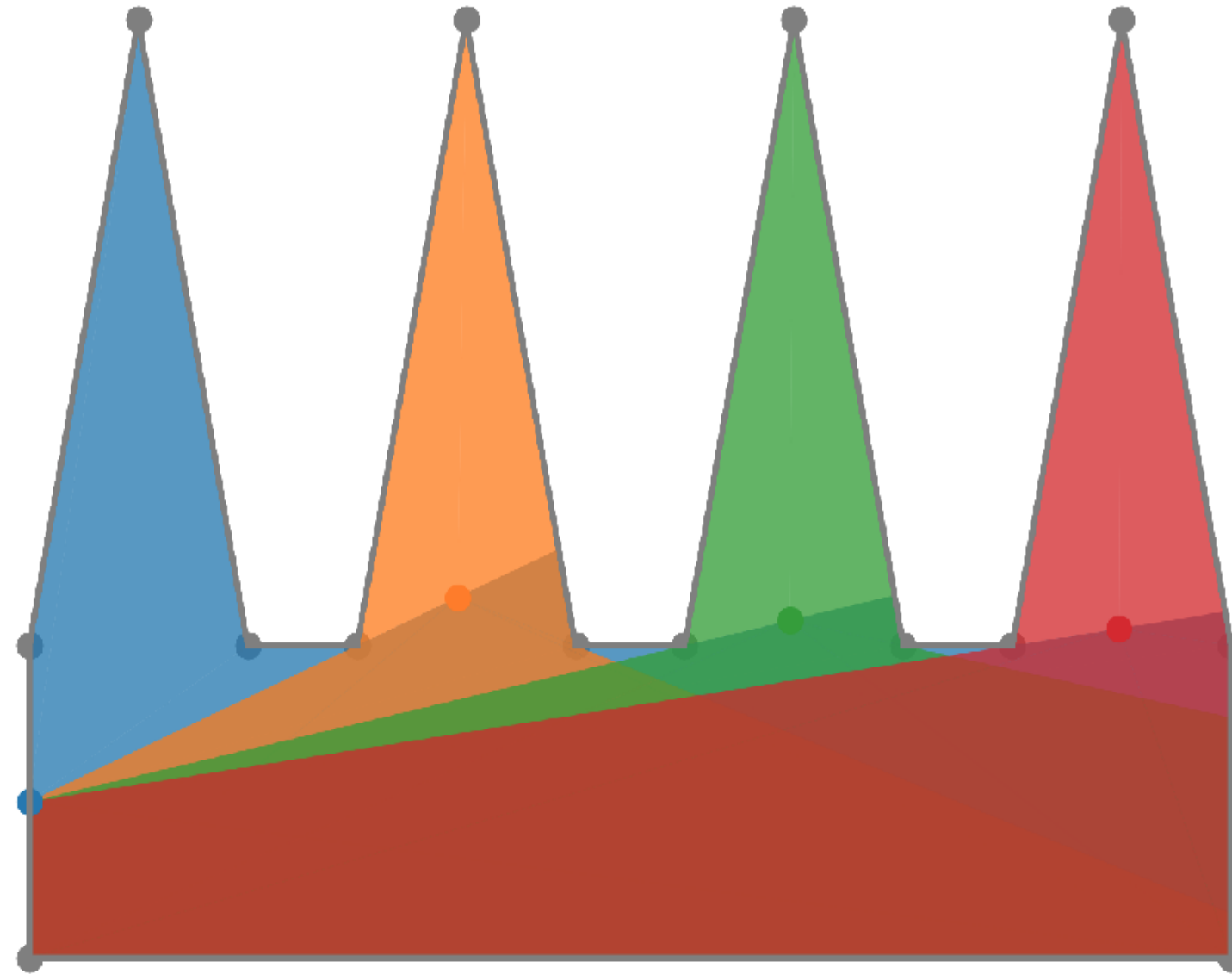


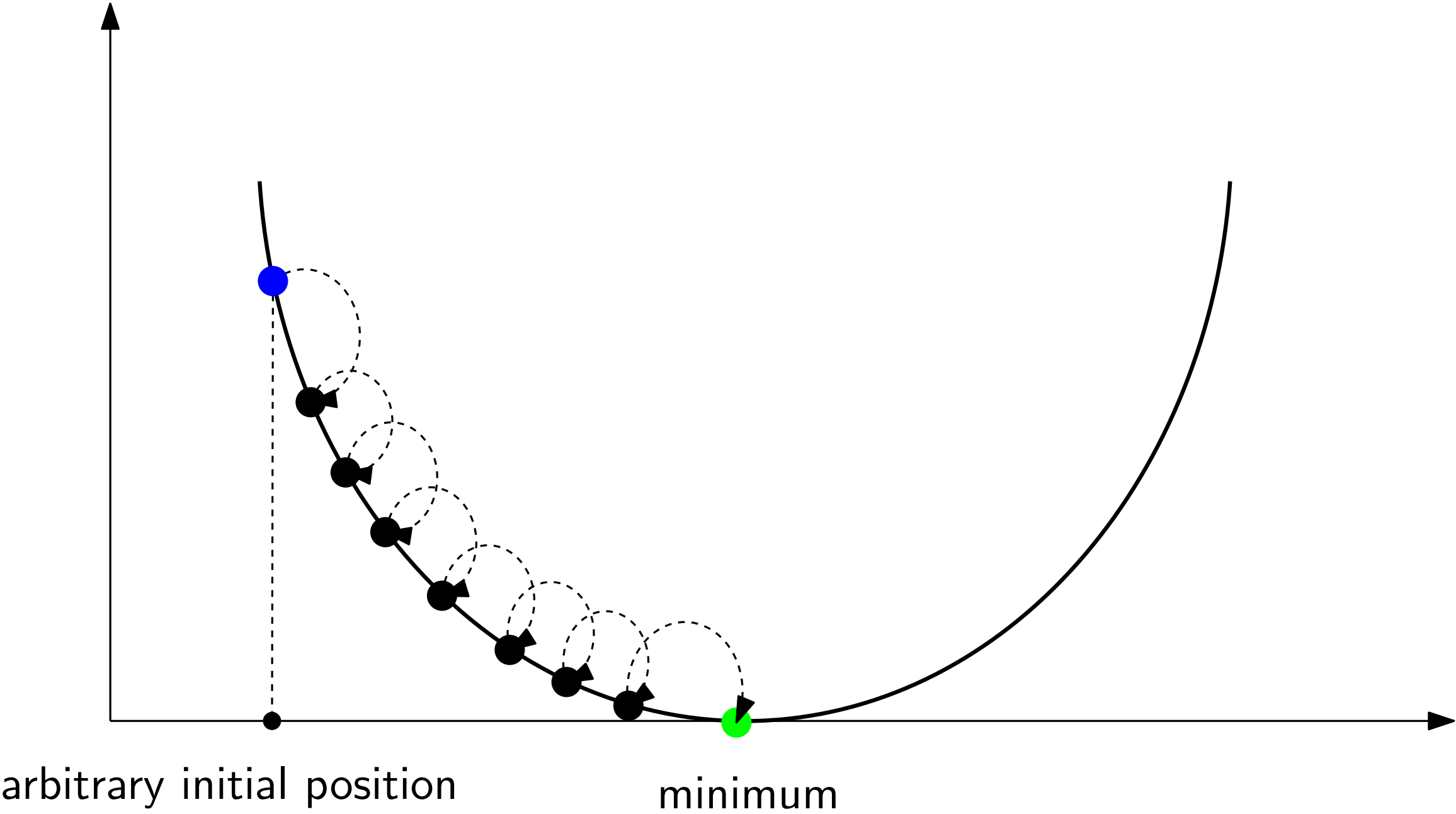
Solving the Art Gallery Problem Using Gradient Descent

Geo Juglan

Till Miltzow

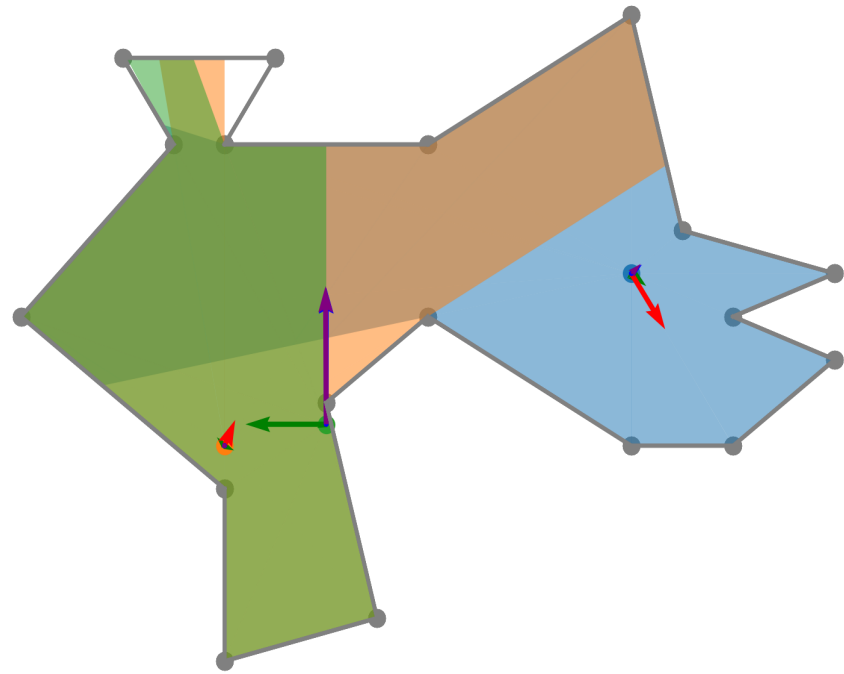


Gradient Descent

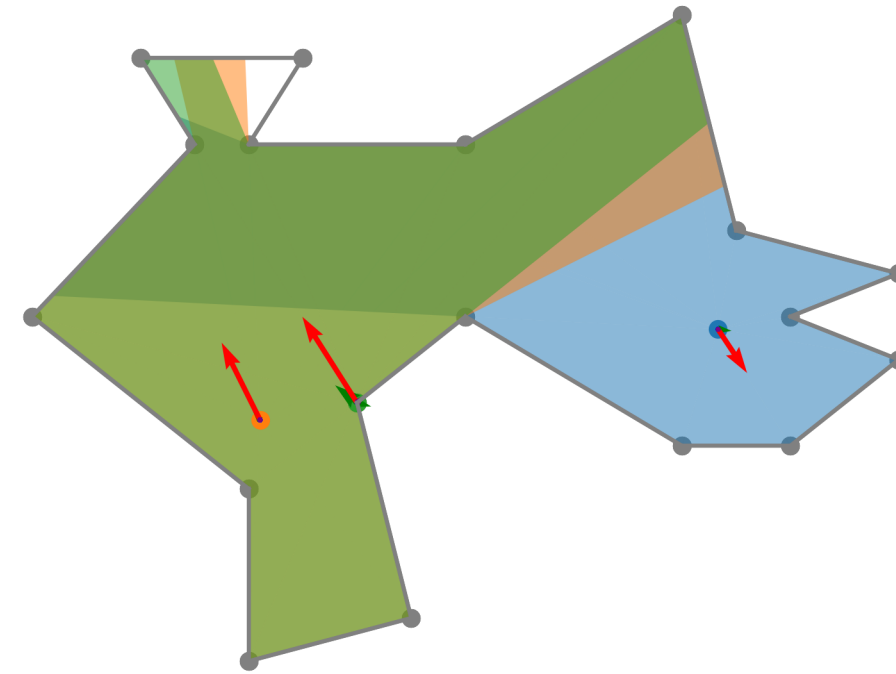


The Art Gallery Problem

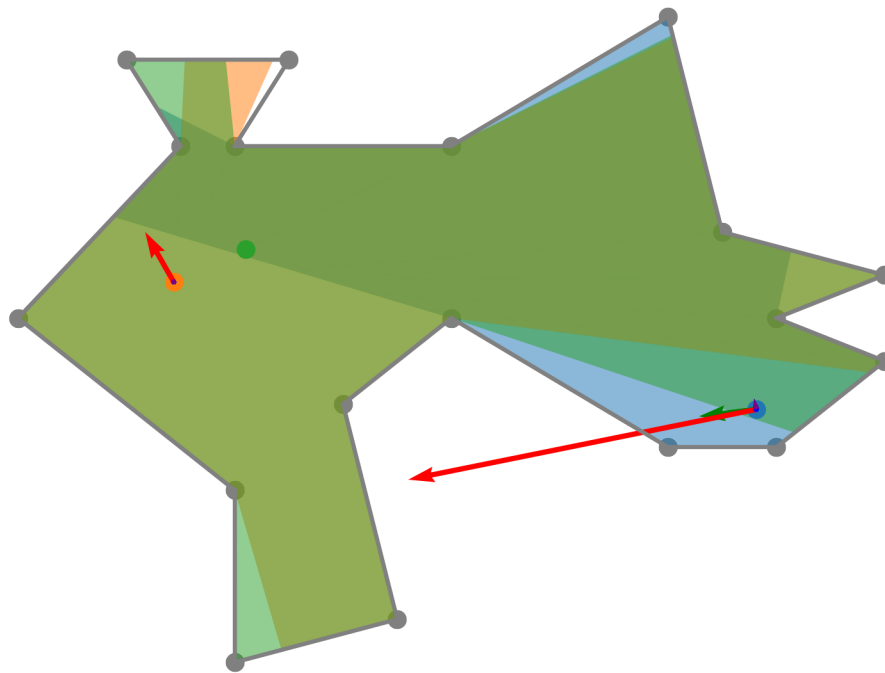
Gradient Computation for Iteration #0



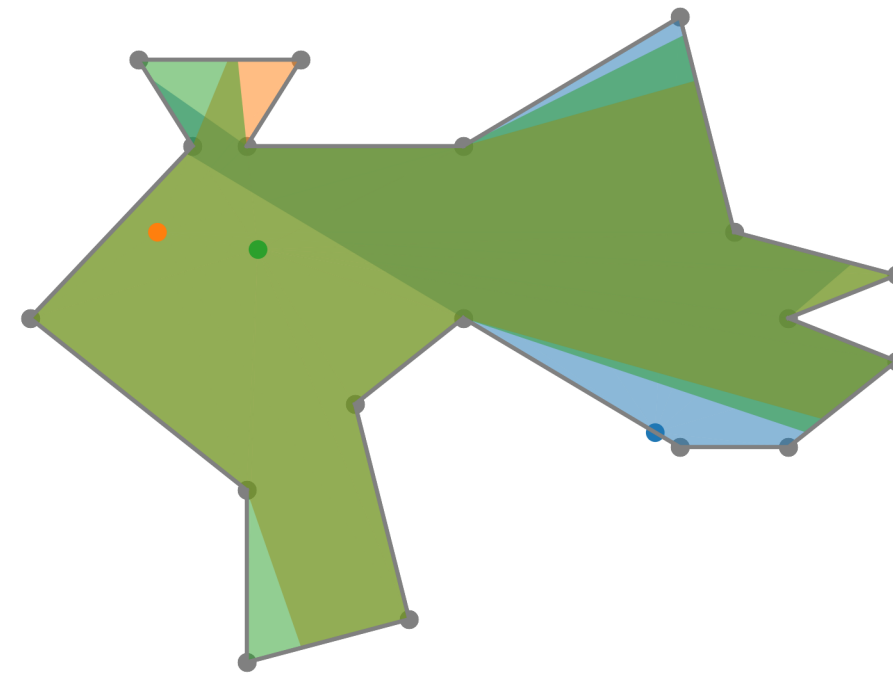
Gradient Computation for Iteration #1



Gradient Computation for Iteration #3



Gradient Computation for Iteration #4



Follow-up

use my code (or not) as a starting point to...

...improve the algorithm's robustness, performance and scalability

...implement other heuristics (so many more ideas!)

...test the algorithm on larger polygons with more guards

...solve bugs

