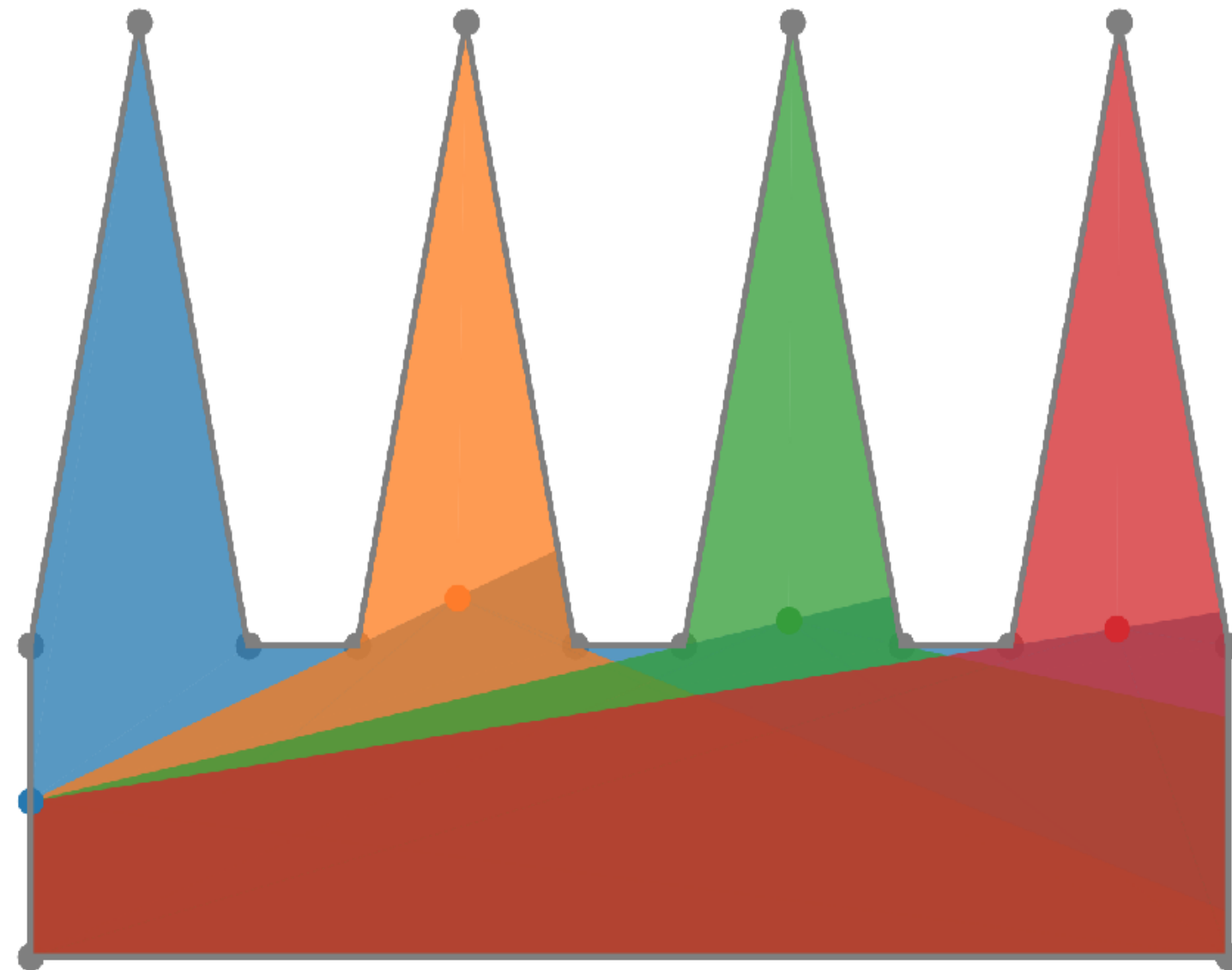
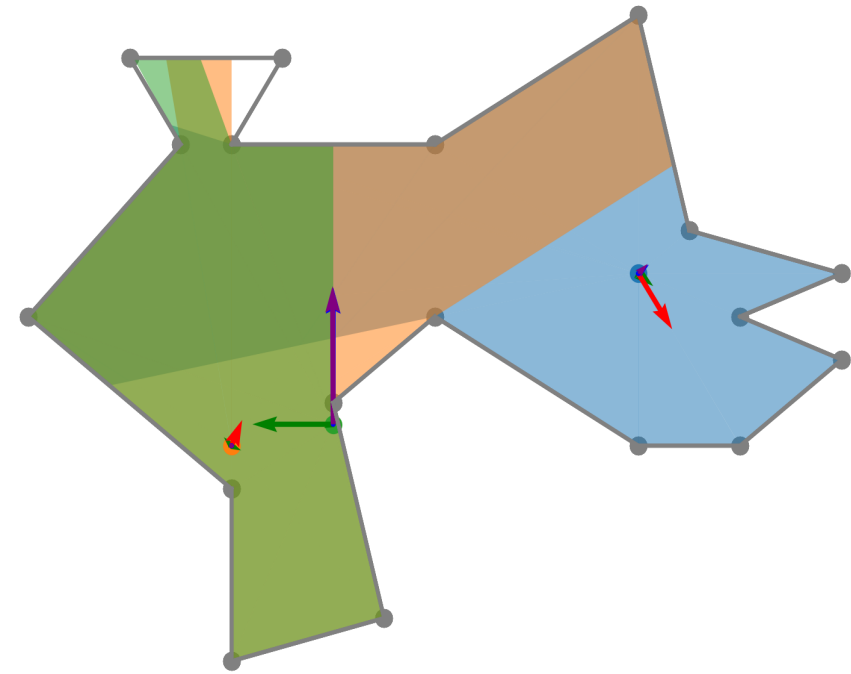


Solving the Art Gallery Problem Using Gradient Descent

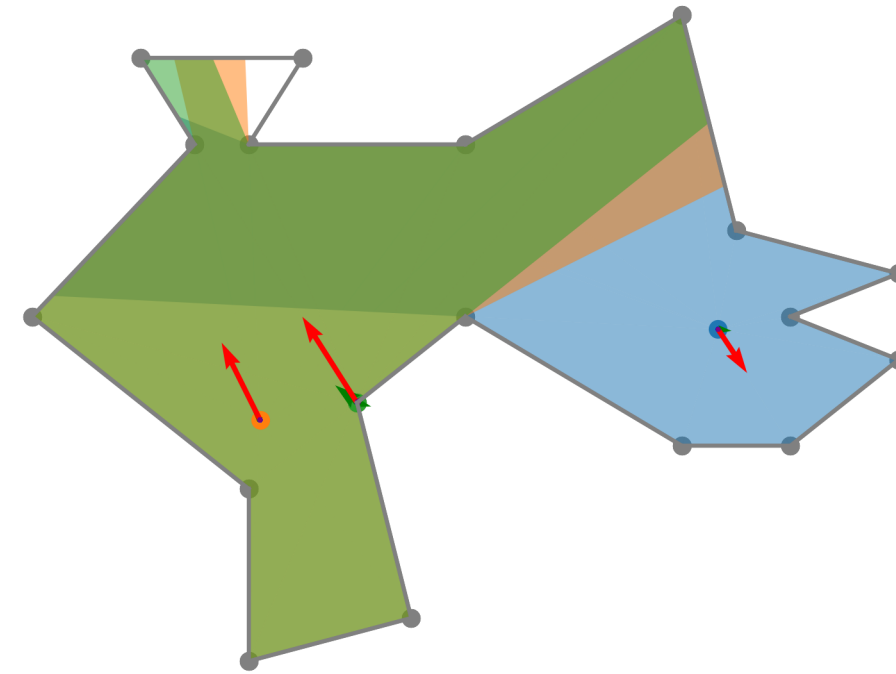


The Art Gallery Problem

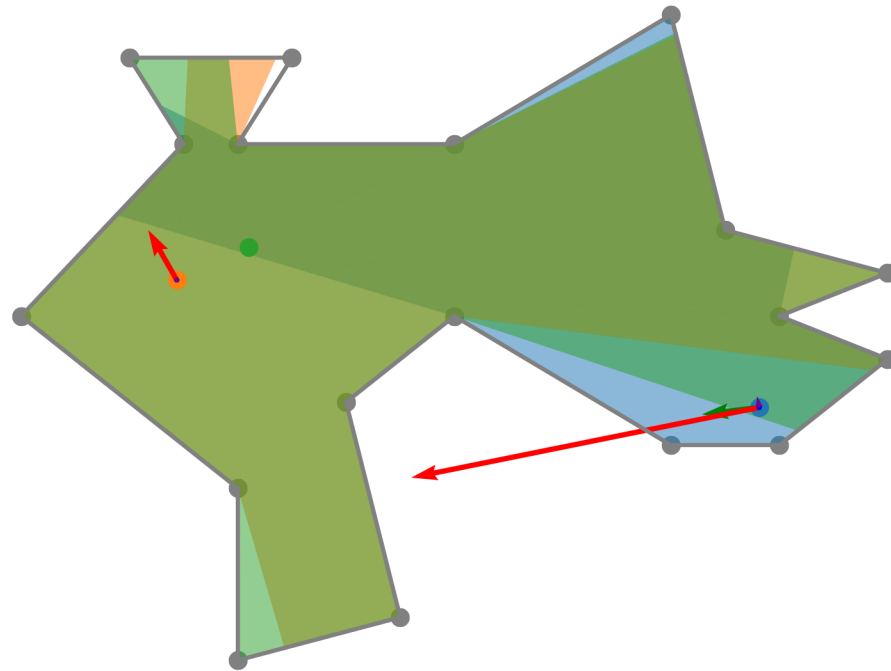
Gradient Computation for Iteration #0



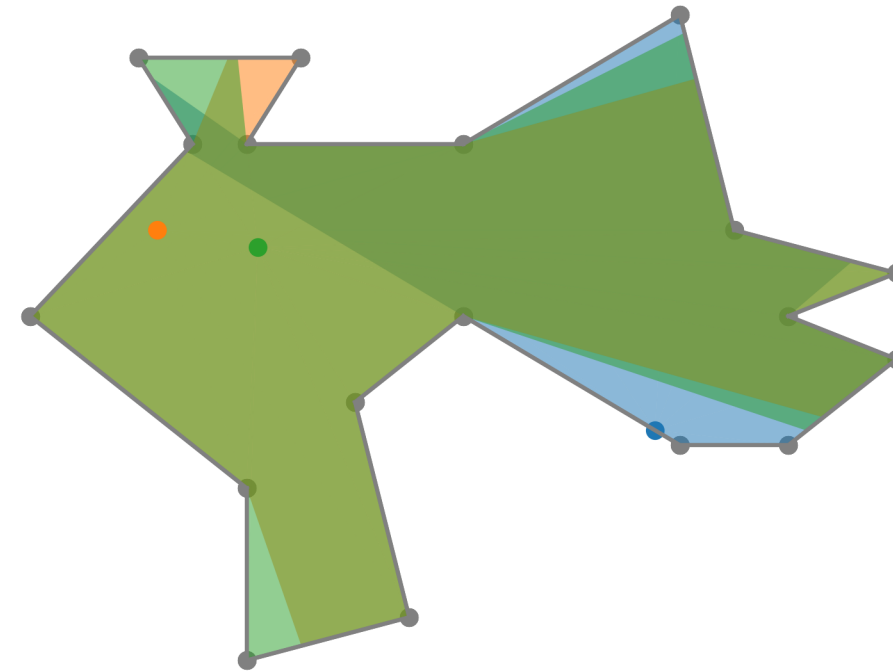
Gradient Computation for Iteration #1



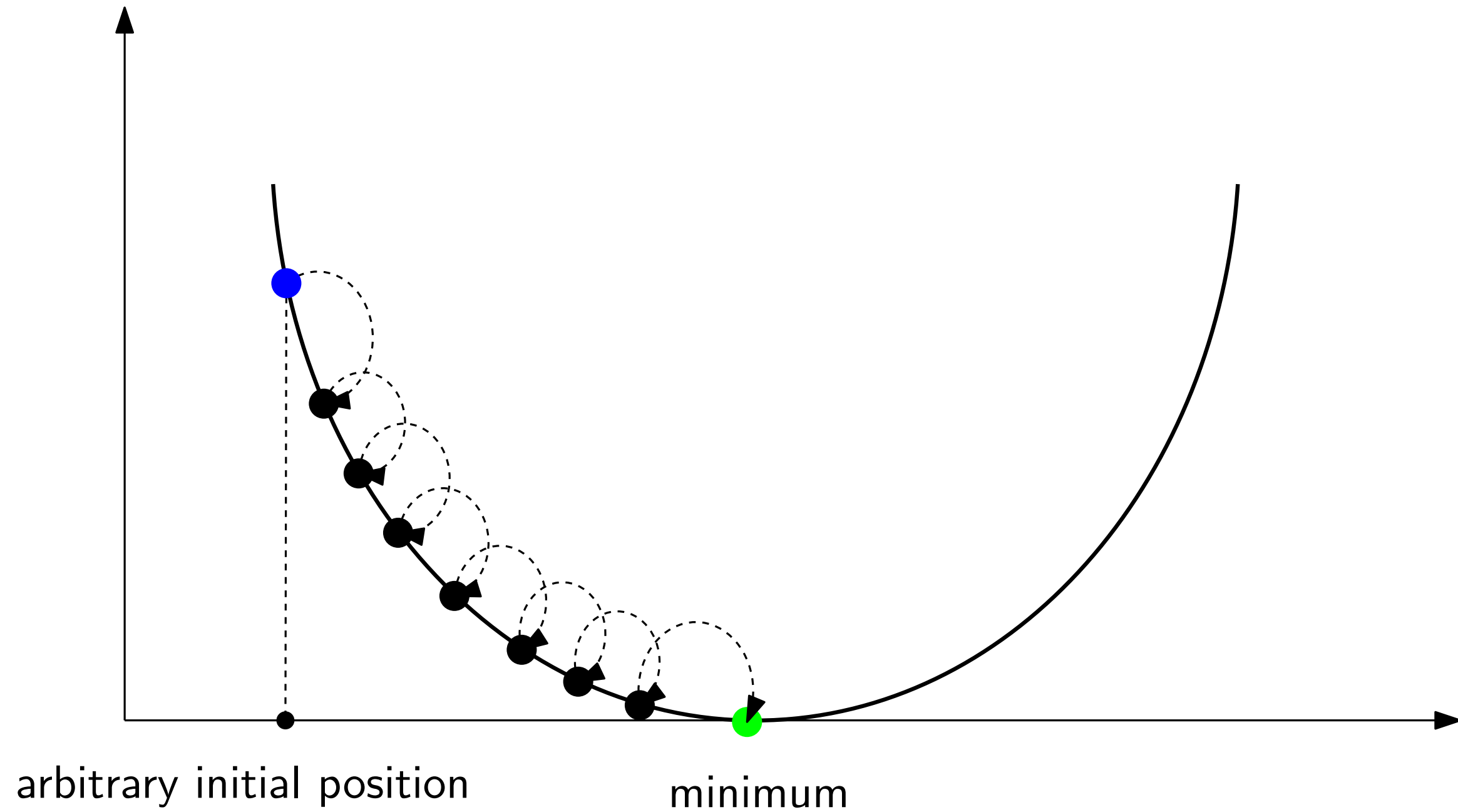
Gradient Computation for Iteration #3



Gradient Computation for Iteration #4



Gradient Descent



Follow-up

implement other heuristics (so many more ideas!)

improve the algorithm's robustness, performance and scalability

test the algorithm on larger polygons with more guards

solve bugs