

# Exact and optimal conversion of a hole-free 2D digital object into a set of balls

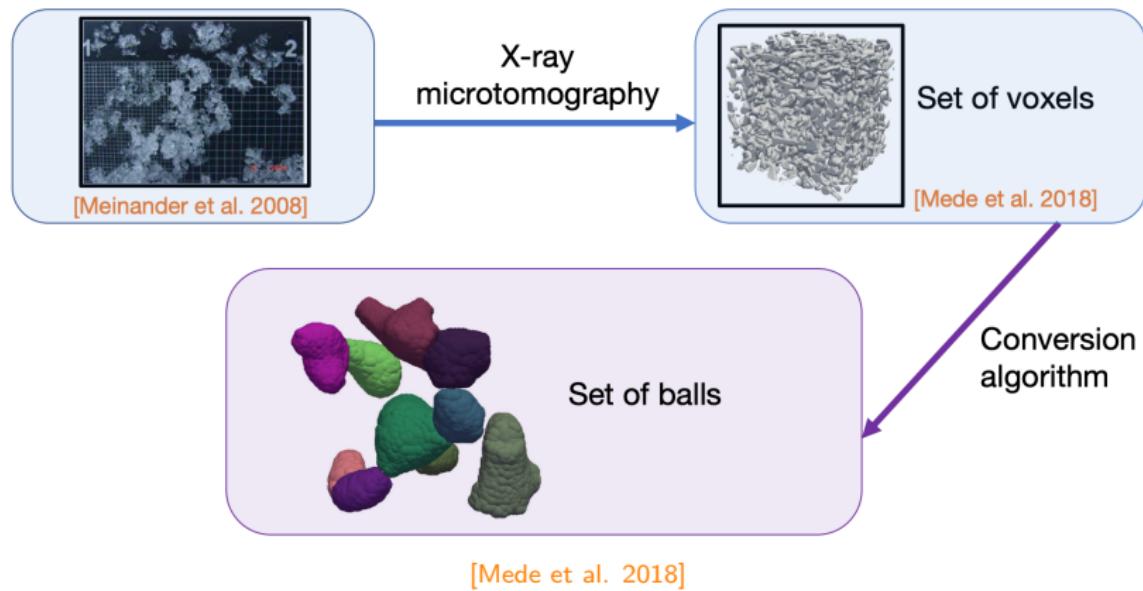
Isabelle Sivignon

International Conference on Discrete Geometry and Mathematical Morphology,  
Oct. 24-27, 2022, Strasbourg



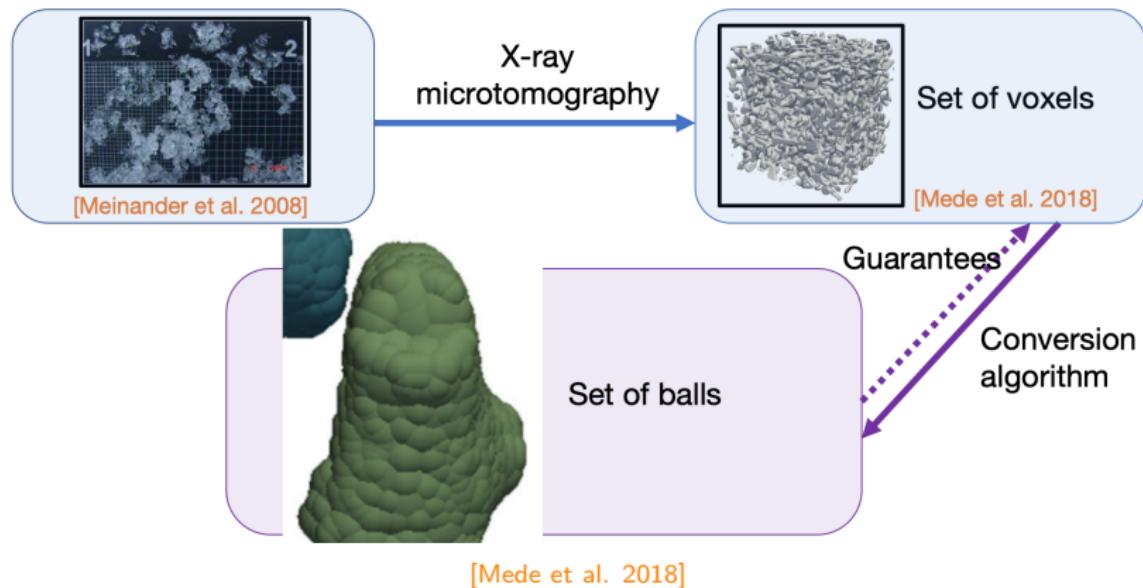
# Motivation

Conversion from one geometric model to another



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Set of pixels  $\Rightarrow$  set of balls

Digital object = finite subset of  $\mathbb{Z}^2$

## Optimization problem

Given a 2D digital object  $S$ , compute a finite set of balls that:

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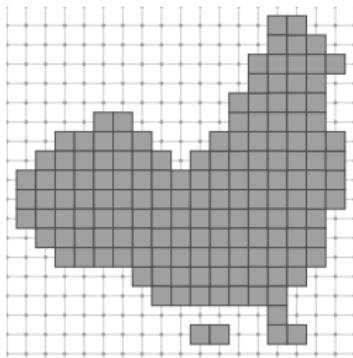
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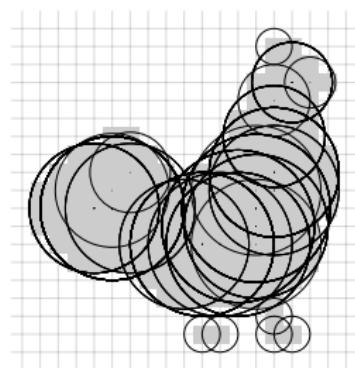
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Distance transformation  
+  
power map  
 $\Rightarrow$

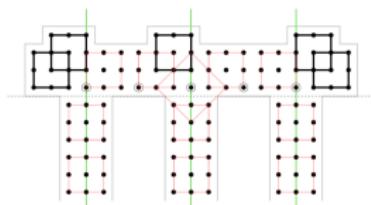


balls centered on  $\mathbb{Z}^2$   
+  
not minimum

# Summarized state of the art

## Related problems

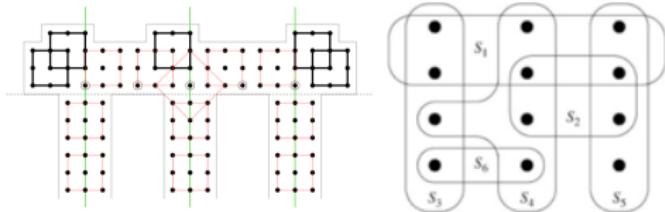
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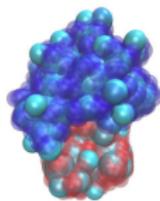
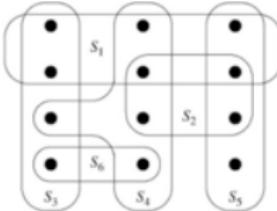
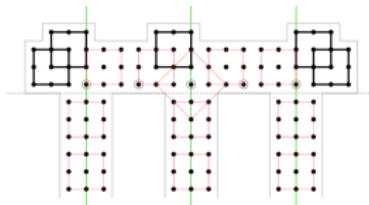
- ▶ NP-hard when the balls must be centered on  $\mathbb{Z}^2$  [Coeurjolly, Hulin, S. 2008][Ragnemalm, Borgefors 93]
- ▶ Close to the set cover problem (also NP-hard): given a pair  $(X, \mathcal{R})$ , where  $X$  is a set of points and  $\mathcal{R}$  is a family of subsets of  $X$  called *ranges*, find a minimum subset of  $\mathcal{R}$  that covers all the points of  $X$  [Cormen, Leiserson, Rivest, 90]



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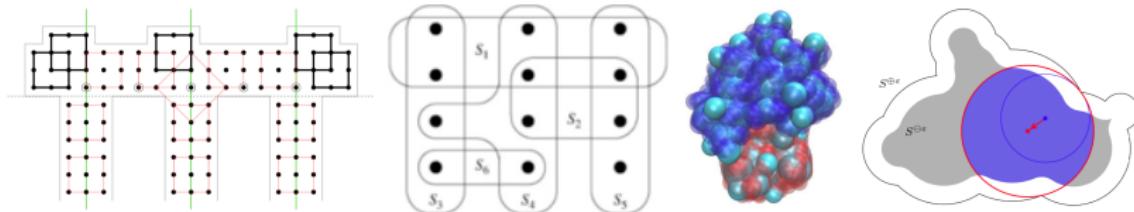
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- ▶  $(\delta, \epsilon)$ -ball approximation [Nguyen 2018]: NP-hard in the general case, but polynomial time algorithm if shape has no hole



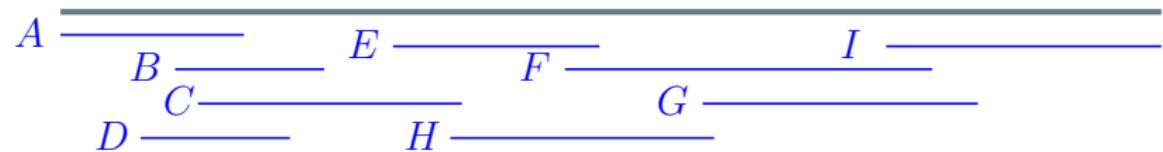
# Interval cover

## Specifications

Set of points  $X \subset \mathbb{R}$

Set of ranges  $\mathcal{R}$  = intervals

Assume that all intervals are maximal



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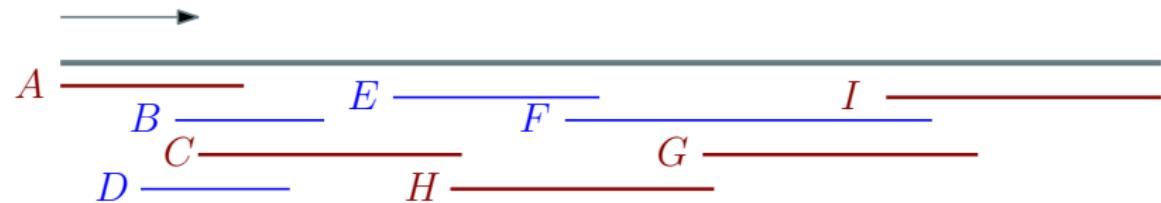
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Pick a direction. Iteratively pick the interval that goes further in that direction and that does not miss points of  $X$ .



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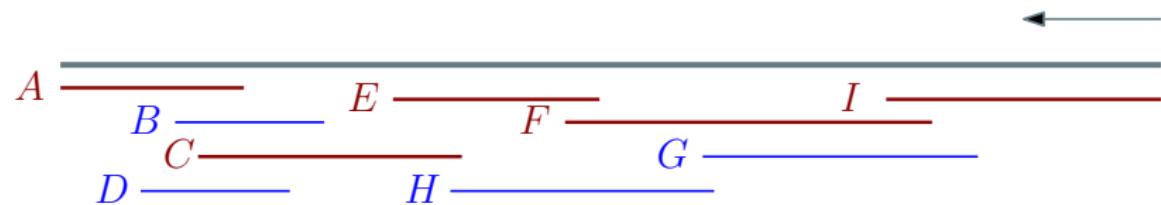
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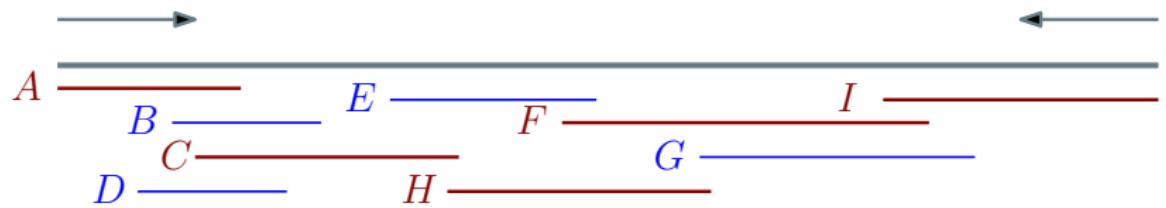
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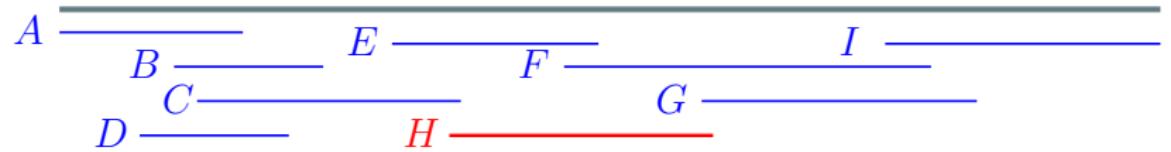
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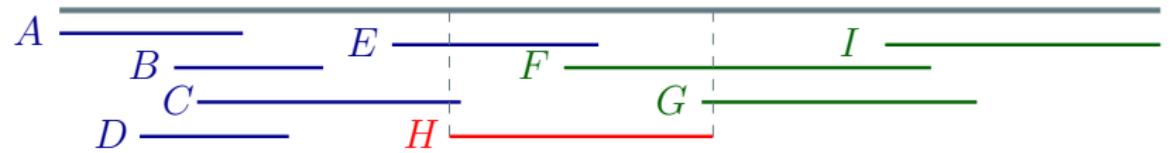
## Interval cover - generalized algorithm



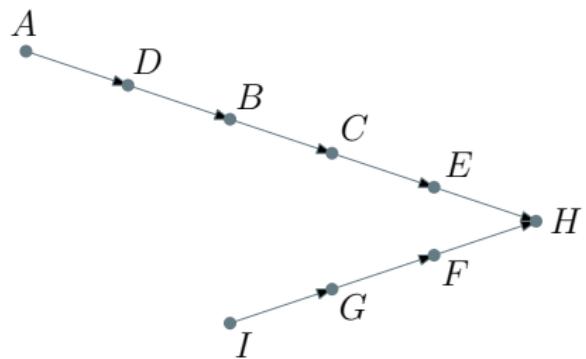
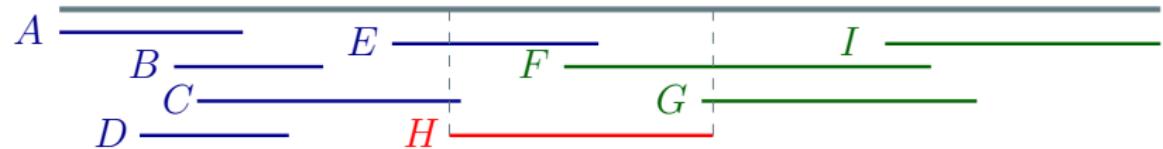
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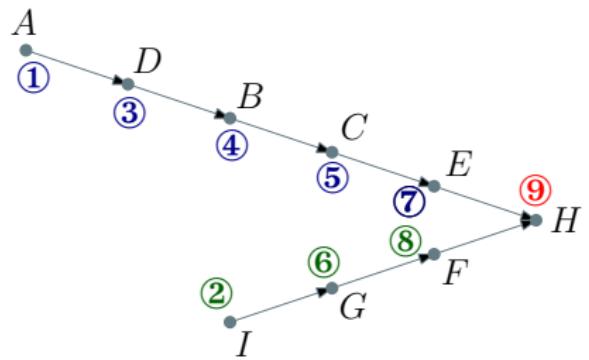
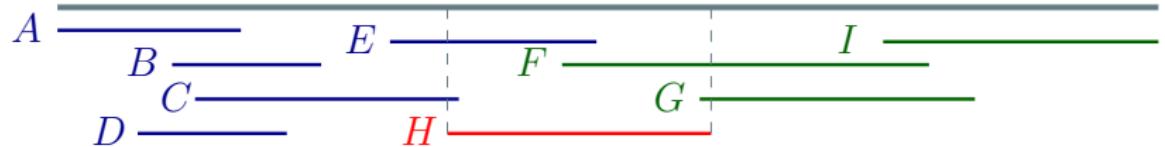


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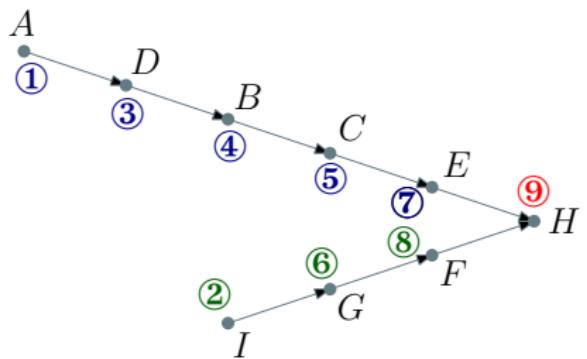
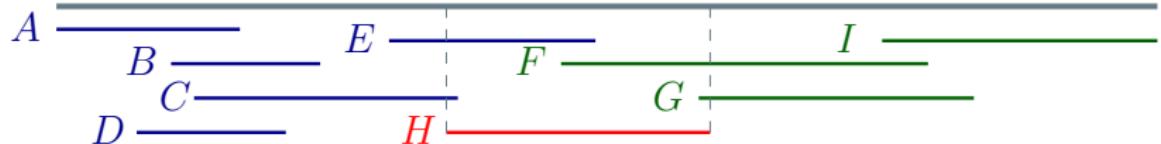
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- ▶ Topological sort of the intervals

# Interval cover - generalized algorithm



## Greedy Algorithm

```
Cov ← ∅;  
U ← X (set of uncovered points);  
for  $i \in \mathcal{I}$ , in topological order do  
  if  $i$  is a maximal candidate for  $U$  then  
    Cov ← Cov ∪ { $i$ };  
    U ← U \  $i$ ;  
return Cov
```

- ▶ Partial order on the intervals:  
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*" $i$  maximal candidate for  $U$ ":  $i$  covers a point of  $U$  that is not covered by any interval "after"  $i$*

# General set cover setting

## Input/Output

**Input:**  $(X, \mathcal{R})$  where  $X$  is a set of points,  $\mathcal{R}$  a family of ranges (= subsets of  $X$ ) and  $\bigcup \mathcal{R} = X$

**Output:** a subset  $Cov$  of  $\mathcal{R}$  such that  $Cov$  is a covering of  $X$

## Greedy Algorithm

```
 $Cov \leftarrow \emptyset;$ 
 $U \leftarrow X$  (set of uncovered points);
for  $r \in \mathcal{R}$ , in topological order do
    if  $r$  is a maximal candidate for  $U$  then
         $Cov \leftarrow Cov \cup \{r\};$ 
         $U \leftarrow U \setminus r;$ 
return  $Cov$ 
```

⇒ which conditions for  $Cov$  to be a cardinal minimum covering ?

# Optimal greedy algorithm ?

## Sufficient conditions

If:

1. there exists a partial order  $\preceq$  on  $\mathcal{R}$  such that  $(\mathcal{R}, \preceq)$  is **anti-arborescent**
2.  $\forall x \in X$ , the set  $\{r \in \mathcal{R}, x \in r\}$  admits a **maximum** according to  $\preceq$
3.  $\forall r_1, r_2 \in \mathcal{R}, \forall r, r_1 \prec r \prec r_2, r_1 \cap r_2 \subseteq r$

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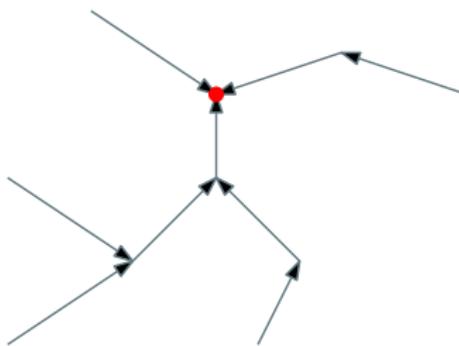
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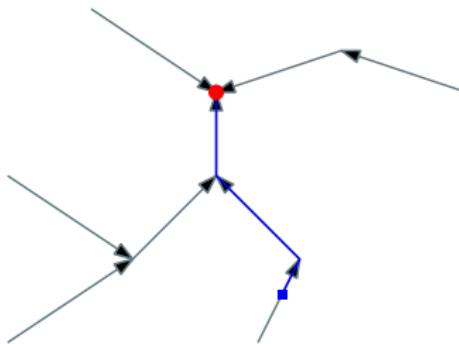
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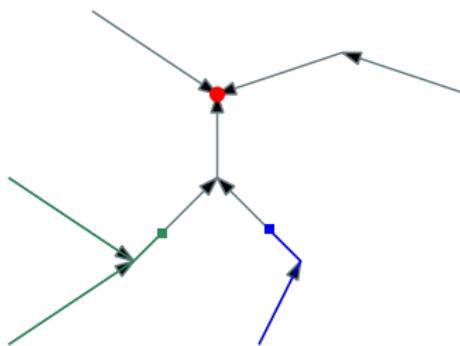
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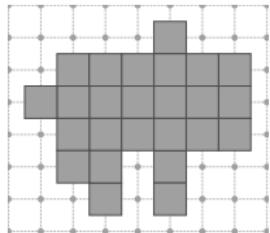


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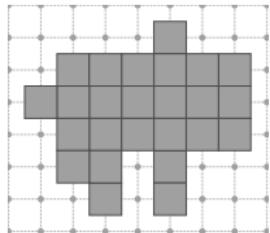
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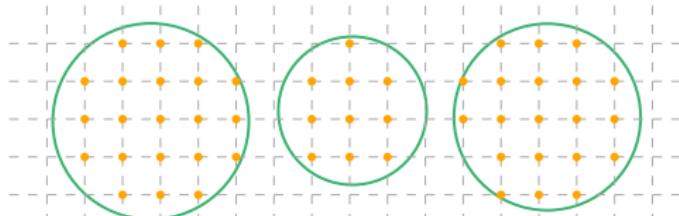
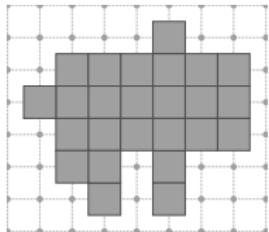
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- ▶ **Digital ball**  $b$  = subset of  $\mathbb{Z}^2$  for which there exists a ball  $\mathfrak{b}$  such that  $Dig(\mathfrak{b}) = \mathfrak{b} \cap \mathbb{Z}^2 = b$

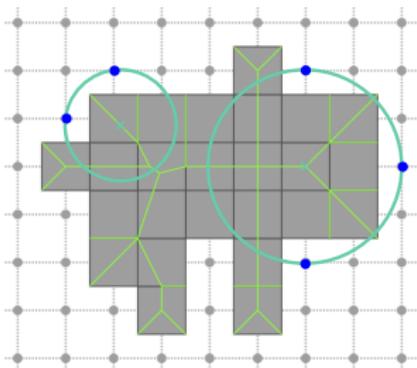


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## Property

For any maximal digital ball  $b$  included in  $S$ , there exists a ball  $\ell$  such that  $Dig(\ell) = b$  and  $\ell$  has at least two points of  $\mathbb{Z}^2 \setminus S$  on its boundary.

⇒ compute the cropped Voronoi diagram of  $\mathbb{Z}^2 \setminus S = \text{Vor}^\square(S)$

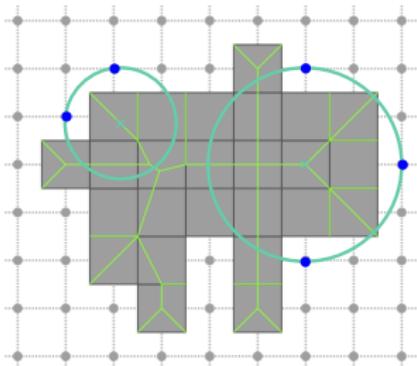


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## Set of open balls $\mathcal{B}$

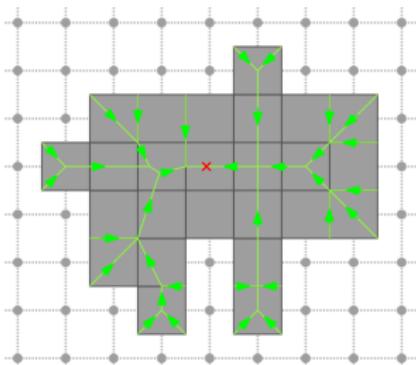
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If  $S$  has no hole, then  $\text{Vor}^\square(S)$  is a tree  $\mathcal{T}$ .

► partial order  $\leq_{\mathcal{T}}$  on  $\mathcal{B}$  by picking a sink

# Is $\mathcal{B}$ a good set of ranges ?

## Sufficient conditions

If:

1. there exists a partial order  $\leq_{\mathcal{T}}$  such that  $(\mathcal{B}, \leq_{\mathcal{T}})$  is **anti-arborescent** ✓
2.  $\forall x \in S$ , the set  $\{\mathcal{b} \in \mathcal{B}, x \in \mathcal{b}\}$  admits a **maximum** according to  $\leq_{\mathcal{T}}$
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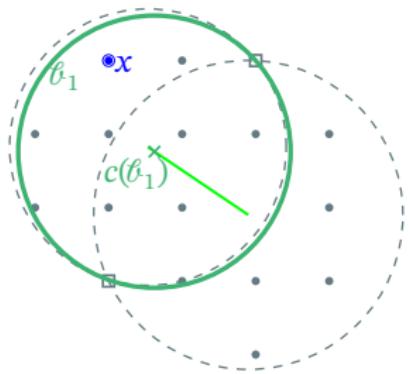
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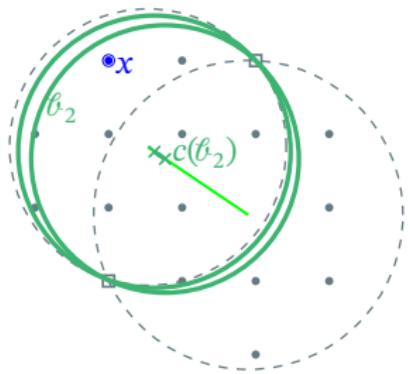
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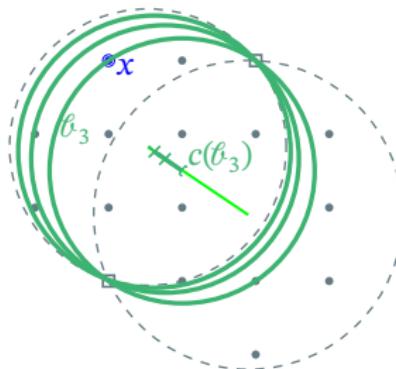
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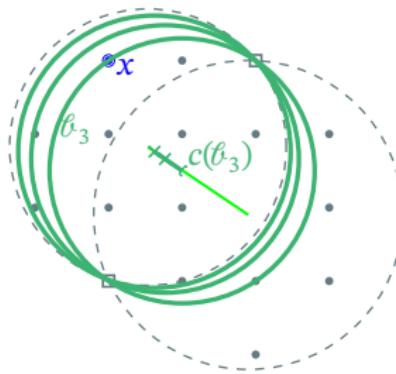
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## Another set of ranges

Set  $\mathcal{B}$  of maximal digital balls

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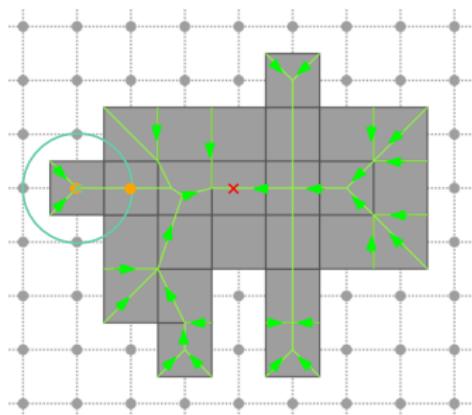
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## Another set of ranges

Set  $\mathcal{B}$  of maximal digital balls

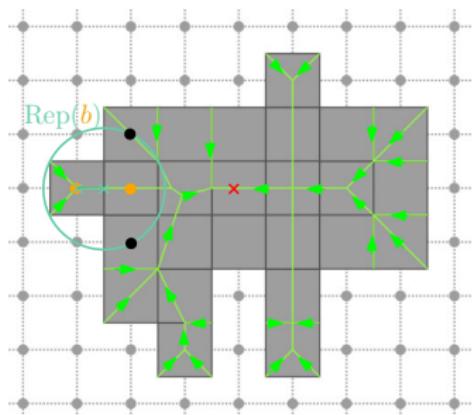
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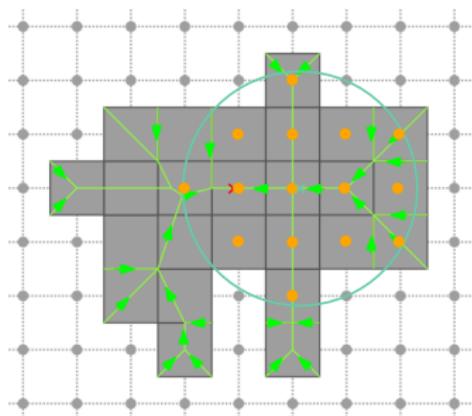
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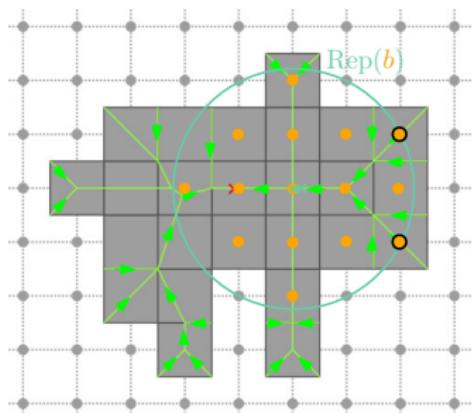
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## Property

$(\mathcal{B}, \leq_T)$  is a poset and is anti-arborescent

# Is $\mathcal{B}$ a good set of ranges ?

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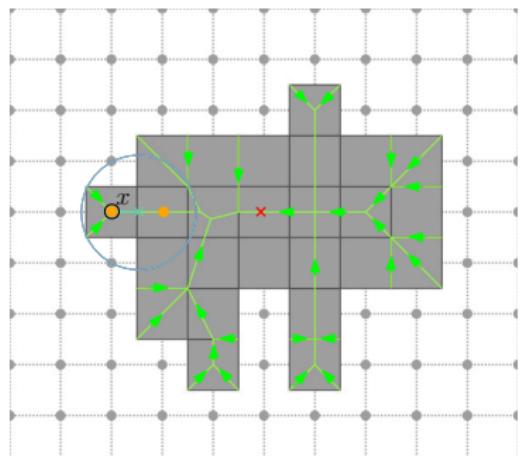
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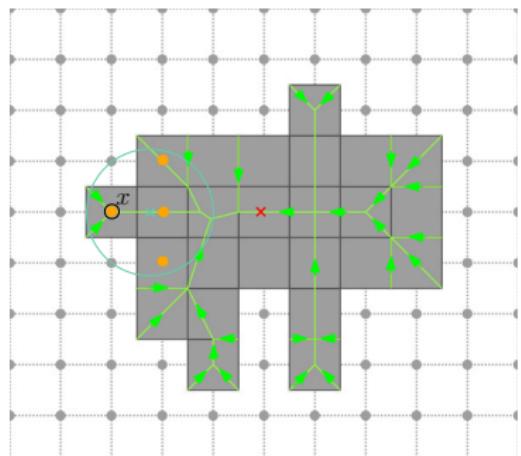
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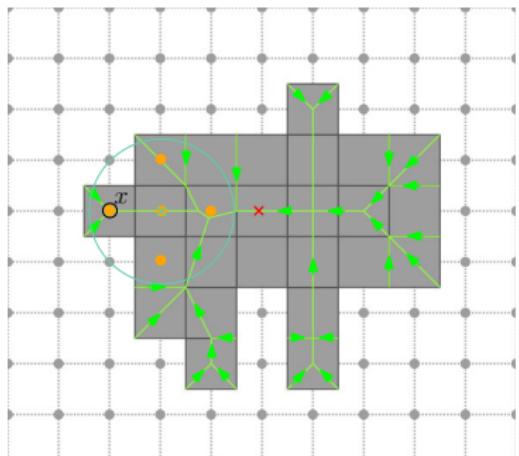
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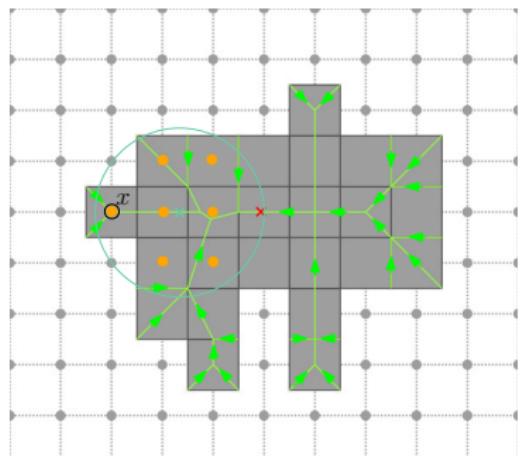
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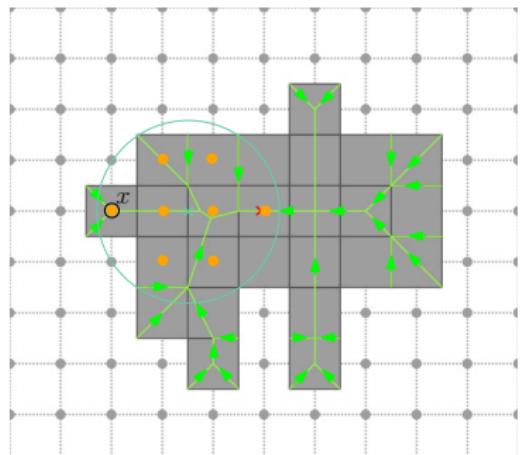
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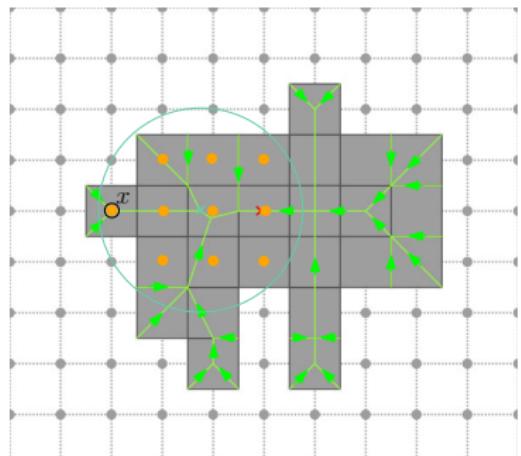
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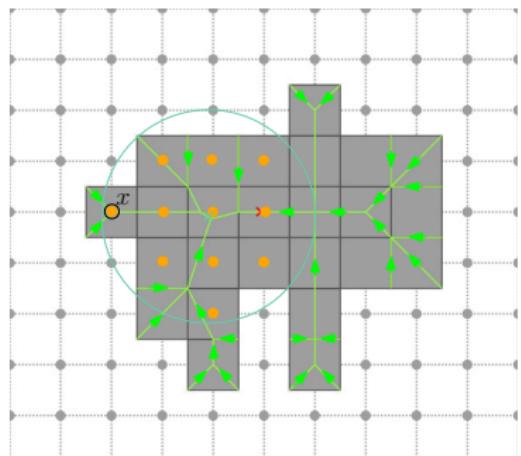
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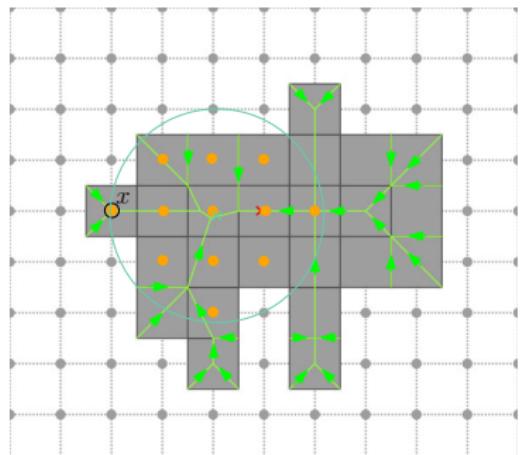
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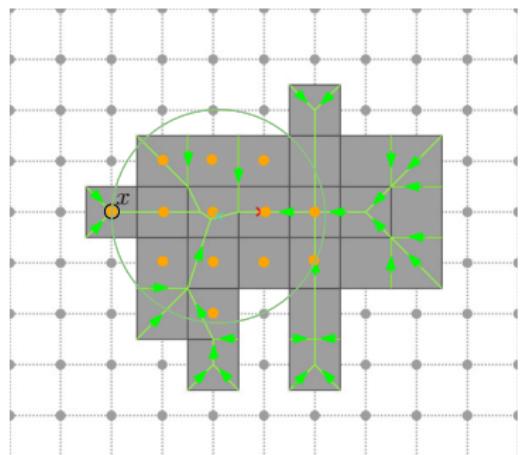
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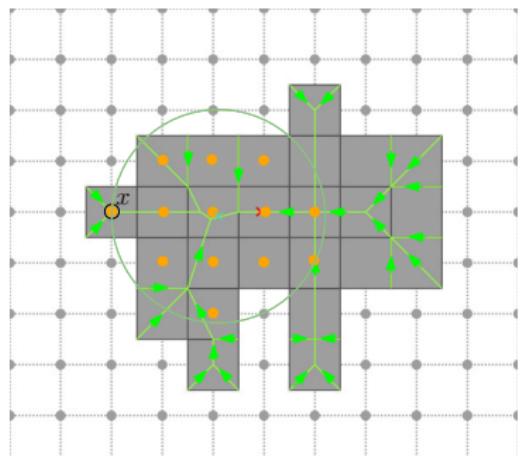
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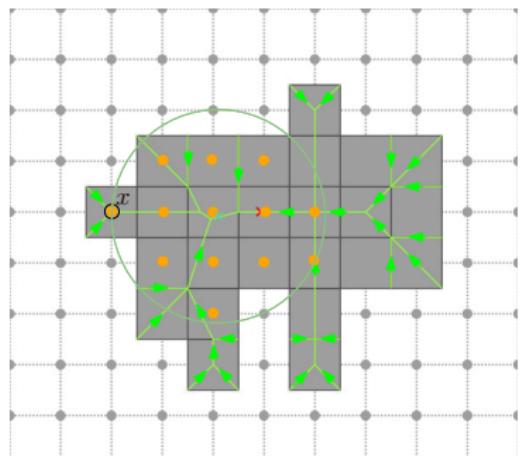
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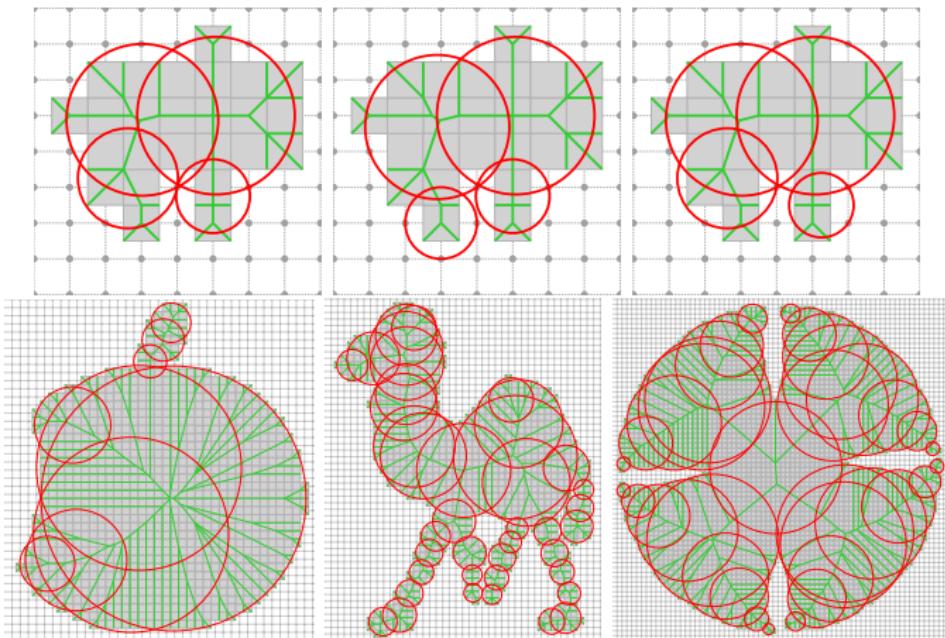
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## Some results

Implementation using DGtal (digital sets), CGAL (Voronoi diagram, disks) and Boost Graphs (topological order).



# Thank you !