

# Oracle-based algorithms for high-dimensional polytopes

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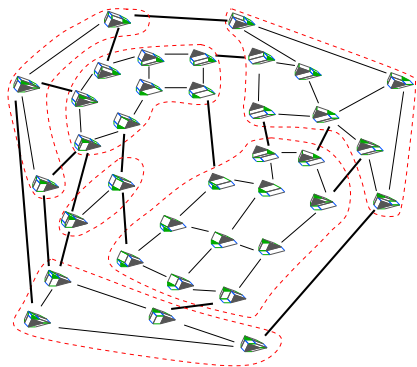
Joint work with I.Z. Emiris (UoA), B. Gärtner (ETHZ)

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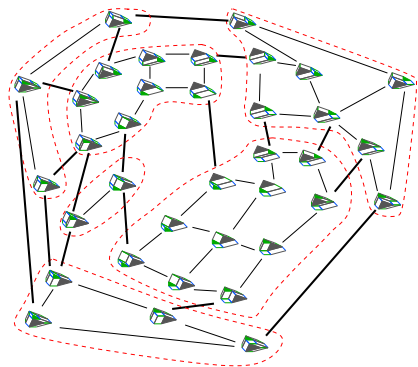
Workshop on Geometric Computing, Heraklion, Crete,  
22.Jan.2013

## Motivation: Secondary & Resultant polytopes



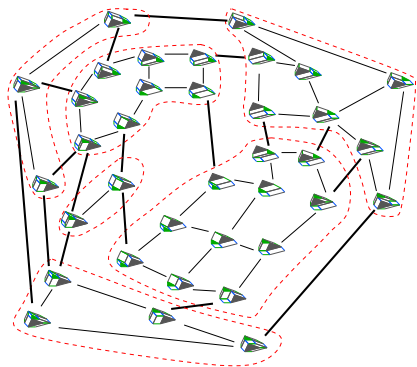
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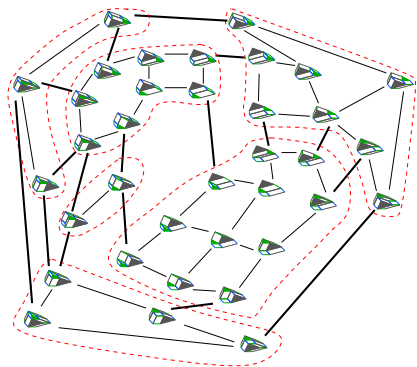
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- ▶ **In practice:** computation in  $< 7$  dimensions
- ▶ **Q:** Can we compute information when  $\text{dim.} > 7$ ? eg. volume
- ▶ **Q:** More polytopes given by optimization oracles?

# Outline

Polytope Representation & Oracles

Edge Skeleton Computation

Geometric Random Walks: Optimization & Volume computation

Experimental Results

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# Polytope representation

Convex polytope  $P \in \mathbb{R}^n$ .

**Explicit:** Vertex-, Halfspace - representation ( $V_P, H_P$ ),  
Edge-skeleton ( $ES_P$ ), Triangulation ( $T_P$ ), Face lattice

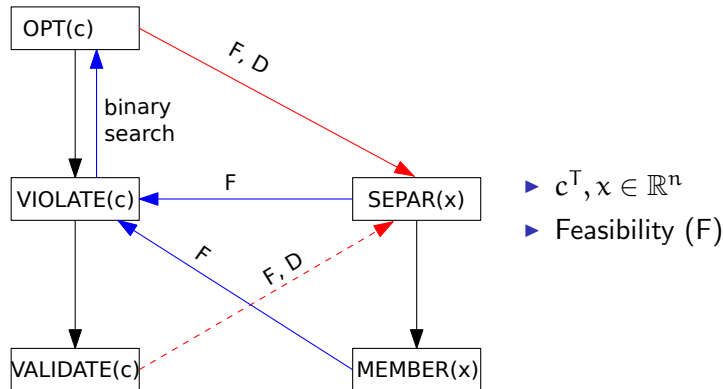
**Implicit:** Oracles ( $OPT_P, SEP_P, MEM_P$ )

## Motivation-Applications

- ▶ Resultant, Discriminant, Secondary polytopes
- ▶ (Generalized) Minkowski sums



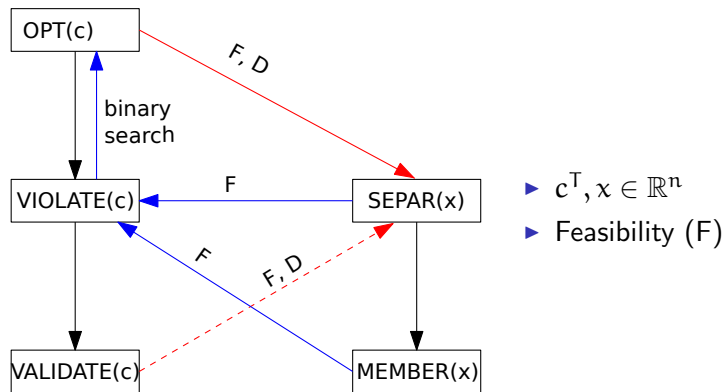
## Oracles and duality [Grötschel et al.'93]



(Polar) Duality (D):

$$\mathbf{0} \in \text{int}(P), \quad P^* := \{c \in \mathbb{R}^n : c^T x \leq 1, \text{ for all } x \in P\} \subseteq (\mathbb{R}^n)^*$$

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Given **OPTIMIZATION** compute **SEPARATION**.

## Polytope change of representation

Problem	Algorithm	Complexity
$V_P \rightarrow H_P$	Convex hull	EXP
$OPT_P \rightarrow T_P$	Incremental [EFKP'12]	P(in,out)
Feasibility	Ellipsoid [Kha'79], Las Vegas [BV'04]	$P_{\text{bit}}$ , ZPP
$OPT_P +$ {edge dir.} $\rightarrow ES_P$	Incremental [EFG'12]	$P_{\text{bit}}$ (in,out)
$MEM_P \rightarrow$ $\epsilon$ -approx $\text{vol}(P)$	Monte-Carlo [Dyer et.al'91,LV'04]	BPP

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Our contribution: Theory & Implementation

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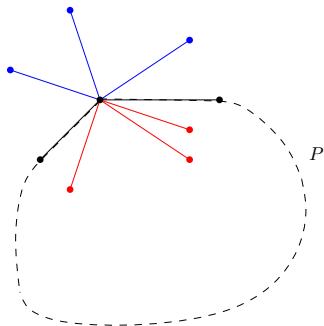
# Edge skeleton computation

Input:

- ▶  $\text{OPT}_P$
- ▶ Edge directions of  $P$ :  $D$

Output:

- ▶ Edge-skeleton of  $P$



Sketch of **Algorithm**:

- ▶ Compute a vertex of  $P$  ( $x = \text{OPT}_P(c)$  for arbitrary  $c^T \in \mathbb{R}^n$ )
- ▶ Compute segments  $S = \{(x, x + d), \text{ for all } d \in D\}$
- ▶ Remove from  $S$  all segments  $(x, y)$  s.t.  $y \notin P$  ( $\text{OPT}_P \rightarrow \text{SEP}_P$ )
- ▶ Remove from  $S$  the segments that are not extreme

## Edge skeleton computation

### Proposition

[RothblumOnn07] Let  $P \subseteq \mathbb{R}^n$  given by  $\text{OPT}_P$ , and  $E \supseteq D(P)$ . All vertices of  $P$  can be computed in

$O(|E|^{n-1})$  calls to  $\text{OPT}_P + O(|E|^{n-1})$  arithmetic operations.

### Theorem

The edge skeleton of  $P$  can be computed in

$O^*(m^3 n)$  calls to  $\text{OPT}_P + O^*(m^3 n^{3.38} + m^4 n)$  arithmetic operations,

$m$ : the number of vertices of  $P$ .

### Corollary

For resultant polytopes  $R \subset \mathbb{Z}^n$  this becomes ( $d$  is a constant)

$$O^*(m^3 n^{\lfloor (d/2)+1 \rfloor} + m^4 n).$$

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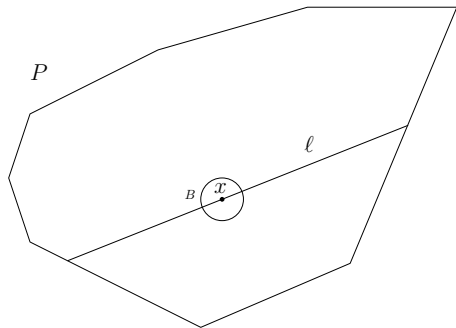
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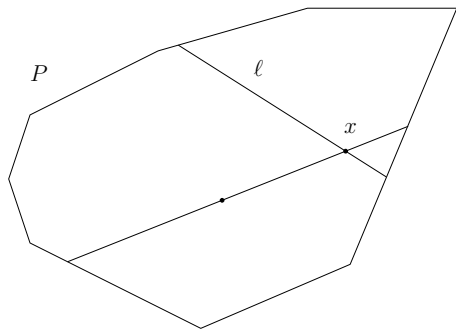


## Random points with Hit-and-Run



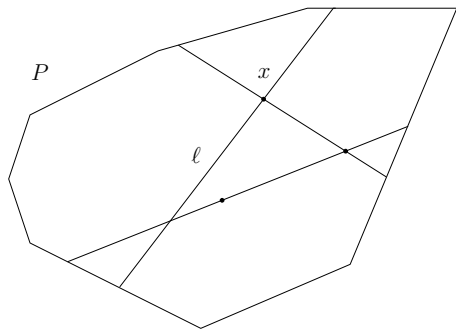
- ▶ line  $\ell$  through  $x$ , uniform on  $B_x(1)$
- ▶ move  $x$  to a uniform distributed point on  $P \cap \ell$

## Random points with Hit-and-Run



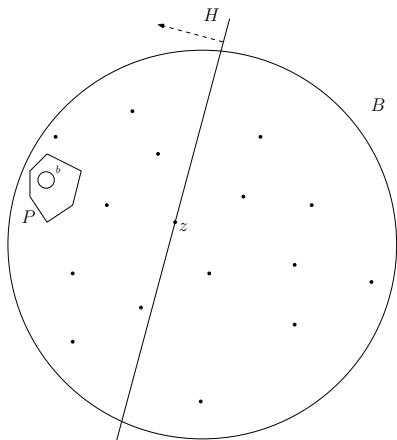
- ▶ line  $l$  through  $x$ , uniform on  $B_x(1)$
- ▶ move  $x$  to a uniform distributed point on  $P \cap l$

## Random points with Hit-and-Run



- ▶ line  $\ell$  through  $x$ , uniform on  $B_x(1)$
- ▶ move  $x$  to a uniform distributed point on  $P \cap \ell$

# Optimization using random walks [BV'04]



Optimization reduces to Feasibility:

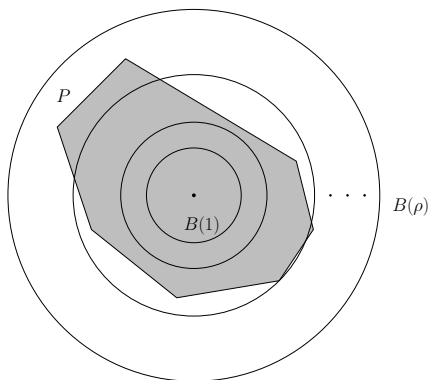
**Input:**  $SEP_P$ ,  $B$ ,  $L = \lg \frac{\text{radius}(B)}{\text{radius}(b)}$

**Output:**  $z \in P \subseteq \mathbb{R}^n$  or  $P$  is empty

1. Compute  $N$  random points  $y_1, \dots, y_N$  uniform in  $B$ ;
2. Let  $z \leftarrow \frac{1}{N} \sum_{i=1}^N y_i$ ;  $H \leftarrow SEP_P(z)$ ;
3. If  $z \in P$  return  $z$ , else  $B \leftarrow B \cap H$ ;
4. Repeat steps 1-3,  $2nL$  times;  
Report  $P$  is empty;

**Complexity:**  $O^*(n)$  oracle calls +  $O^*(n^7)$  arithm. oper.

# Volume computation using random walks [Dyer et.al'91]



**Input:**  $\text{MEM}_P, \rho$ :

$$B(1) \subseteq P \subseteq B(\rho) \subseteq \mathbb{R}^n$$

**Output:**  $\epsilon$ -approximation  $\text{vol}(P)$

1.  $P_i := P \cap B(2^{i/n}), i = 0 : \lceil n \lg \rho \rceil$ ;  
 $P_0 = B(1), P_{n \lg \rho} = P$
2. Generate rand. point in  $P_0$
3. Generate rand. points in  $P_i$  and count how many fall in  $P_{i-1}$

$$\text{vol}(P) = \text{vol}(P_0) \prod_{i=1}^m \frac{\text{vol}(P_i)}{\text{vol}(P_{i-1})}$$

**Complexity [Lovász et al.'04]:**  $O^*(n^4)$  oracle calls

# Volume of polytopes given by $\text{OPT}_P$

**Input:**  $\text{OPT}_P, \rho: B(1) \subseteq P \subseteq B(\rho)$

**Output:**  $\epsilon$ -approximation  $\text{vol}(P)$

- ▶ Call volume algorithm
- ▶ Each  $\text{MEM}_P$  oracle calls feasibility/optimization algorithm

## Corollary

*An approximation of the volume of resultant and Minkowski sum polytopes given by  $\text{OPT}$  oracles can be computed in  $O^*(n^{\lfloor (d/2)+5 \rfloor})$  and  $O^*(n^{7.38})$  respectively, where  $d$  is a constant.*

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# Experiments Optimization

- ▶ n-cubes (table), n-crosspolytopes, skinny crosspolytopes
- ▶ M: multipoint walk, H: Hit-and-Run walk

n	# rand. points	# walk steps	Alg. O1		Alg. O2		Alg. O3	
			M(sec)	H(sec)	M(sec)	H(sec)	M(sec)	H(sec)
2	4	0	0.02	0.05	0.01	0.01	0.01	0.006
4	38	0	0.59	1.53	0.10	0.08	0.10	0.119
6	96	1	5.54	13.23	0.47	0.84	0.99	0.727
8	172	4	61.40	73.94	4.33	5.34	9.82	4.527
10	265	10	306.20	357.88	26.64	17.22	74.86	16.44
11	316	14	559.97	853.04	54.71	36.95	112.57	55.60

- ▶ Efficient computation (< 1min) up to dimension 11 using Hit-and-Run



## Experiments Volume given Membership oracle

- ▶  $n$ -cubes (table),  $n$ -crosspolytopes,  $\sigma$ =average absolute deviation,  $\mu$ =average over 20 experiments

$n$	exact vol	exact sec	# rand. points	# walk steps	vol min	vol max	vol $\mu$	vol $\sigma$	approx sec
2	4	0.06	2218	8	3.84	4.12	3.97	0.05	0.23
4	16	0.06	2738	7	14.99	16.25	15.59	0.32	1.77
6	64	0.09	5308	38	60.85	67.17	64.31	1.12	39.66
8	256	2.62	8215	16	242.08	262.95	252.71	5.09	46.83
10	1024	388.25	11370	40	964.58	1068.22	1019.02	30.72	228.58
12	4096	-	14725	82	3820.94	4247.96	4034.39	80.08	863.72

- ▶ (the only known) implementation of [Lovász et al.'12] tested only for cubes up to  $n = 8$
- ▶ volume up to dimension 12 within mins with  $< 2\%$  error
- ▶ no hope for exact methods in much higher than 10 dim
- ▶ the minimum and maximum values bounds the exact volume

## Experiments Volume of Minkowski sum

- ▶ Mink. sum of  $n$ -cube and  $n$ -crosspolytope,  $\sigma$ =average absolute deviation,  $\mu$ =average over 10 experiments

$n$	exact vol	exact sec	# rand. points	# walk steps	vol min	vol max	vol $\mu$	vol $\sigma$	approx sec
2	14.00	0.01	216	11	12.60	19.16	15.16	1.34	119.00
3	45.33	0.01	200	7	42.92	57.87	49.13	3.92	462.65
4	139.33	0.03	100	7	100.78	203.64	130.79	21.57	721.42
5	412.26	0.23	100	7	194.17	488.14	304.80	59.66	1707.97

- ▶ slower than volume with MEM
- ▶ improvements in optimization and volume implementation improve also this

## Future work - Open problems

1. describe an *efficient* random walk procedure for  $P$  given by OPT instead of MEM
2.  $P$  of special case (e.g. Minkowski sum, resultant, secondary polytope)
3. volume computation in the polar dual and *Mahler volume*
4. describe *all* edge directions of a resultant polytope

# References

## The code

- ▶ `http://sourceforge.net/projects/randgeom`

Thank You !