

Constructing Polytopes via a Vertex Oracle

Vissarion Fisikopoulos

Joint work with I.Z. Emiris, C. Konaxis (now U. Crete) and
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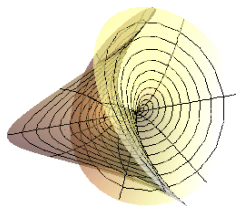
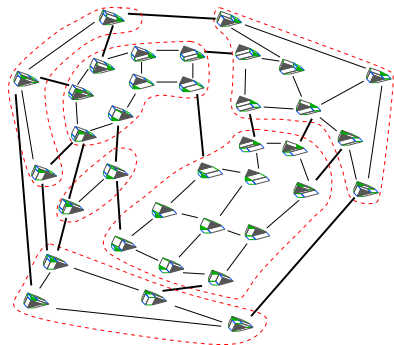
Department of Informatics, University of Athens



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Main actor: resultant polytope

- ▶ **Geometry:** Minkowski summands of secondary polytopes, equivalent classes of secondary vertices, generalize Birkhoff polytopes
- ▶ **Motivation:** useful to express the solvability of polynomial systems
- ▶ **Applications:** discriminant and resultant computation, implicitization of parametric hypersurfaces



Enneper's Minimal Surface

Existing work

- ▶ Theory of resultants, secondary polytopes, Cayley trick [GKZ '94]
- ▶ TOPCOM [Rambau '02] computes all vertices of secondary polytope.
- ▶ [Michiels & Verschelde DCG'99] coarse equivalence classes of secondary polytope vertices.
- ▶ [Michiels & Cools DCG'00] decomposition of $\Sigma(\mathcal{A})$ in Minkoski summands, including $N(\mathcal{R})$.
- ▶ Tropical geometry [Sturmfels-Yu '08]: algorithms for resultant polytope (GFan library) [Jensen-Yu '11] and discriminant polytope (TropLi software) [Rincn '12].

What is a resultant polytope?

- ▶ Given $n + 1$ point sets $A_0, A_1, \dots, A_n \subset \mathbb{Z}^n$



A_0 a_1 • — • a_2





A_1 a_3 • — — — • a_4

What is a resultant polytope?

- ▶ Given $n + 1$ point sets $A_0, A_1, \dots, A_n \subset \mathbb{Z}^n$
- ▶ $\mathcal{A} = \bigcup_{i=0}^n (A_i \times \{e_i\}) \subset \mathbb{Z}^{2n}$ where $e_i = (0, \dots, 1, \dots, 0) \in \mathbb{Z}^n$

A_0 a_1  —  a_2

A_1 a_3  — — —  a_4

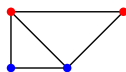
\mathcal{A} $a_{3,1}$  — — —  $a_{4,1}$
 | / / /
 $a_{1,0}$  —  $a_{2,0}$

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- ▶ Given T a triangulation of $\text{conv}(\mathcal{A})$, a cell is **a-mixed** if it contains 2 vertices from $A_j, j \neq i$, and one vertex $a \in A_i$.

A_0 a_1 ● — ● a_2

A_1 a_3 ● — — — ● a_4



\mathcal{A}

$a_{3,1}$ ● — — — ● $a_{4,1}$

$a_{1,0}$ ● — ● $a_{2,0}$

Vertical lines connect $a_{3,1}$ to $a_{1,0}$ and $a_{4,1}$ to $a_{2,0}$. A diagonal line connects $a_{1,0}$ to $a_{4,1}$.

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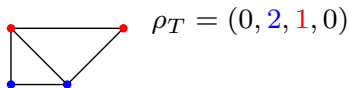
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- ▶ $\rho_T(a) = \sum_{\substack{\sigma \in T: a \in \sigma \\ \sigma \text{ a-mixed}}} \text{vol}(\sigma) \in \mathbb{N}, \quad a \in \mathcal{A}$

A_0 a_1 • — • a_2

A_1 a_3 • — — — • a_4

\mathcal{A}

$a_{3,1}$ • — — — • $a_{4,1}$
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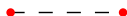
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- ▶ Resultant polytope $N(R) = \text{conv}(\rho_T : T \text{ triang. of } \text{conv}(\mathcal{A}))$

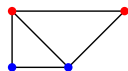
A_0



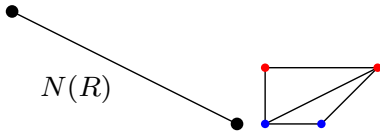
A_1



\mathcal{A}



$N(R)$

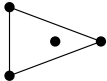


Connection with Algebra

- ▶ The support of a polynomial is the set of exponents of its monomials with non-zero coefficient.
- ▶ The **resultant** R is the polynomial in the coefficients of a system of polynomials which is zero iff the system has a common solution.
- ▶ The **resultant polytope** $N(R)$, is the convex hull of the support of R .

A_0 • - - - • $f_0(x) = ax^2 + b$

A_1 • - - • - • $f_1(x) = cx^2 + dx + e$

$N(R)$  $R(a, b, c, d, e) = ad^2b + c^2b^2 - 2caeb + a^2e^2$

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$$A_0 \quad \begin{array}{c} \nearrow \\ \bullet \quad \searrow \\ \bullet \quad \bullet \end{array}$$

$$f_0(x, y) = ax + by + c$$

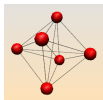
$$A_1 \quad \begin{array}{c} \nearrow \\ \bullet \quad \searrow \\ \bullet \quad \bullet \end{array}$$

$$f_1(x, y) = dx + ey + f$$

$$A_2 \quad \begin{array}{c} \nearrow \\ \bullet \quad \searrow \\ \bullet \quad \bullet \end{array}$$

$$f_2(x, y) = gx + hy + i$$

$$N(R)$$



$$R(a, b, c, d, e, f, g, h, i) = \begin{vmatrix} a & b & c \\ d & e & f \\ g & h & i \end{vmatrix}$$

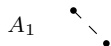
4-dimensional Birkhoff polytope

Connection with Algebra

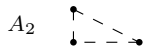
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- ▶ The **resultant** R is the polynomial in the coefficients of a system of polynomials which is zero iff the system has a common solution.
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$$f_0(x, y) = axy^2 + x^4y + c$$



$$f_1(x, y) = dx + ey$$



$$f_2(x, y) = gx^2 + hy + i$$



NP-hard to compute the resultant
in the **general case**

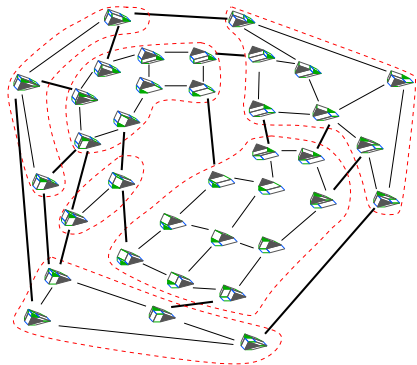
The idea of the algorithm

Input: $\mathcal{A} \in \mathbb{Z}^{2n}$ defined by $A_0, A_1, \dots, A_n \subset \mathbb{Z}^n$

Simplistic method:

- ▶ compute the secondary polytope $\Sigma(\mathcal{A})$
- ▶ many-to-one relation between vertices of $\Sigma(\mathcal{A})$ and $N(R)$ vertices

Cannot enumerate 1 representative per class by walking on secondary edges

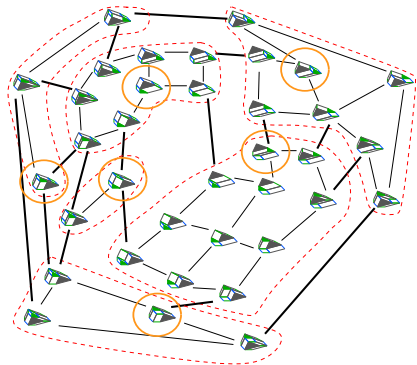


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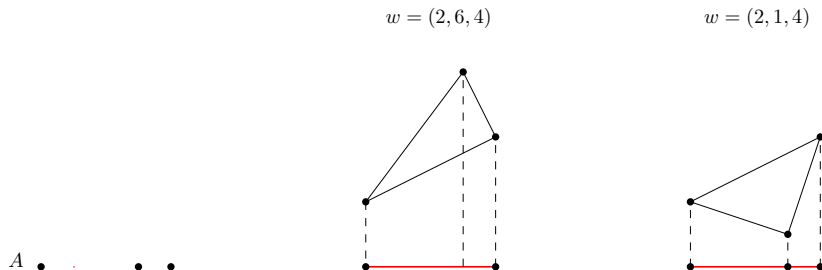
New Algorithm:

- ▶ **Vertex oracle:** given a direction vector compute a vertex of $N(R)$
- ▶ **Output sensitive:** computes only one triangulation of \mathcal{A} per $N(R)$ vertex + one per $N(R)$ facet
- ▶ Computes **projections** of $N(R)$ or $\Sigma(\mathcal{A})$



A basic tool for the oracle:

Regular triangulations of $A \subset \mathbb{R}^d$ are obtained by projecting the lower (or upper) hull of A lifted to \mathbb{R}^{d+1} via a **generic** lifting function $w \in (\mathbb{R}^{|A|})^\times$.



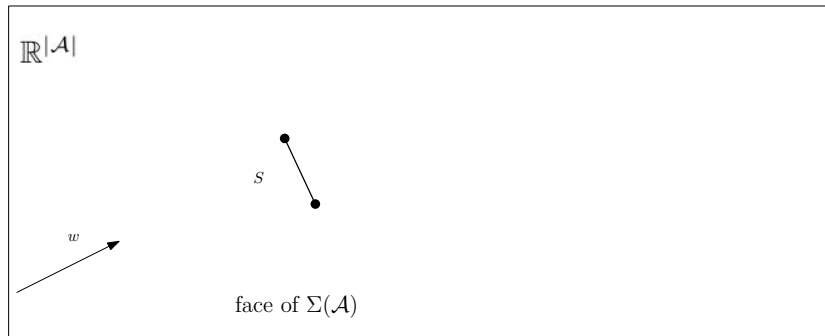
If w is **not generic** then we construct a **regular subdivision**.

The Vertex (Optimization) Oracle

Input: $\mathcal{A} \subset \mathbb{Z}^{2n}$, direction $w \in (\mathbb{R}^{|\mathcal{A}|})^\times$

Output: vertex $\in N(R)$, extremal wrt w

1. use w as a lifting to construct regular subdivision S of \mathcal{A}

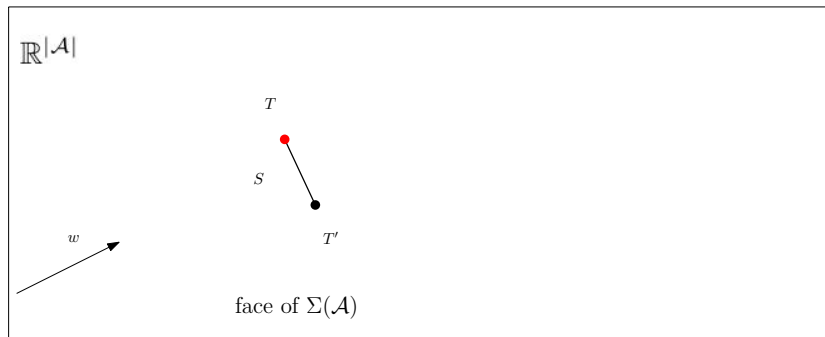


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2. refine S into triangulation T of \mathcal{A}

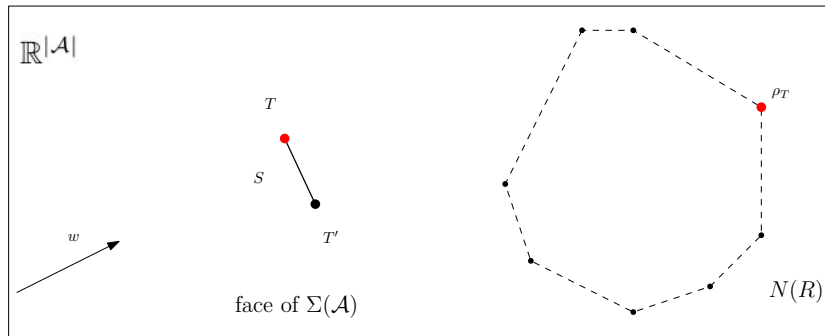


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3. return $\rho_T \in \mathbb{N}^{|\mathcal{A}|}$



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Lemma

Oracle's output is

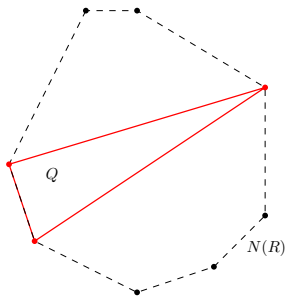
- ▶ *always a vertex of the target polytope,*
- ▶ *extremal wrt w .*

Incremental Algorithm

Input: \mathcal{A}

Output: H-rep. Q_H , V-rep. Q_V of $Q = N(R)$

1. initialization step



initialization:

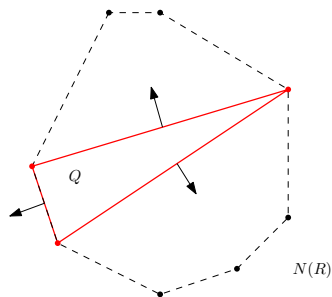
- ▶ $Q \subset N(R)$
- ▶ $\dim(Q) = \dim(N(R))$

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2. all hyperplanes of Q_H are **illegal**



2 kinds of hyperplanes of Q_H :

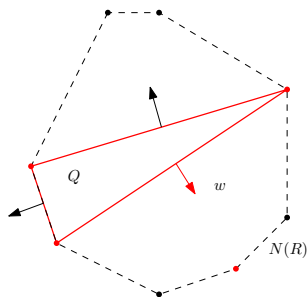
- ▶ **legal** if it supports facet $\subset N(R)$
- ▶ **illegal** otherwise

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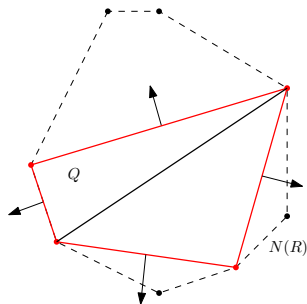
Extending an **illegal** facet

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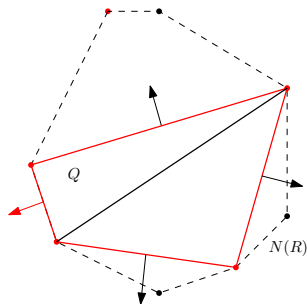
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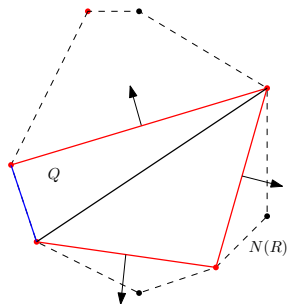
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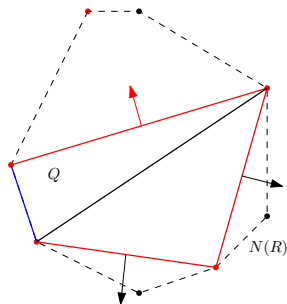
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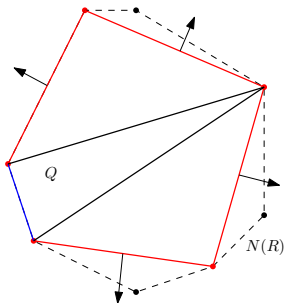


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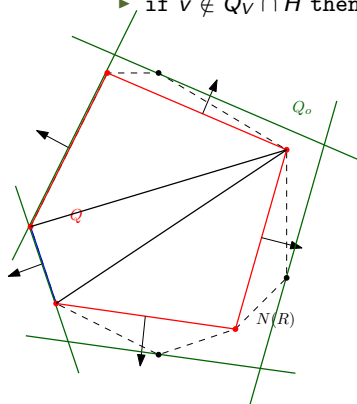
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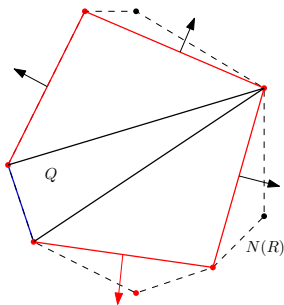
At any step, Q is an inner approximation ... from which we can compute an outer approximation Q_o .

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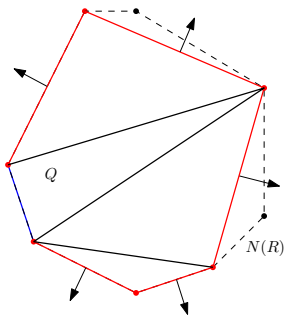


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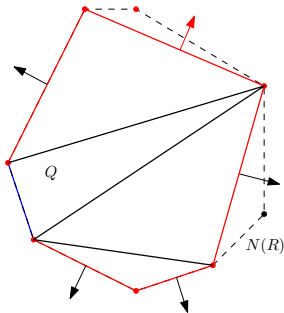


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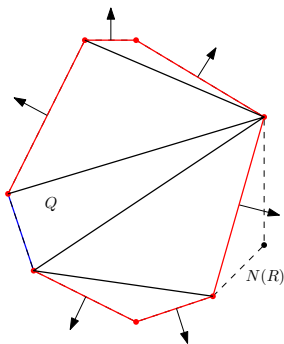


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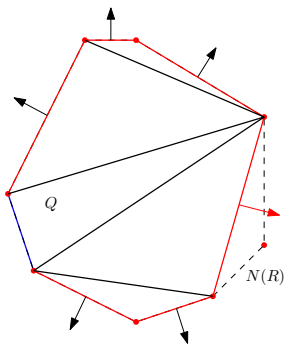


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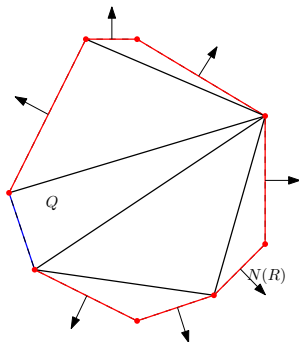


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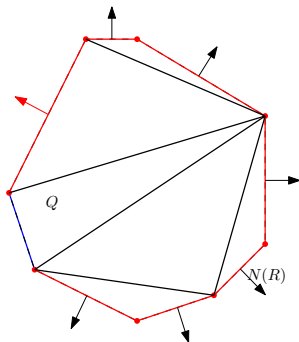


Incremental Algorithm

Input: \mathcal{A}

Output: H-rep. Q_H , V-rep. Q_V of $Q = N(R)$

1. initialization step
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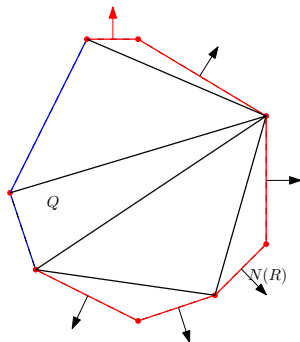


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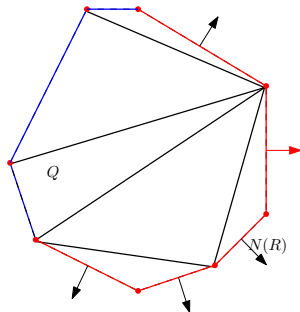


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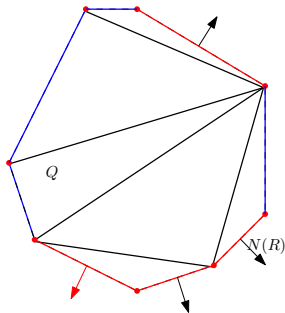


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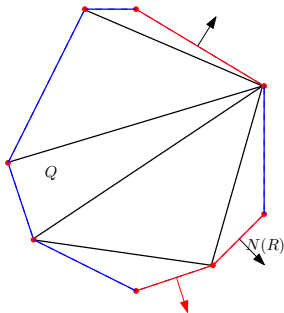


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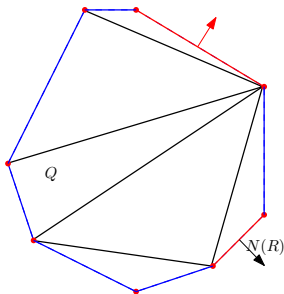


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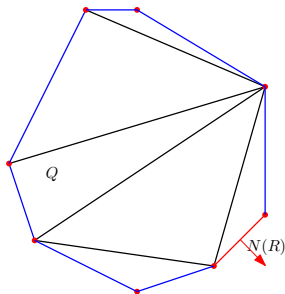


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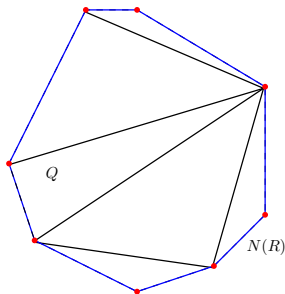


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Complexity

Theorem

We compute the Vertex- and Halfspace-representations of $N(R)$, as well as a triangulation T of $N(R)$, in

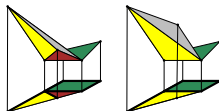
$$O^*(m^5 |\text{vtx}(N(R))| \cdot |T|^2),$$


where $m = \dim N(R)$, and $|T|$ the number of full-dim faces of T .

Elements of proof

- ▶ Computation is done in dimension $m = |\mathcal{A}| - 2n + 1$, $N(R) \subset \mathbb{R}^{|\mathcal{A}|}$.
- ▶ At most $\leq \text{vtx}(N(R)) + \text{fct}(N(R))$ oracle calls (Lem. 9).
- ▶ Beneath-and-Beyond algorithm for converting V-rep. to H-rep. [[Joswig '02](#)].

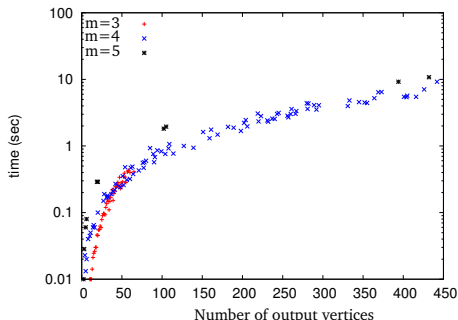
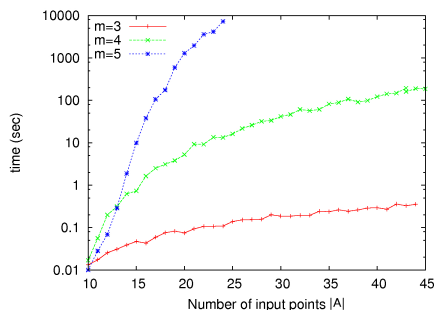
ResPol package



- ▶ C++
- ▶ towards high-dimensional 
- ▶ triangulation [Boissonnat, Devillers, Hornus]
extreme_points_d [Gärtner] (preprocessing step)
- ▶ Hashing of determinantal predicates: optimizing sequences of similar determinants
- ▶ <http://sourceforge.net/projects/respol>

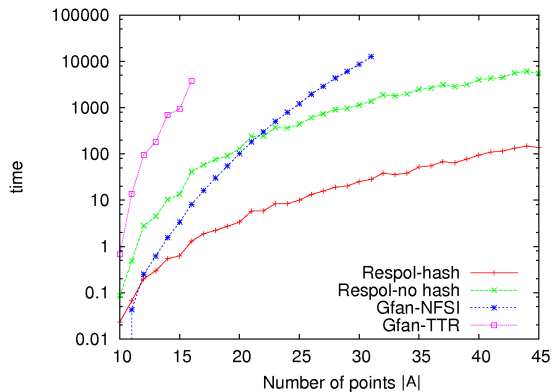
Output-sensitivity

- ▶ oracle calls $\leq \text{vtx}(N(R)) + \text{fct}(N(R))$
- ▶ output vertices bound polynomially the output triangulation size
- ▶ subexponential runtime wrt to input points (L), output vertices (R)



Hashing and Gfan

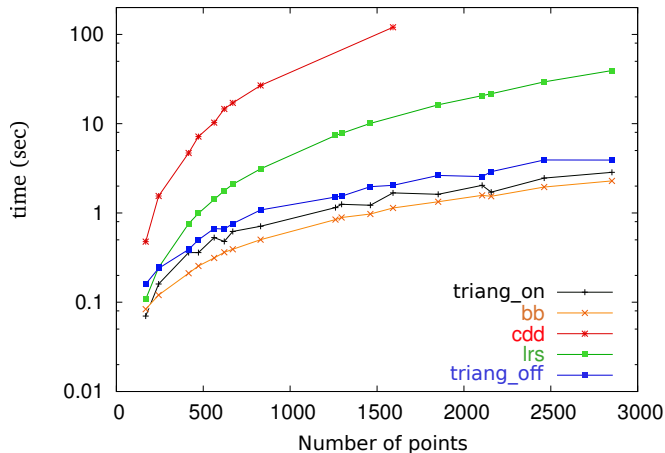
- ▶ *hashing determinants* speeds ≤ 10 - $100\times$ when $\dim(N(R)) = 3, 4$
- ▶ faster than Gfan [Yu-Jensen'11] for $\dim N(R) \leq 6$, else competitive



$\dim(N(R)) = 4$:

Computing the convex hull of $N(R)$

- triangulation, polymake beneath-beyond (bb), cdd, lrs



$$\dim(N(R)) = 4$$

f-vectors of 4-dimensional $N(\mathbb{R})$

(6, 15, 18, 9)

(8, 20, 21, 9)

(9, 22, 21, 8)

.

.

.

(17, 48, 45, 14)

(17, 48, 46, 15)

(17, 48, 47, 16)

(17, 49, 47, 15)

(17, 49, 48, 16)

(17, 49, 49, 17)

(17, 50, 50, 17)

(18, 51, 48, 15)

(18, 51, 49, 16)

(18, 52, 50, 16)

(18, 52, 51, 17)

(18, 53, 51, 16)

(18, 53, 53, 18)

(18, 54, 54, 18)

(19, 54, 52, 17)

(19, 55, 51, 15)

(19, 55, 52, 16)

(19, 55, 54, 18)

(19, 56, 54, 17)

(19, 56, 56, 19)

(19, 57, 57, 19)

(20, 58, 54, 16)

(20, 59, 57, 18)

(20, 60, 60, 20)

(21, 62, 60, 19)

(21, 63, 63, 21)

(22, 66, 66, 22)

Open

Almost symmetric f-vector?

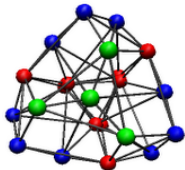
Ongoing and future work

- ▶ Extension of hashing determinants to CH computations
(with L.Peñaranda) (to appear in ESA'12)
- ▶ Combinatorial characterization of 4-dimensional resultant polytopes
(with I.Z.Emiris, A.Dickenstein)
- ▶ Computation of discriminant polytopes
(with I.Z.Emiris, A.Dickenstein)
- ▶ Membership oracles from vertex (optimization) oracles
(with B.Gärtner)

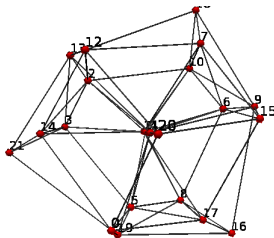
References

- ▶ The paper: “An output-sensitive algorithm for computing projections of resultant polytopes.” in SoCG'12
- ▶ The code: <http://respol.sourceforge.net>

The end...



(figure courtesy of M.Joswig)



Facet and vertex graph of the largest 4-dimensional resultant polytope

Thank You !