

# Maintaining Nets and Net Trees under Incremental Motion

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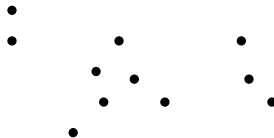
# Nets

## Net [KL04, HM06, CG06, GR08]

$P$  is a finite set of points in a  $\mathbb{R}^d$ . Given  $r > 0$ , an  $r$ -net for  $P$  is a subset  $X \subseteq P$  such that,

$$\max_{p \in P} \text{dist}(p, X) < r \quad \text{and}$$

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## Features

- **Intrinsic:** Independent of coord. frame
- **Stable:** Relatively insensitive to small point motions

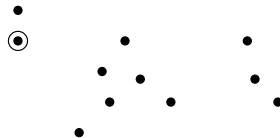
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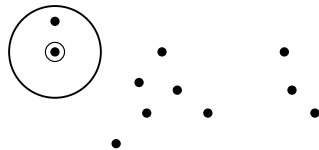
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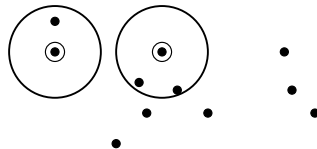
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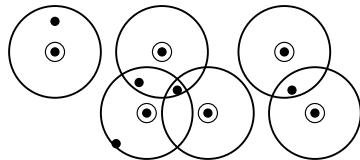
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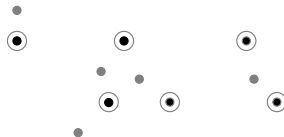
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# Net Trees

## Net Tree [KL04, HM06, CG06, GR08]

- The leaves of the tree consists of the points of  $P$ .
- The tree is based on a **series of nets**,  $P^{(1)}, P^{(2)}, \dots, P^{(h)}$ , where  $P^{(i)}$  is a  $(2^i)$ -net for  $P^{(i-1)}$ .
- Each node on level  $i - 1$  is associated with a **parent**, at level  $i$ , which lies within distance  $2^i$ .



e

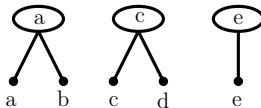
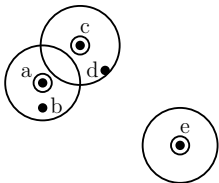
a      b      c      d      e



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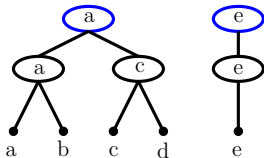
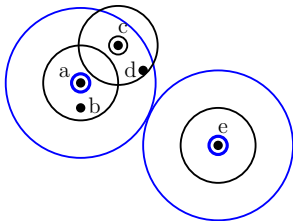
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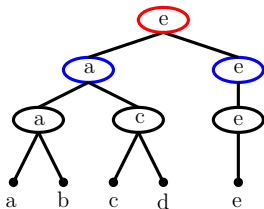
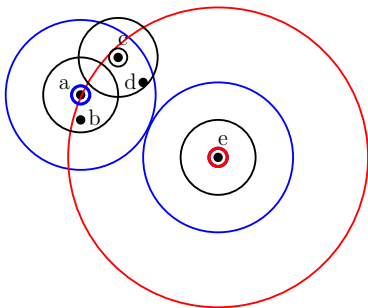
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# Incremental Motion

## Individual Updates

Insertion/deletion of a single point

## KDS(Kinetic Data Structures):([Guibas98], [GGN04])

- future motion known.
- e.g., flight plans.

## Incremental (Black-Box) Motion:([YZ09], [MNP+04], [Kahan91])

- Motion occurs in discrete time steps
- All points may move
- No constraints on motion, but processing is most efficient when motion is small or predictable

# Competitive Ratio

## Competitive Ratio

- We establish the efficiency through a **competitive analysis**
- Given an incremental algorithm  $A$  and motion sequence  $\mathcal{P}$ , define

$$C_A(\mathcal{P}) = \text{Total cost of running } A \text{ on } \mathcal{P}$$

$$C_{OPT}(\mathcal{P}) = \text{Total cost of optimal algorithm on } \mathcal{P}$$

The optimal algorithm may have full knowledge of future motion

- **Competitive Ratio:**

$$\max_{\mathcal{P}} \frac{C_A(\mathcal{P})}{C_{OPT}(\mathcal{P})}$$

# Observer-Builder Model

## Observer-Builder Model

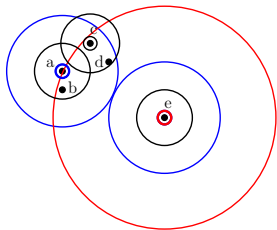
- Two agents cooperate to maintain data structure [MNP+04, YiZ09]
  - **Observer:** Observes points motions
  - **Builder:** Maintains the data structure
- **Certificates:** Boolean conditions, which prove structure's correctness

# Observer-Builder Model

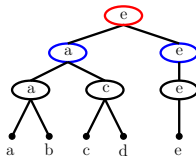
## Communication Protocol

- **Builder** maintains structure and **issues certificates**
- **Observer** notifies builder of any **certificate violations**
- **Builder** then fixes the structure and **updates certificates**

Observer



Builder

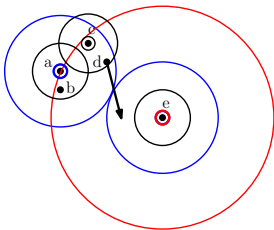


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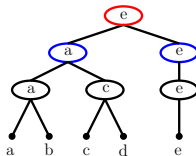
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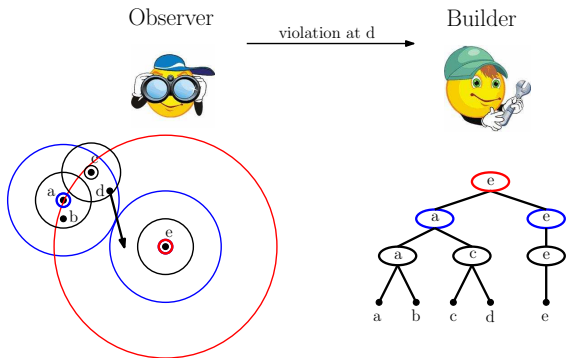




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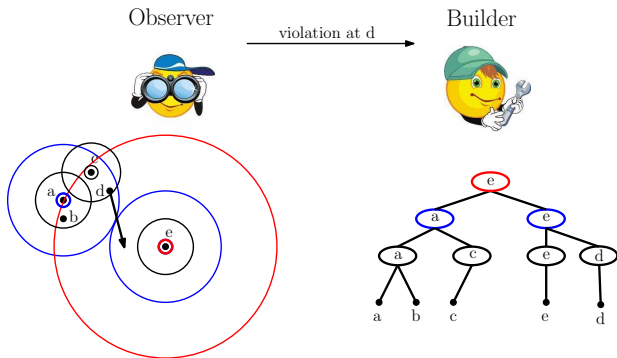
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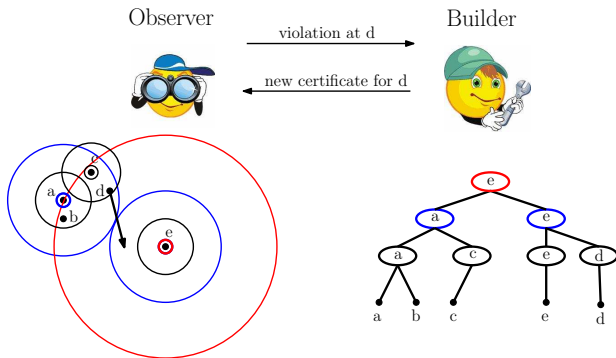
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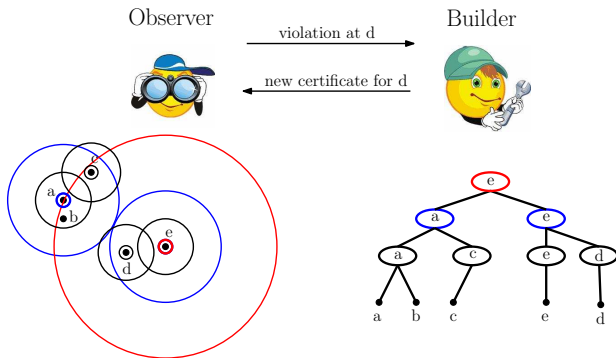
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# Observer-Builder — Cost Model

## Cost Model

- Computational cost is the total **communication complexity** (e.g., number of bits) between the observer and builder.
- **Builder's goal:** Issue certificates that will be **stable** against future motion.
- Builder's and observer's overheads are not counted:
  - **Builder's overhead:** Is small.
  - **Observer's overhead:** Observer can exploit knowledge about point motions to avoid re-evaluating certificates.

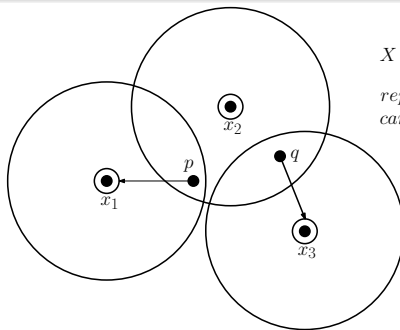
# Talk Overview

- Nets, net trees, and incremental motion
- Observer-Builder model
- **Maintaining nets for moving points**
- Conclusion

# Incremental Online Algorithm for Maintaining an $r$ -Net

## What the Builder Maintains

- The point set,  $P$
- The  $r$ -net,  $X$
- For each  $p \in P$ :
  - A **representative**  $\text{rep}(p) \in X$ , where  $\text{dist}(p, x) \leq r$
  - A **candidate list**  $\text{cand}(p) \subseteq X$  of possible representatives for  $p$



$$X = \{x_1, x_2, x_3\}$$

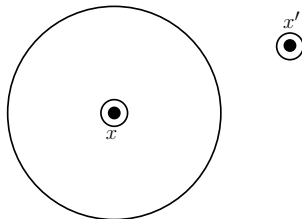
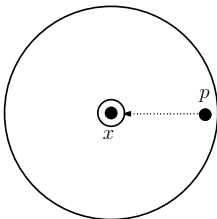
$$\text{rep}(p) = x_1$$

$$\text{cand}(p) = \{x_1, x_2\}$$

# Incremental Online Algorithm for Maintaining an $r$ -Net

## Certificates

- For  $p \in P$ , **Assignment Certificate**( $p$ ):  $\text{dist}(p, \text{rep}(p)) \leq r$   
(representative is close enough)
- For  $x \in X$ , **Packing Certificate**( $x$ ):  $\min_{\substack{x', x' \in X \\ x \neq x'}} \text{dist}(x, x') \geq r$   
(no other net-point is too close)

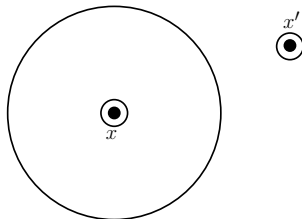
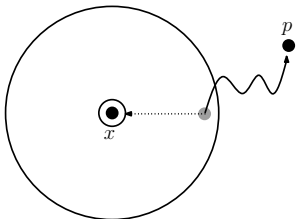




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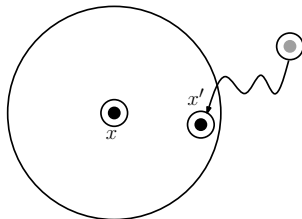
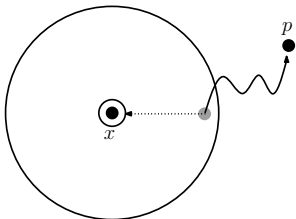
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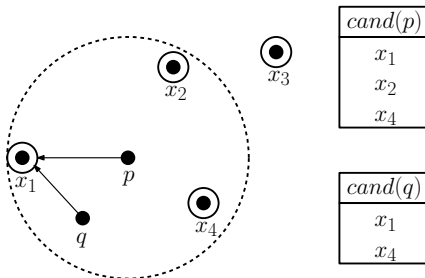


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## Assignment Certificate Violation( $p$ )

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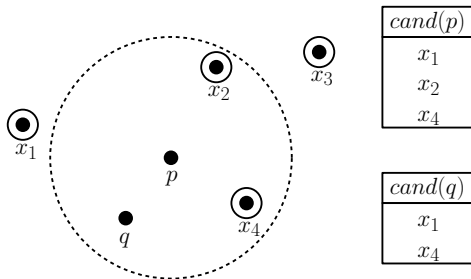


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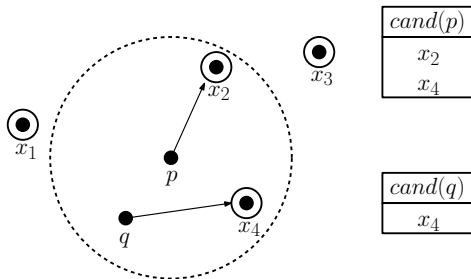


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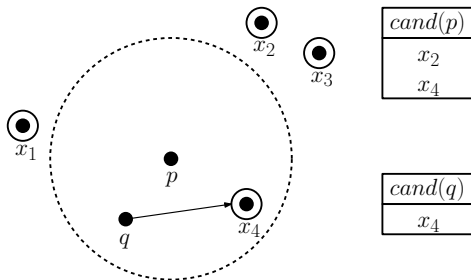


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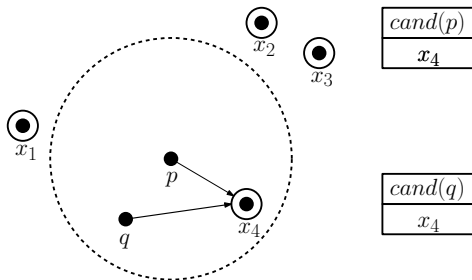


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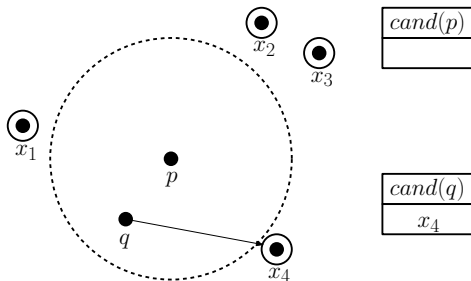


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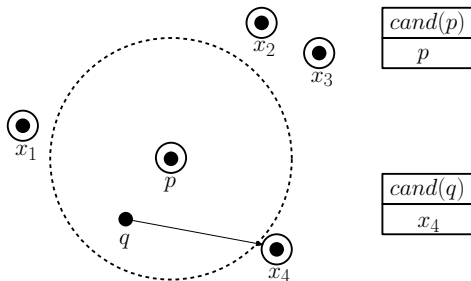


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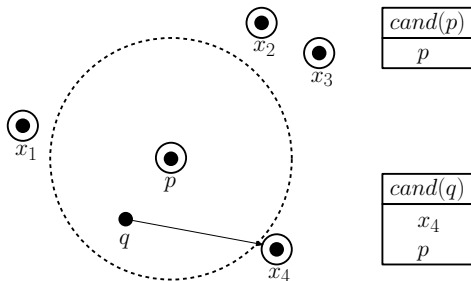


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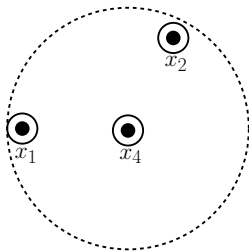


# Incremental Online Algorithm for Maintaining an $r$ -Net

## Packing Certificate Violation( $x$ )

There exists another net point within distance  $r$  of  $x$ :

- Remove all net points within radius  $r$  of  $x$ . (This may induce many assignment violations)
- Handle all assign certificate violations

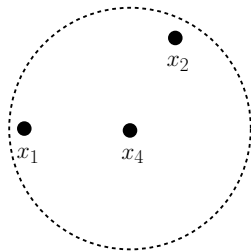


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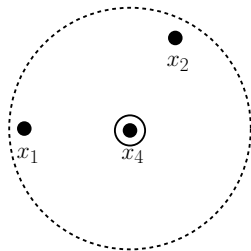


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# Slack Net

## Slack Net

- To obtain a competitive ratio, we relaxed the  $r$ -net definition slightly.
- Assume that  $P$  is from a metric space of constant doubling dimension.
- Given constants  $\alpha, \beta \geq 1$ , an  $(\alpha, \beta)$ -slack  $r$ -net is a
- To obtain a competitive ratio, we relaxed the  $r$ -net definition slightly.

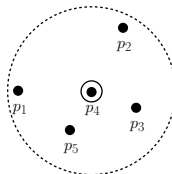
$$\max_{p \in M} \text{dist}(p, X) < \alpha r \quad \text{and} \quad \forall x \in X, |\{X \cap b(x, r)\}| \leq \beta.$$

Covering radius larger by factor  $\alpha$ . Allow up to  $\beta$  net points to violate packing certificate.

# Slack Net

## Intuition

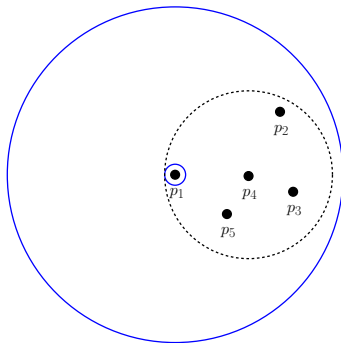
- Set  $\alpha = 2$  for our net
- To give flexibility of choosing a net point.



# Slack Net

## Intuition

- Set  $\alpha = 2$  for our net
- To give flexibility of choosing a net point.

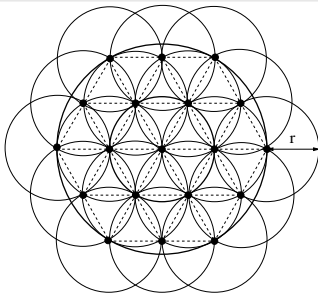




# Slack Net

## Intuition (Cont'd)

- Since we can choose any point as a net point the maximum number of net points within distance  $r$  without any violation in optimal algorithm is  $\beta$ , (a function of the doubling dimension constant).



# Our Results

## Theorem: (Slack-Net Maintenance)

There exists an incremental online algorithm, which for any real  $r > 0$ , maintains a  $(2, \beta)$ -slack  $r$ -net for any point set  $P$  under incremental motion. Under the assumption that  $P$  is a  $(2, \beta)$ -slack  $(r/2)$ -net, the algorithm achieves a competitive ratio of  $O(1)$ .

## Theorem: (Slack-Net Tree Maintenance)

There exists an online algorithm, which maintains a  $(4, \beta)$ -slack net tree for any point set  $P$  under incremental motion. The algorithm achieves a competitive ratio of at most  $O(h^2)$ , where  $h$  is the height of the tree.

# Conclusion

## Summary

- Introduced a **computational model** for incremental motion.
- Obtain  $O(1)$  competitive ratio for Nets.
- Obtain  $O(h^2)$  (recently, got  $O(h)$ ) competitive ratio for Nets.

## Future Work

- Tighten competitive ratio bounds (or show they are tight)
- Implementation and testing on real data sets

Thank you!

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- [YZ09] K. Yi and Q. Zhang. Multi-dimensional online tracking. In *Proc. 20th Annu. ACM-SIAM Sympos. Discrete Algorithms*, pages 1098–1107, 2009.