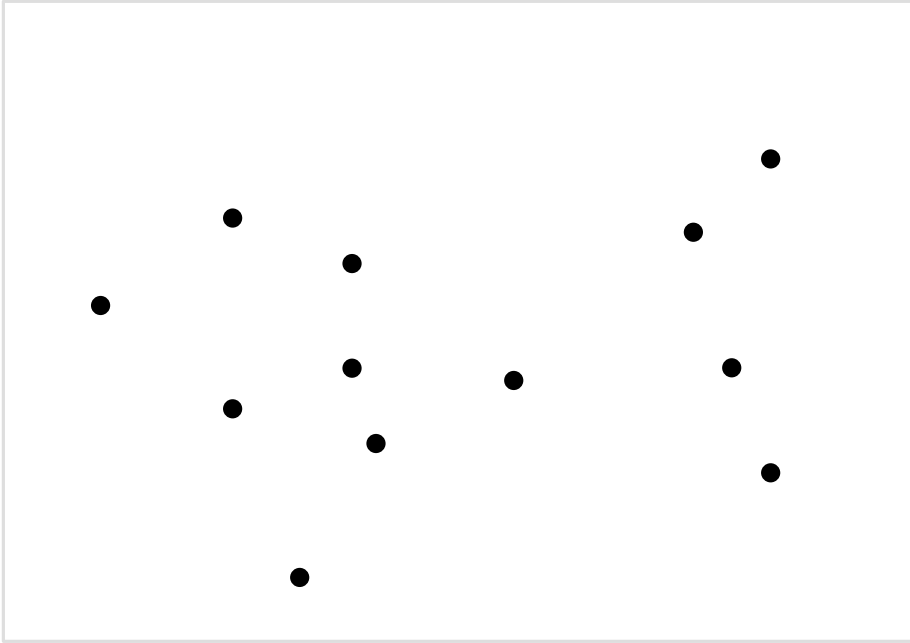


The Maximum Exposure Problem

Neeraj Kumar, Stavros Sintos, Subhash Suri

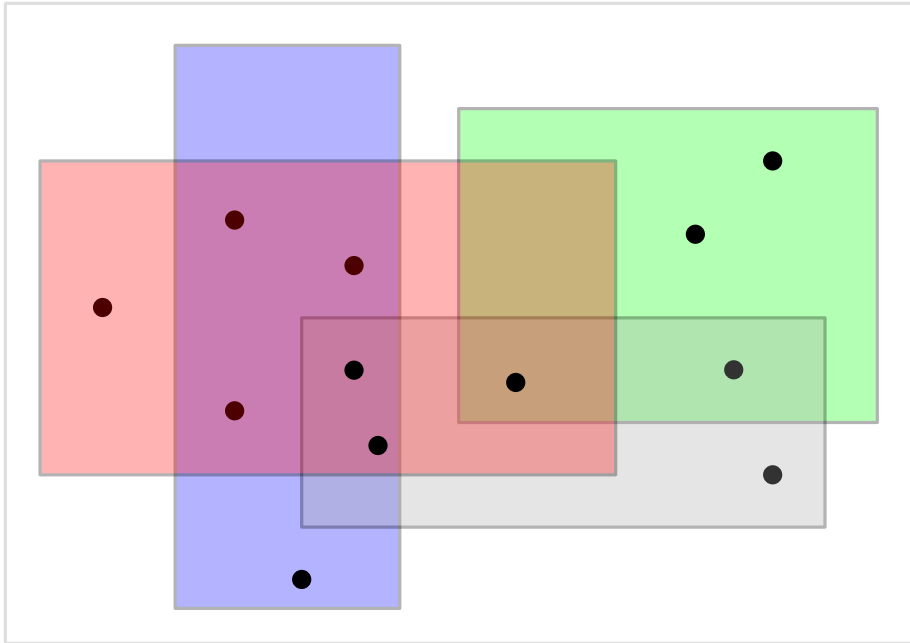
University of California, Santa Barbara Duke University

Problem Description



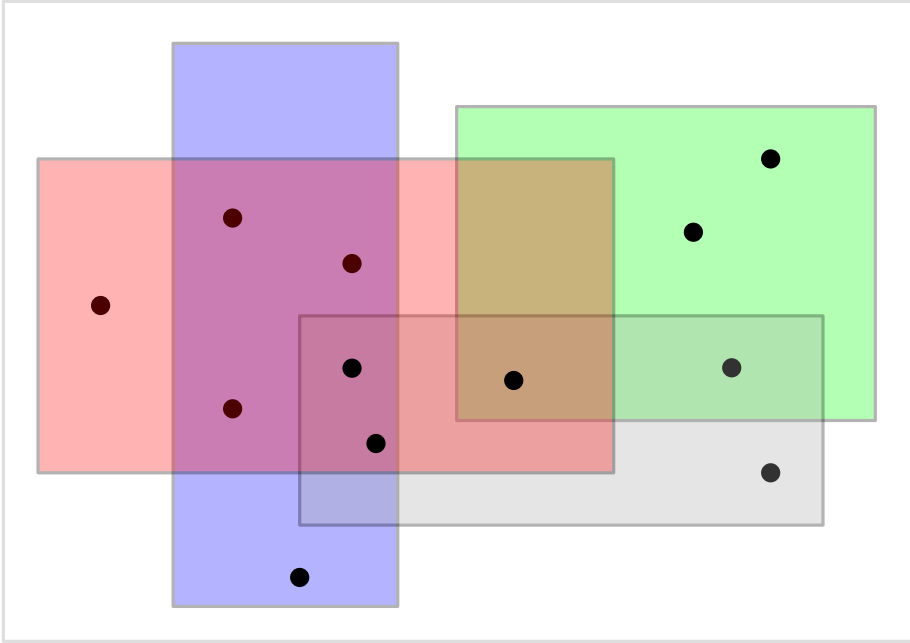
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Problem Description



Set of points P in the plane, set of rectangular ranges \mathcal{R} covering them,
integer parameter k

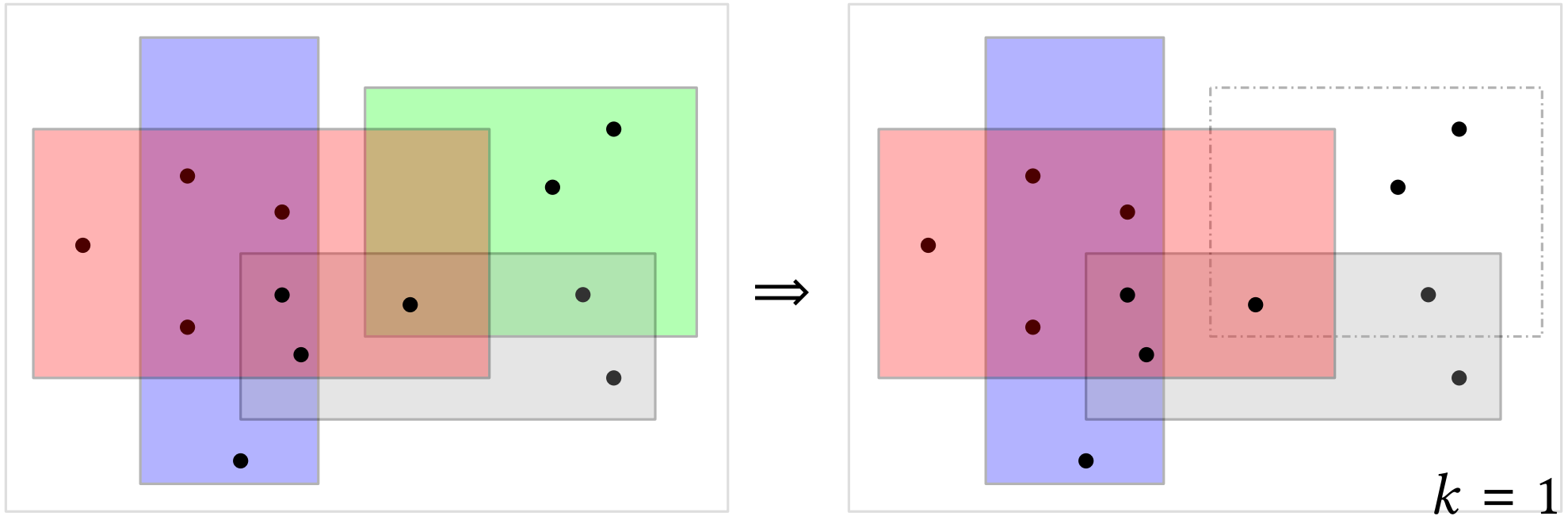
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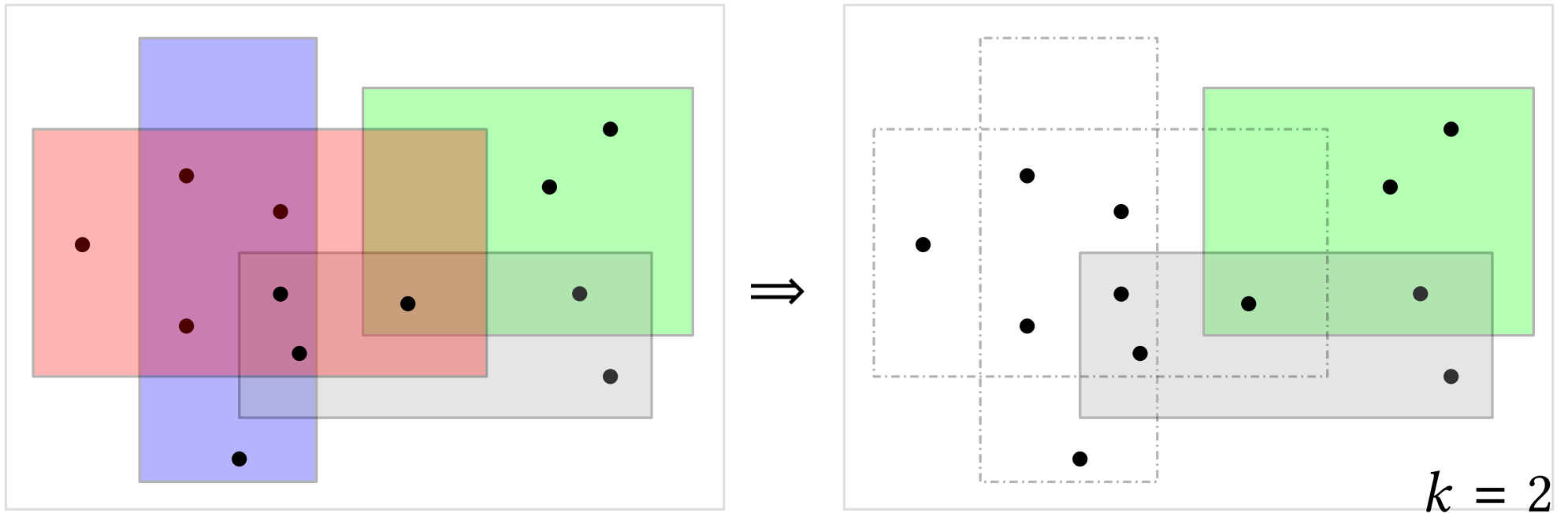
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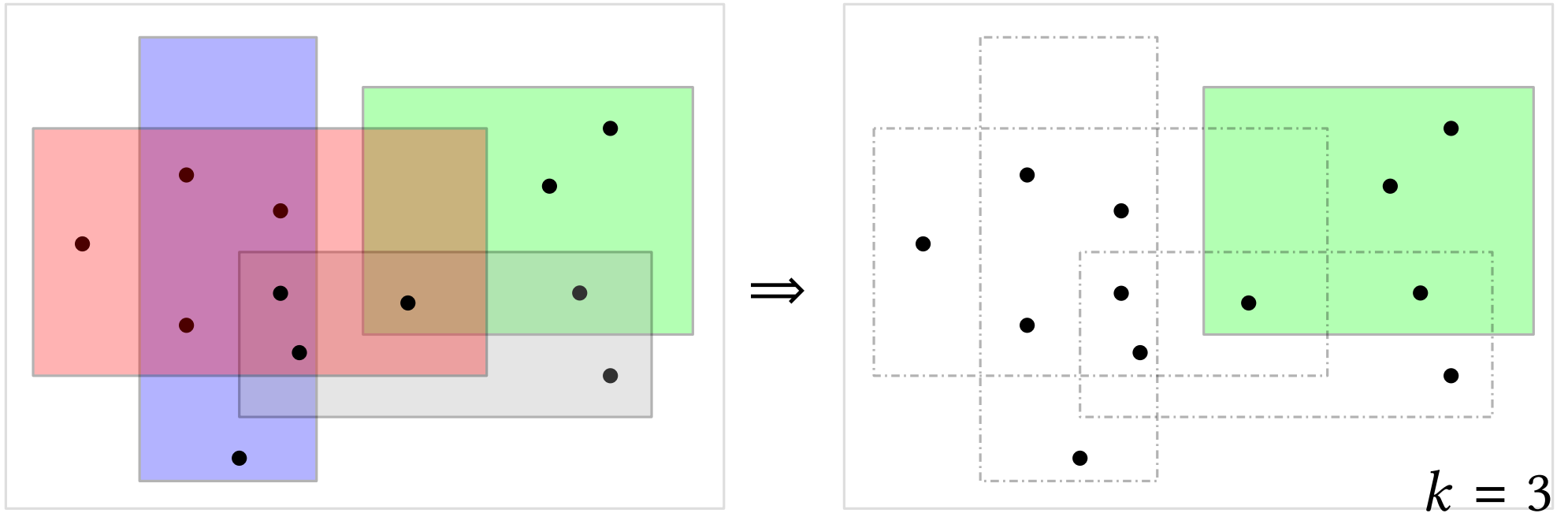
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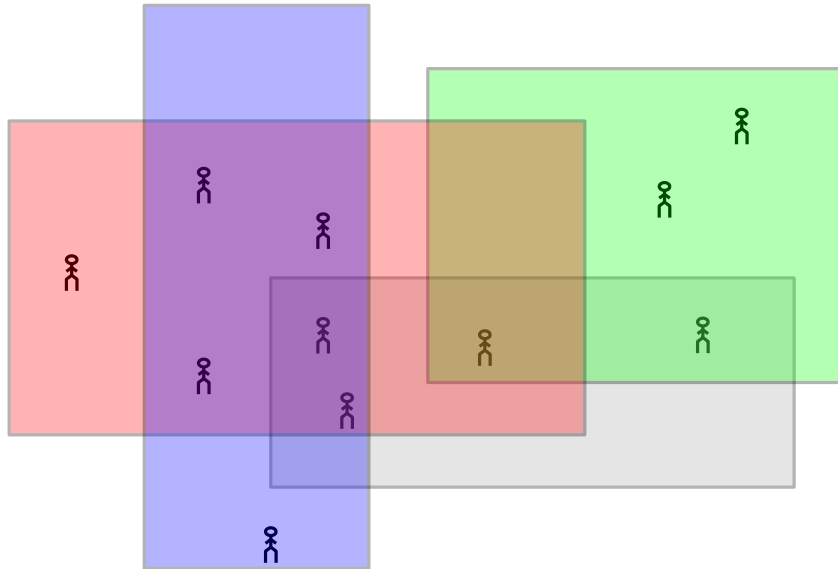


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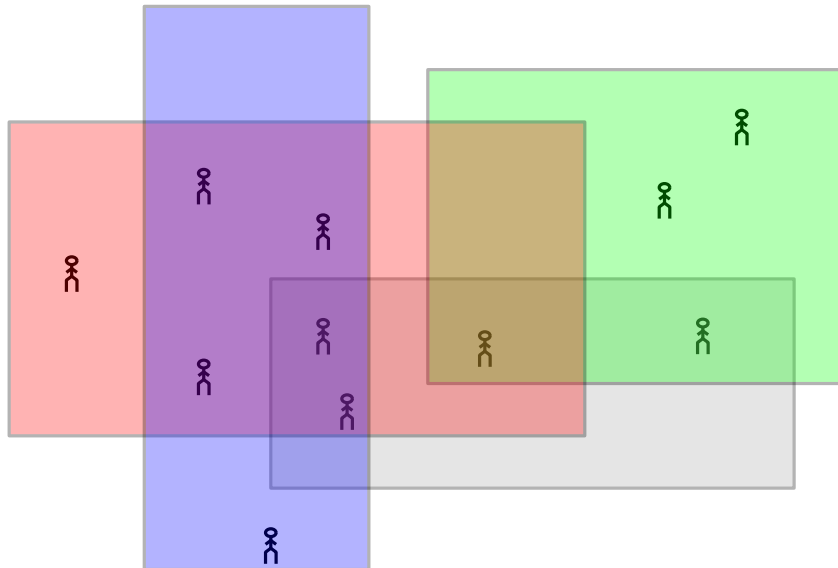
Motivation

- **Reliability of coverage:** points correspond to clients, ranges correspond to coverage of facilities



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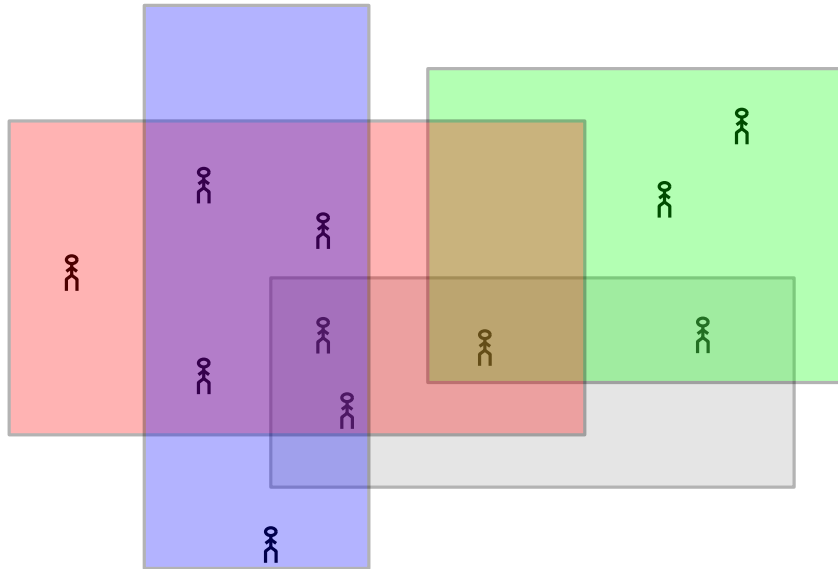
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Which k facilities to disable so as to affect maximum number of clients?

Motivation

- **Reliability of coverage:** points correspond to clients, ranges correspond to coverage of facilities



Which k facilities to disable so as to affect maximum number of clients?

- **Geometric constraint removal:** ranges correspond to *constraints*, points correspond to *rewards*

Maximize rewards by removing at most k constraints

Hardness of Max Exposure

- Geometric counterpart of the *densest k -subhypergraph* problem
 - studied recently in (APPROX'16, SODA'17), conditionally hard to approximate within $|V|^{1-\epsilon}$

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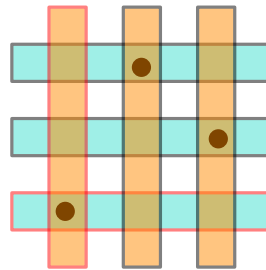
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- NP-hard and also ‘conditionally’ hard to approximate within $O(n^{1/4})$ even when rectangles in \mathcal{R} are translates of two fixed rectangles



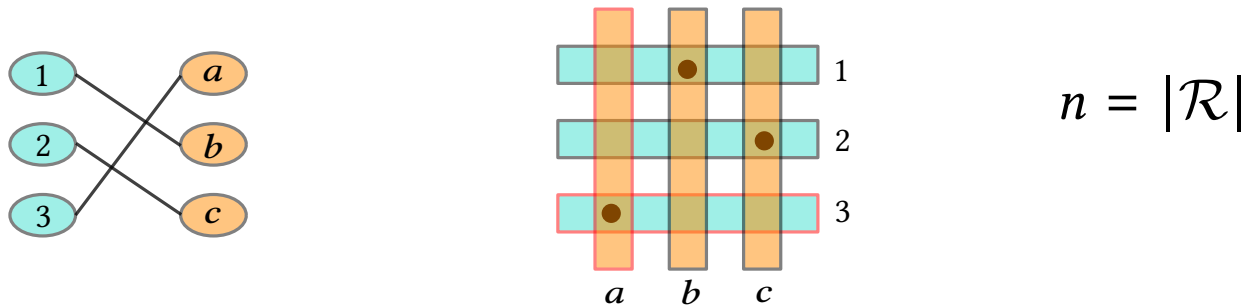
$$n = |\mathcal{R}|$$

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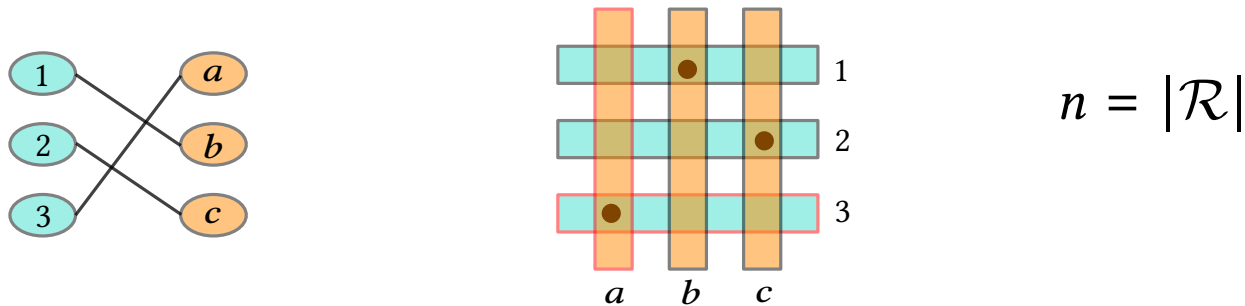
Simple reduction from densest k -subgraph on bipartite graphs (*bipartite-DkS*)

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Simple reduction from densest k -subgraph on bipartite graphs (*bipartite-DkS*)

- Assuming DENSE Vs RANDOM conjecture, bipartite-DkS is hard to approximate within $O(|V|^{1/4})$

Approximation Algorithms

Can we do somewhat better for arbitrary rectangles?

What happens if we only allow translates of a single rectangle?

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➤ A bicriteria $O(k)$ -approximation for arbitrary rectangles

- Expose at least $\Omega(1/k)$ of optimal points by removing k^2 rectangles
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rest of this talk

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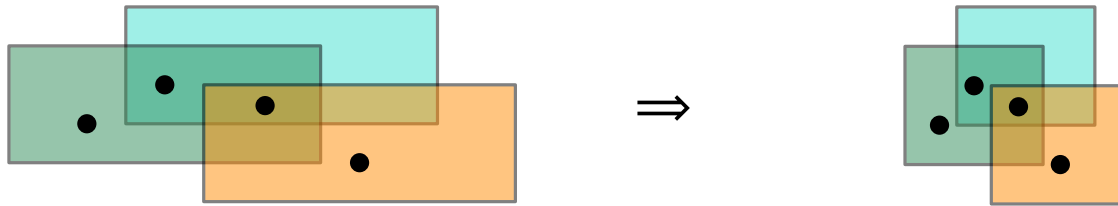
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Holds for any polygon with $O(1)$ complexity

Translates of a Single Rectangle

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First, scale the rectangles so that they become squares

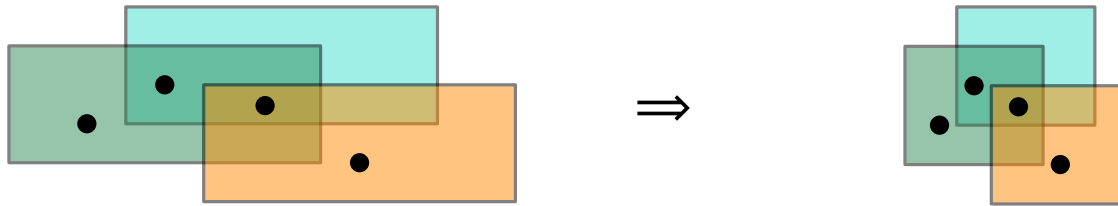


Does not change any point-rectangle containment

Goal now is to compute max-exposure of **unit square ranges**

Translates of a Single Rectangle

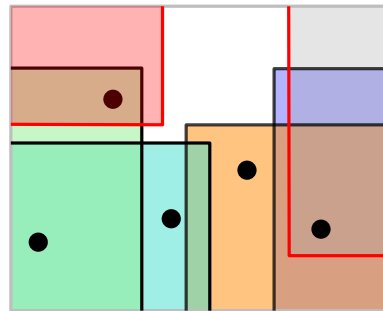
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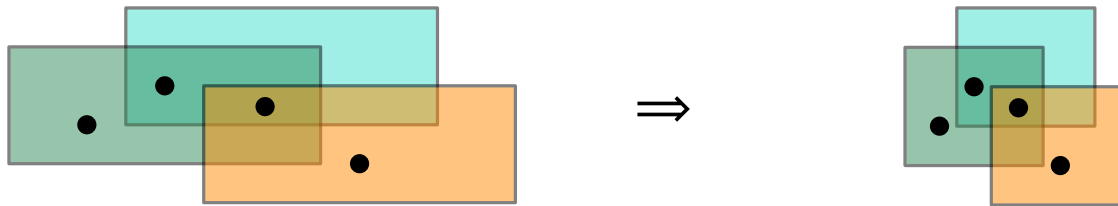
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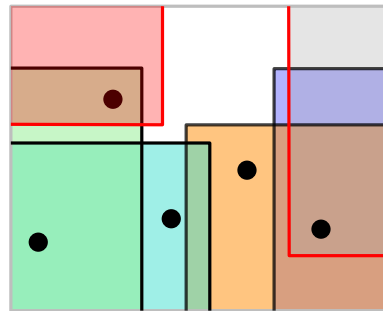
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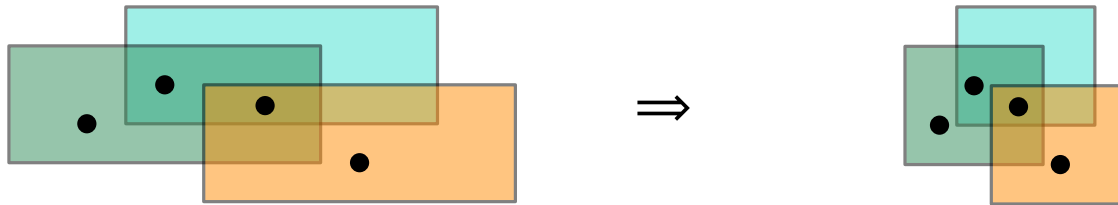


Roadmap

Within a unit square \rightarrow Within a horizontal strip of unit width \rightarrow PTAS
(polytime) (polytime) (shifting techniques)
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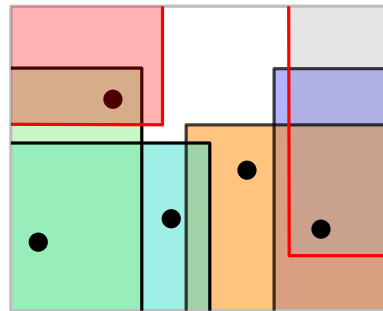
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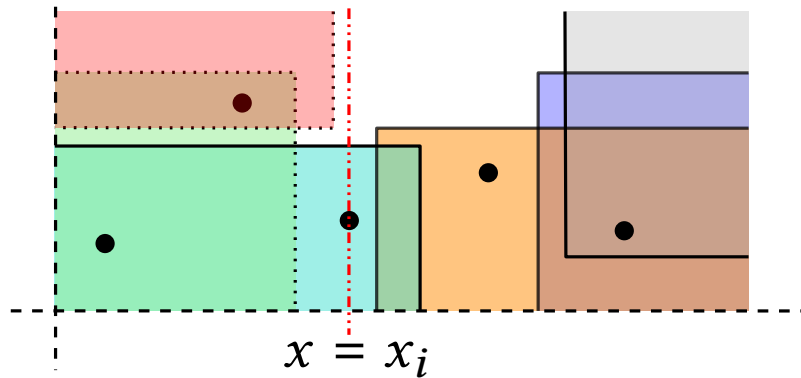
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Consider the dynamic programming formulation : **DP-template-0**

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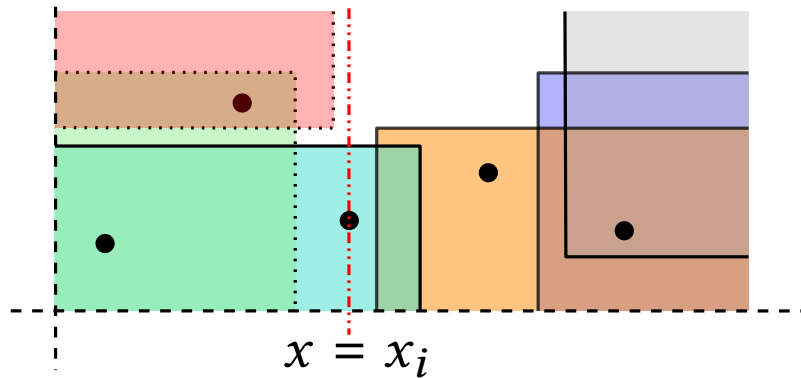


Active ranges : ranges that have at least one corner to the right of $x = x_i$

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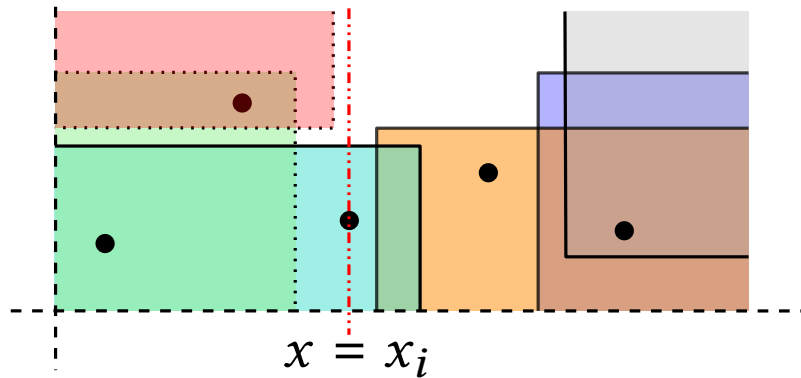
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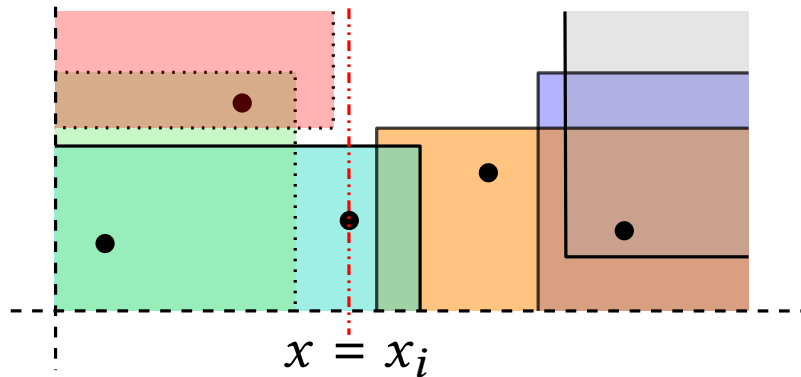
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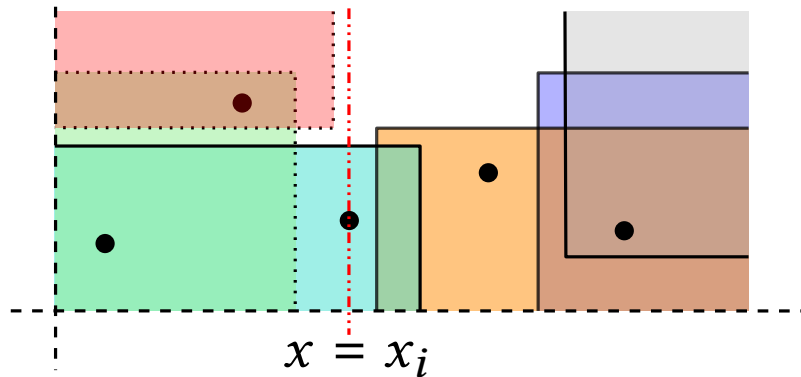
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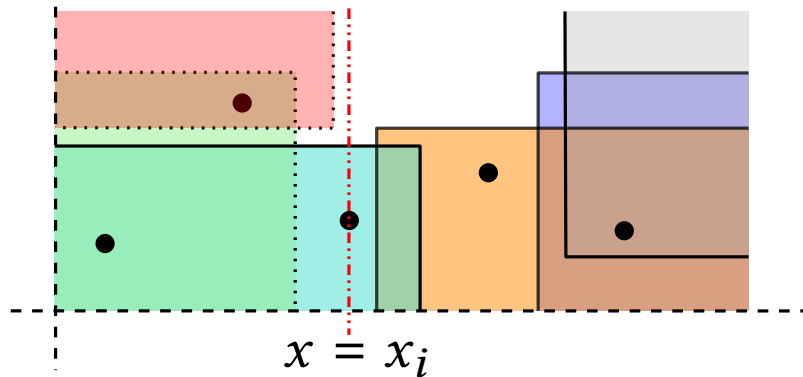
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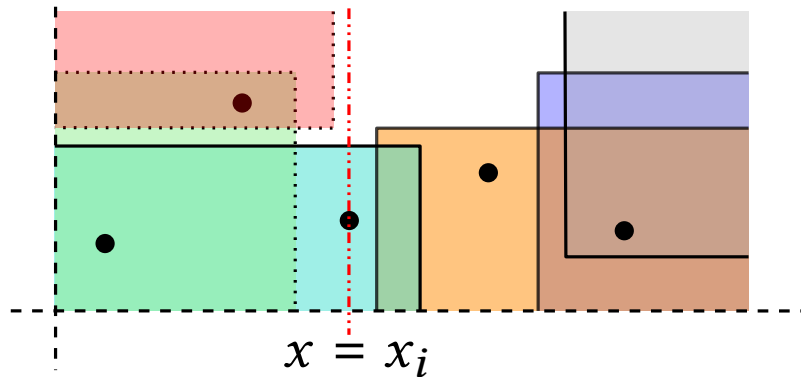
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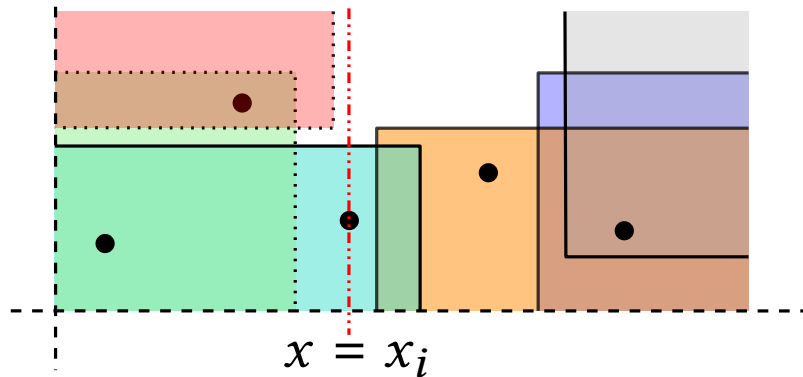
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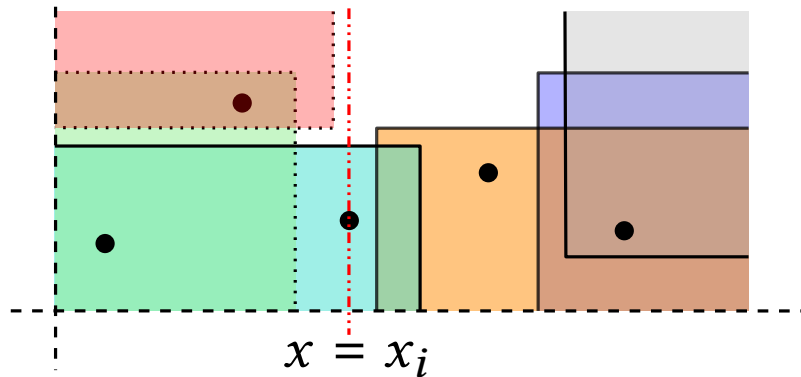
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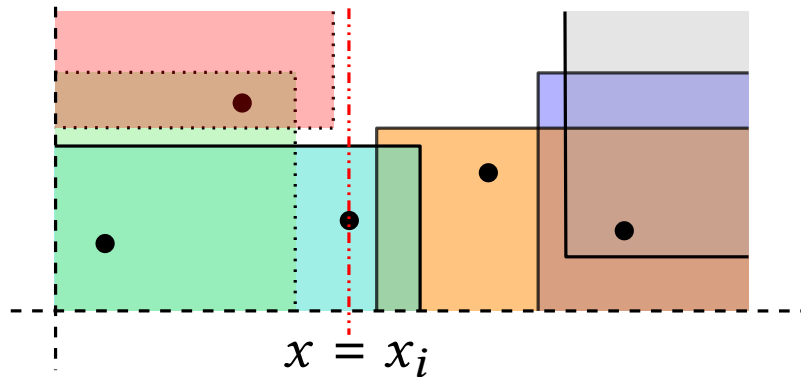
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$$k_i = |\mathcal{R}(p_i) \setminus \mathcal{R}_d|$$

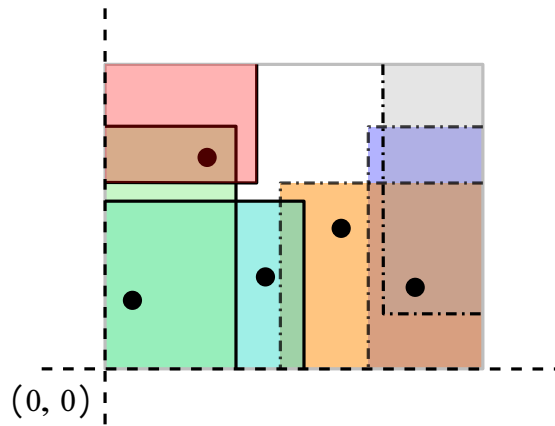
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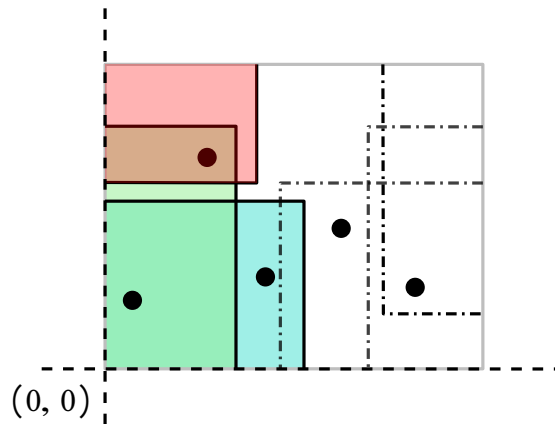
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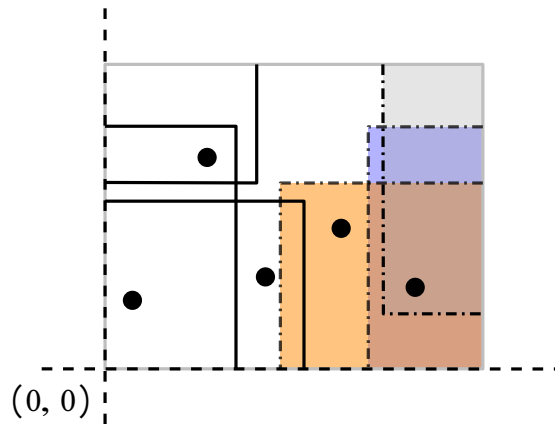
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Type-0: Unit square ranges that intersect $x = 0$

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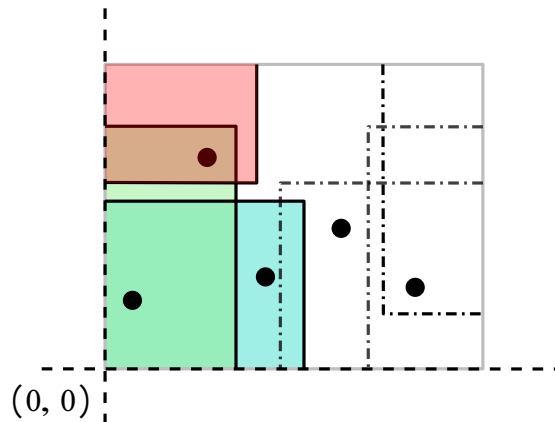


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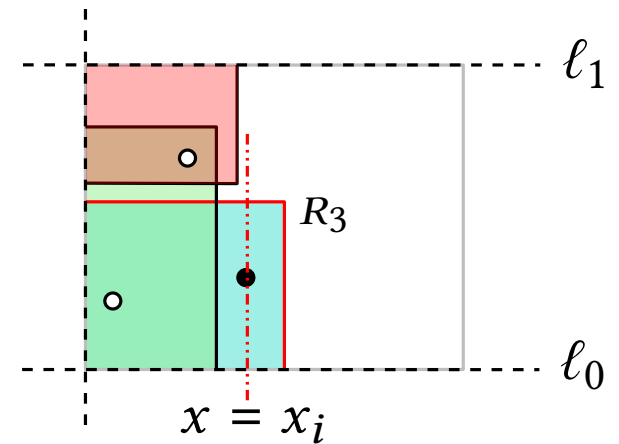
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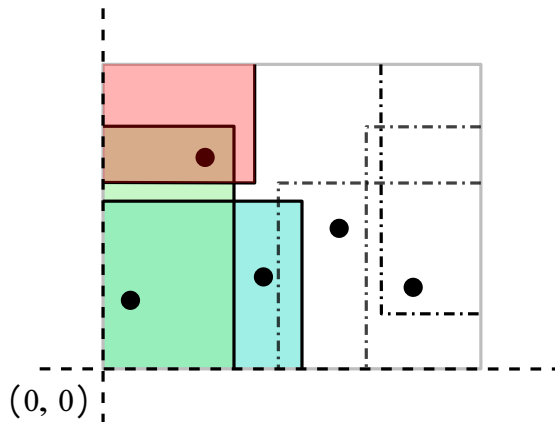
Suppose we only had Type-0 ranges:



R_3 is 'anchored' to ℓ_0

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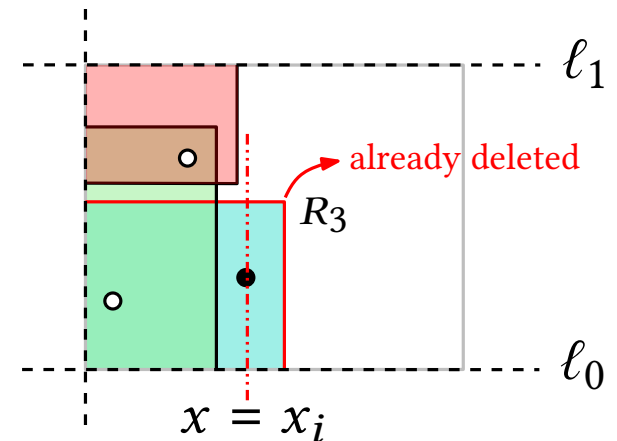


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q_0 = Exposed point to left of $x = x_i$ closest to ℓ_0

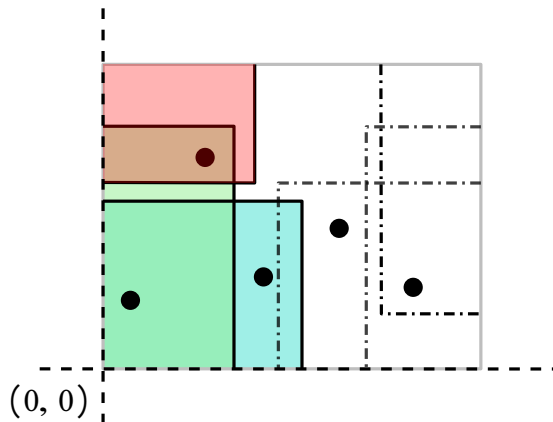


R_3 is 'anchored' to ℓ_0

\Rightarrow must contain q_0

Max-Exposure Within a Unit Square

How do we keep track of deleted range set \mathcal{R}_d using polynomial space?



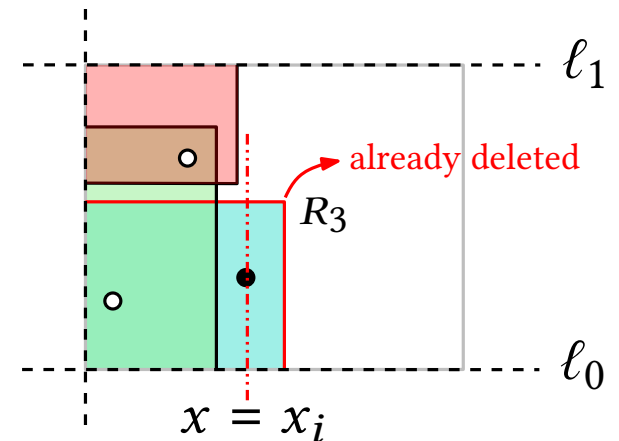
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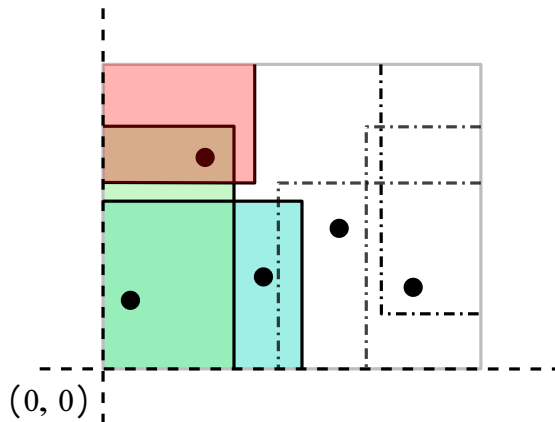


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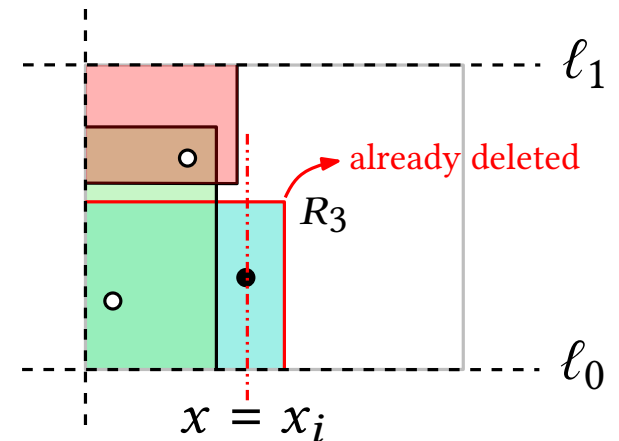
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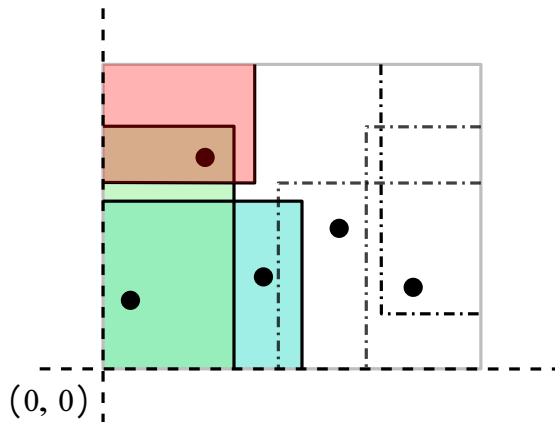
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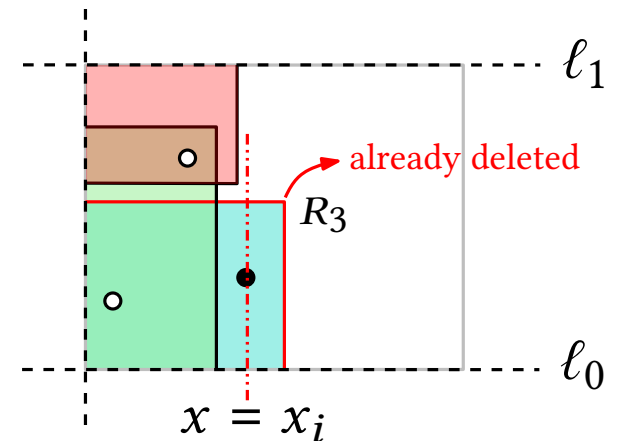
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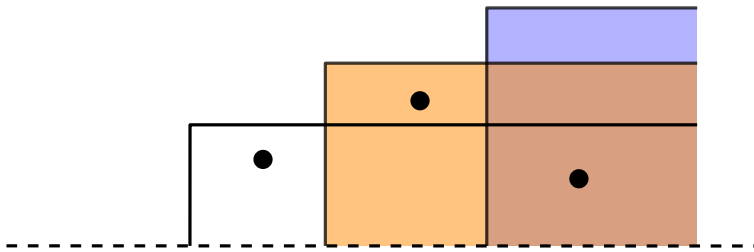


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Can keep track of Type-0 deleted ranges by remembering q_0, q_1

Handling Type-1 Ranges

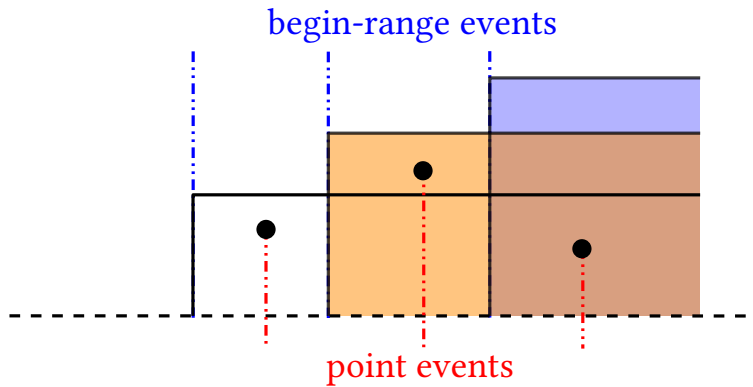
Need an alternative dynamic programming formulation : **DP-template-1**



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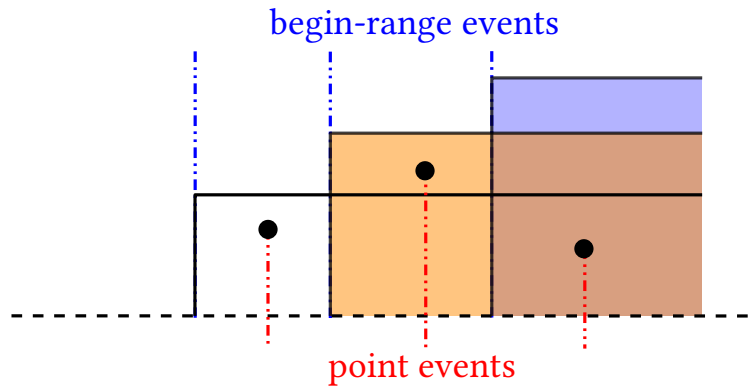
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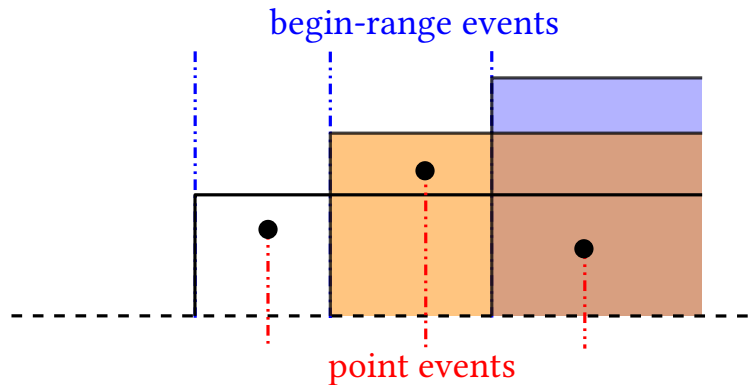


Active Points : with x -coordinates $\geq x_i$

Handling Type-1 Ranges

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Maintain set of *forbidden points* P_f

active points that lie in a range that was not deleted

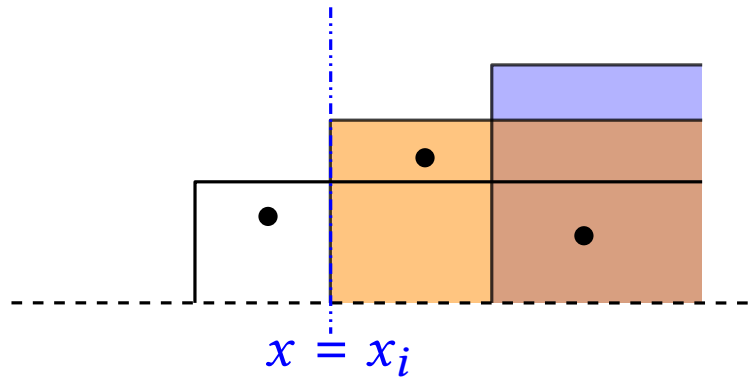
$$S(i, k', P_f)$$

Optimal solution : $S(0, k, \emptyset)$

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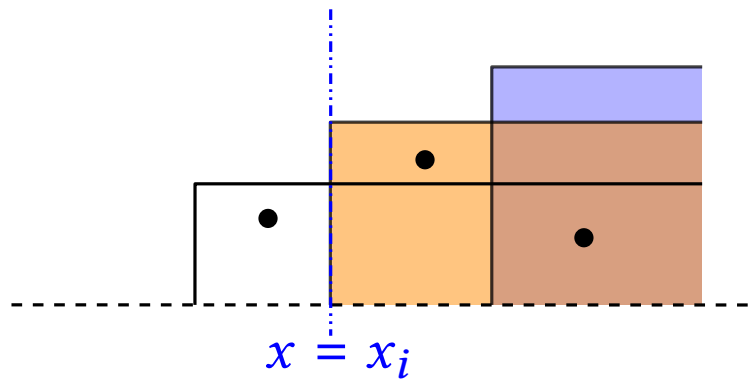
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All points contained in R_i

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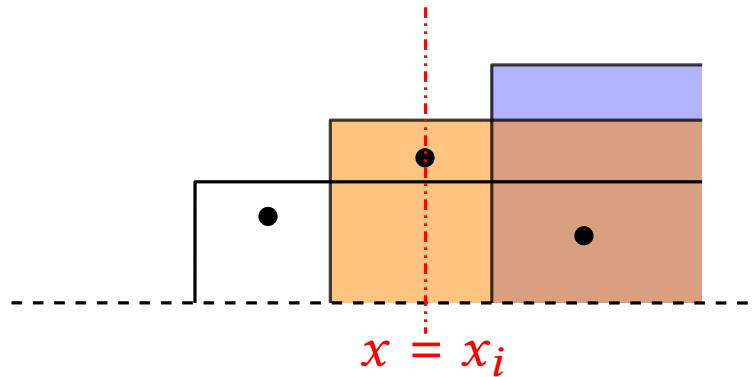
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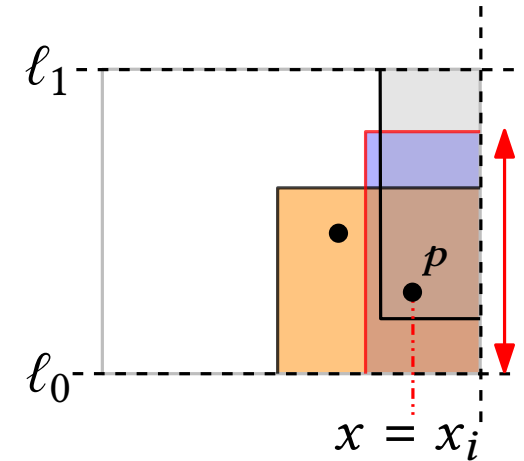
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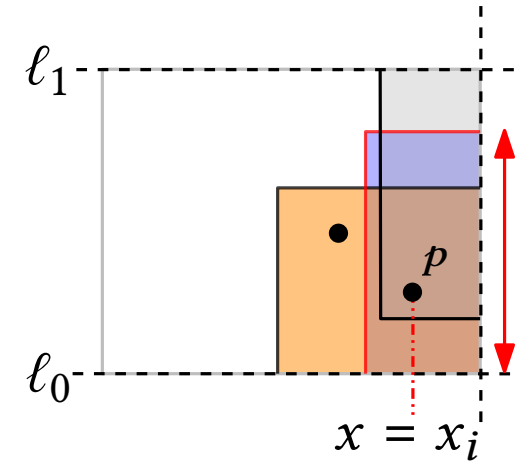
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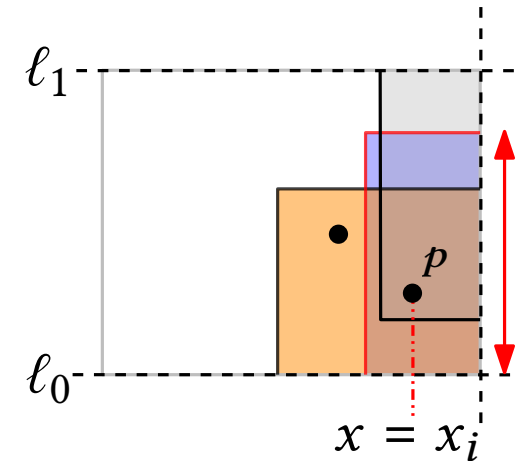
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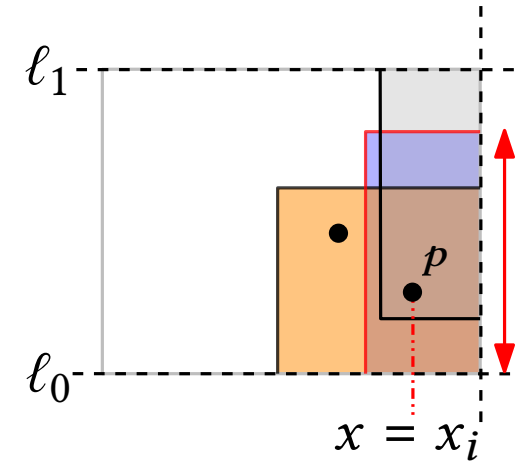
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Combine **DP-template-0** and **DP-template-1** to solve within a unit square:

Subproblems defined as : $S(i, k', q_0, q_1, Q_0, Q_1)$

updated appropriately at begin-range and point events

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Thanks!

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begin-range R_i

Backup: Combined DP

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$$\begin{aligned}
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 = & \max \begin{cases} S(i+1, k' - 1, q_0, q_1, Q_0, Q_1) & \text{delete Type-1 range } R_i \\ S(i+1, k', q_0, q_1, \text{farther}(R_i, Q_0), Q_1) & R_i \text{ is not deleted and anchored to } \ell_0 \\ S(i+1, k', q_0, q_1, Q_0, \text{farther}(R_i, Q_1)) & R_i \text{ is not deleted and anchored to } \ell_1 \end{cases} \\
 & \hspace{20em} \text{Point } p_i
 \end{aligned}$$