

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

Isabelle Sivignon

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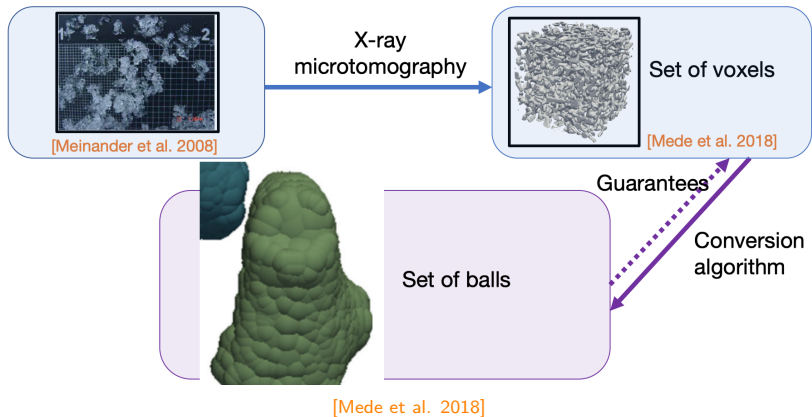
# Motivation

Conversion from one geometric model to another



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## Set of pixels $\implies$ 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:

- ▶ covers **all the points of  $S$**  and **no point of  $\mathbb{Z}^2 \setminus S$**
- ▶ is of **minimum cardinality**.

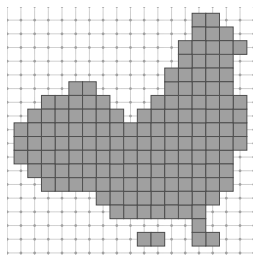
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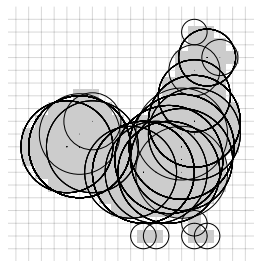
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Distance transformation  
+  
power map  
 $\implies$

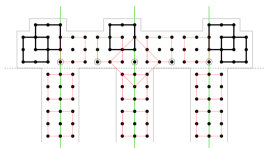


balls centered on  $\mathbb{Z}^2$   
+  
not minimum

# Summarized state of the art

## Related problems

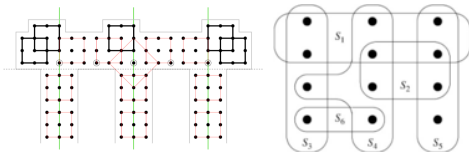
- ▶ NP-hard when the balls must be centered on  $\mathbb{Z}^2$  [Coeurjolly, Hulin, S. 2008][Ragnemalm, Borgefors 93]



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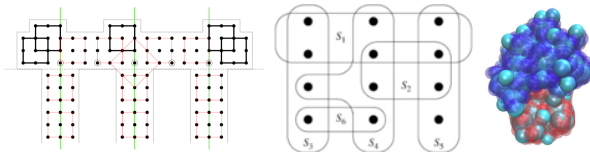
- ▶ NP-hard when the balls must be centered on  $\mathbb{Z}^2$  [Coeurjolly, Hulin, S. 2008][Ragnemalm, Borgefors 93]
- ▶ Close to the set cover problem (also NP-hard): given a pair  $(X, \mathcal{R})$ , where  $X$  is a set of points and  $\mathcal{R}$  is a family of subsets of  $X$  called *ranges*,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



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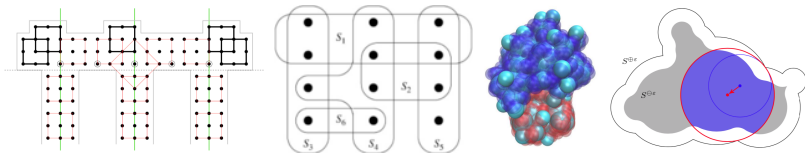




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- ▶  $(\delta, \epsilon)$ -ball approximation [Nguyen 2018]: NP-hard in the general case, but polynomial time algorithm if shape has no hole



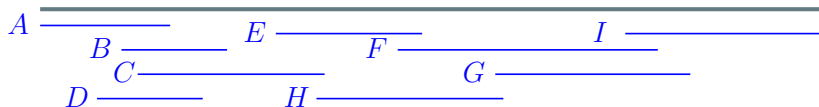
# Interval cover

## Specifications

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

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

Assume that all intervals are maximal



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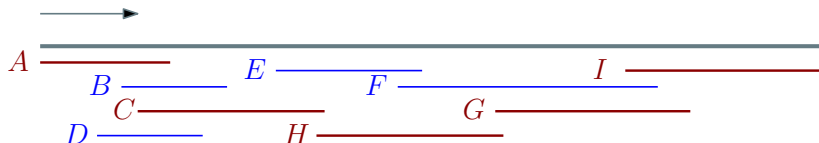
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Pick a direction. Iteratively pick the interval that goes further in that direction and that does not miss points of  $X$ .



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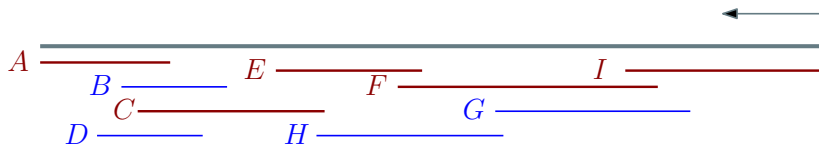
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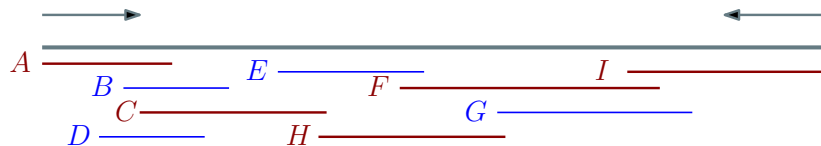
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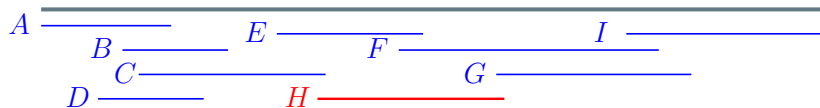
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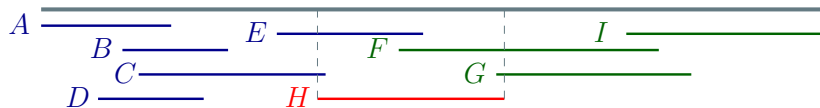
## Interval cover - generalized algorithm



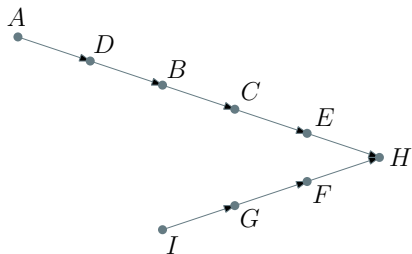
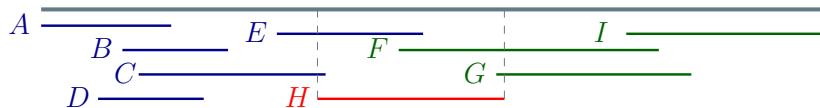
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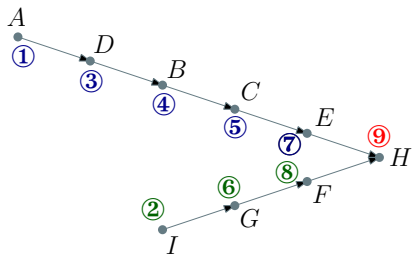
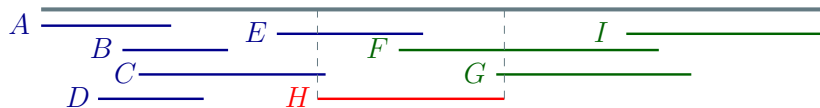
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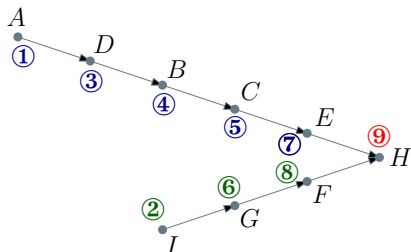
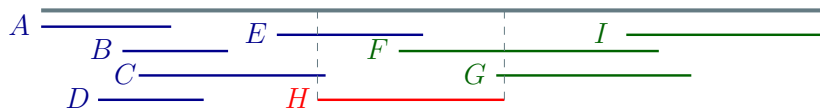


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- ▶ Partial order on the intervals:  
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## Interval cover - generalized algorithm



### Greedy Algorithm

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

*"i maximal candidate for U"*:  $i$  covers a point of  $U$  that is not covered by any interval "after"  $i$

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# 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  $X$

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     $U \leftarrow U \setminus r;$   
return  $Cov$ 
```

$\implies$  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.  $\forall r_1, r_2 \in \mathcal{R}, \forall r, r_1 \prec r \prec r_2, r_1 \cap r_2 \subseteq r$

then the greedy algorithm outputs a cardinal minimum covering of  $X$ .

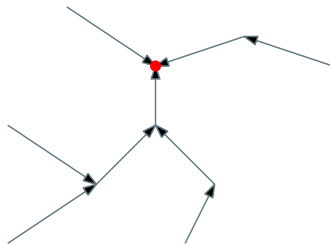
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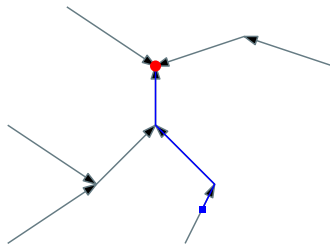
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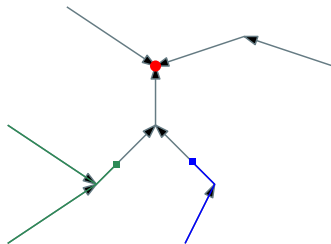
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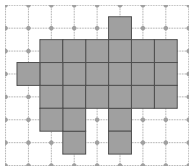


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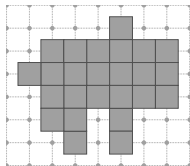
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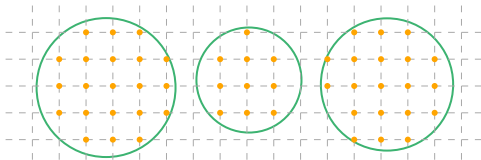
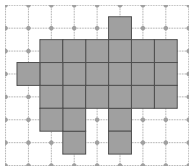
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▶ **Digital ball**  $b$  = subset of  $\mathbb{Z}^2$  for which there exists a ball  $\hat{c}$  such that  $Dig(\hat{c}) = \hat{c} \cap \mathbb{Z}^2 = b$

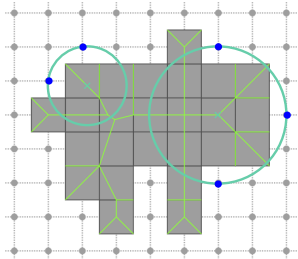


# Grabbing maximal digital balls

## 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.

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

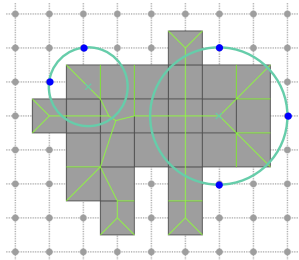


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## Set of open balls $\mathcal{B}$

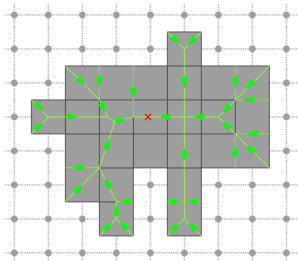
$\mathcal{B} = \{\ell \text{ s.t. } Dig(\ell) \text{ is a maximal digital ball in } S\}$   
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If  $S$  has no hole, then  $\text{Vor}^\square(S)$  is a tree  $\mathcal{T}$ .  
▶ partial order  $\leq_{\mathcal{T}}$  on  $\mathcal{B}$  by picking a sink

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

### Sufficient conditions

If:

1. there exists a partial order  $\leq_{\mathcal{J}}$  such that  $(\mathcal{B}, \leq_{\mathcal{J}})$  is **anti-arborescent** ✓
2.  $\forall x \in S$ , the set  $\{\theta \in \mathcal{B}, x \in \theta\}$  admits a **maximum** according to  $\leq_{\mathcal{J}}$
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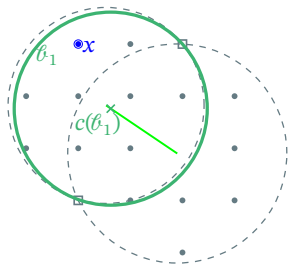
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Balls of  $\mathcal{B}$  are open  $\Rightarrow$  the sets  $\{\mathcal{b} \in \mathcal{B}, x \in \mathcal{b}\}$  admit a supremum but generally not a maximum



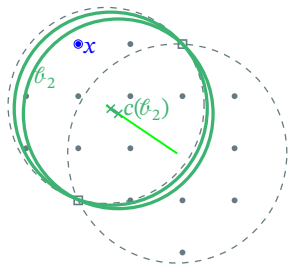
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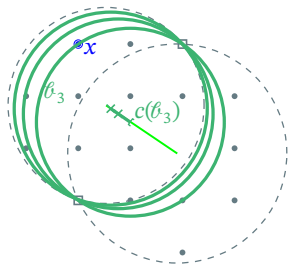
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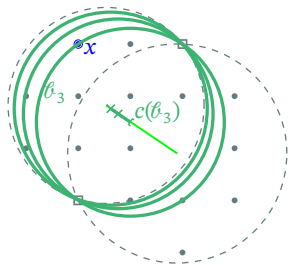
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## Another set of ranges

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

$$\mathcal{B} = \{b \subseteq S \text{ s.t. } \exists \mathfrak{b}, \text{Dig}(\mathfrak{b}) = b\}$$

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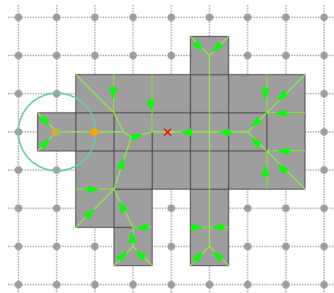
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Partial order  $\mathcal{T}$  on  $\mathcal{B} \Rightarrow$  Partial order  $T$  on  $\mathcal{B}$

$\text{Rep}(b) = \sup_{\mathcal{T}} \{\ell \in \mathcal{B}, \text{Dig}(\ell) = b\}$ .  
(We can have  $\text{Dig}(\text{Rep}(b)) \neq b$ .)

**Definition:**  $b_1 \leq_T b_2$  if:

- (1) either  $b_1 = b_2$
- (2) or  $b_1 \neq b_2$  and
  - (a) either  $\text{Rep}(b_1) <_{\mathcal{T}} \text{Rep}(b_2)$
  - (b) or  $\text{Rep}(b_1) = \text{Rep}(b_2)$  and  $\text{Dig}(\text{Rep}(b_2)) = b_2$ .



## Another set of ranges

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

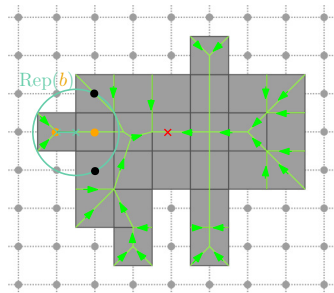
$$\mathcal{B} = \{b \subseteq S \text{ s.t. } \exists \ell, \text{Dig}(\ell) = b\}$$

Partial order  $\mathcal{T}$  on  $\mathcal{B} \Rightarrow$  Partial order  $T$  on  $\mathcal{B}$

$\text{Rep}(b) = \sup_{\mathcal{T}} \{\ell \in \mathcal{B}, \text{Dig}(\ell) = b\}$ .  
(We can have  $\text{Dig}(\text{Rep}(b)) \neq b$ .)

**Definition:**  $b_1 \leq_T b_2$  if:

- (1) either  $b_1 = b_2$
- (2) or  $b_1 \neq b_2$  and
  - (a) either  $\text{Rep}(b_1) <_{\mathcal{T}} \text{Rep}(b_2)$
  - (b) or  $\text{Rep}(b_1) = \text{Rep}(b_2)$  and  $\text{Dig}(\text{Rep}(b_2)) = b_2$ .



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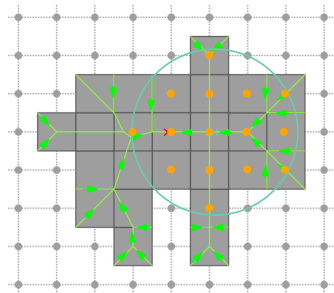
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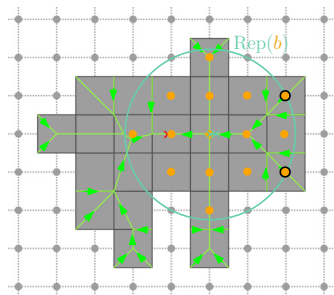
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Property

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



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

### Sufficient conditions

If:

1. there exists a partial order  $\leq_T$  such that  $(\mathcal{B}, \leq_T)$  is **anti-arborescent** ✓
2.  $\forall x \in S$ , the set  $\{b \in \mathcal{B}, x \in b\}$  admits a **maximum** according to  $\leq_T$
3.  $\forall b_1, b_2 \in \mathcal{B}, \forall b, b_1 <_T b <_T b_2, b_1 \cap b_2 \subseteq b$ : true for  $\mathcal{B}$  [Lieutier 04] + technical properties of the sets  $\{\emptyset, Dig(\emptyset) = b\}$  ✓

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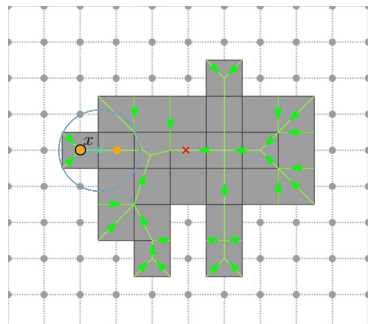
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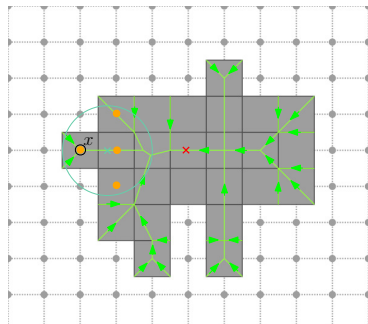
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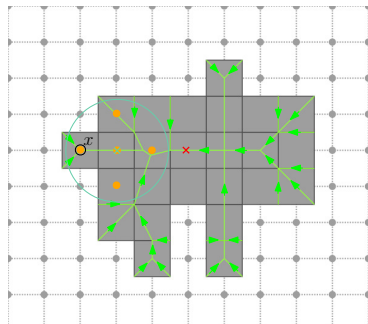
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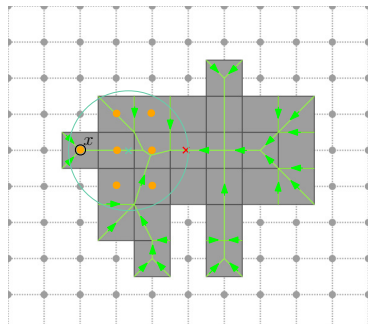
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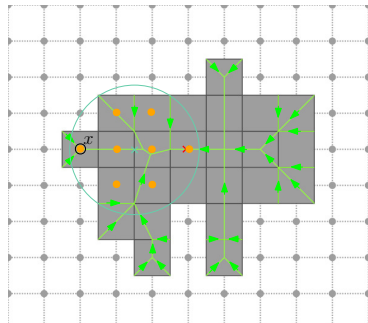
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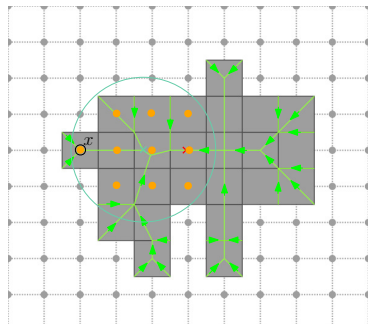
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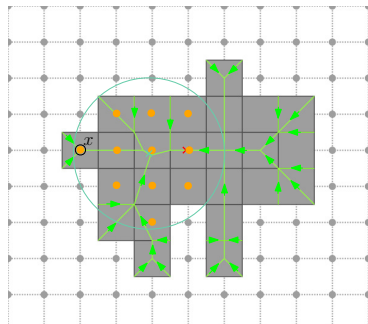
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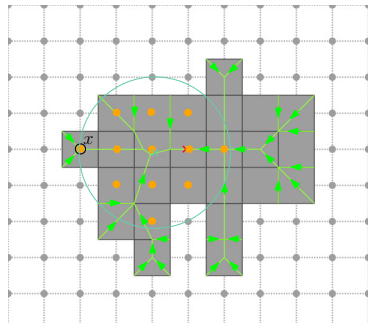
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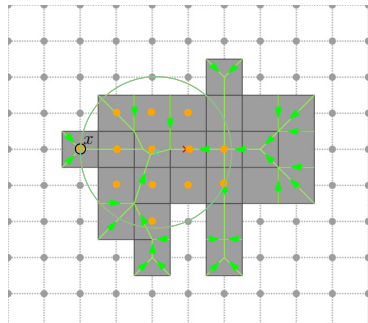
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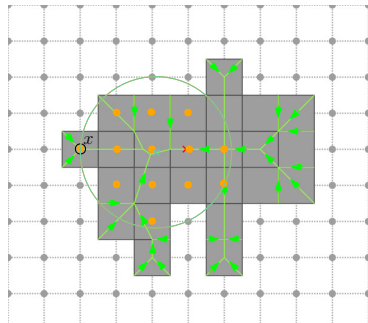
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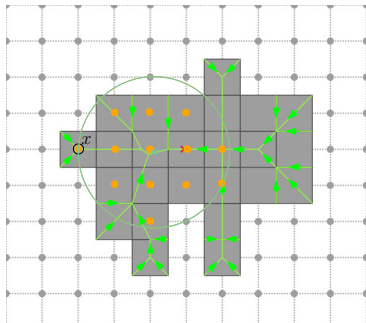
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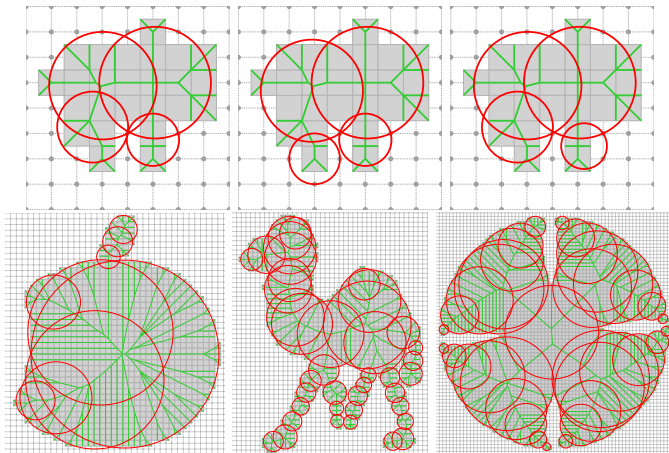
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## Some results

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



Thank you !