Segment Watchman Routes

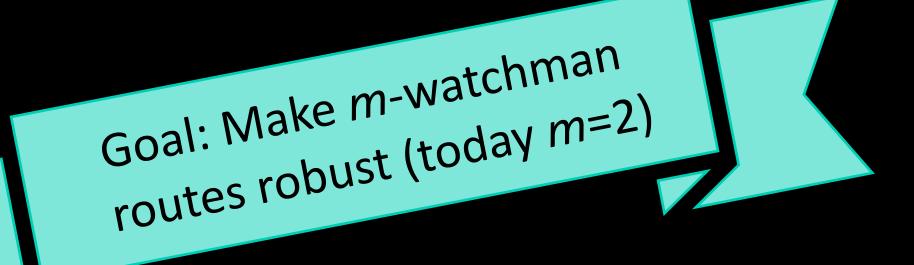
Anna Brötzner, Omrit Filtser, Bengt J. Nilsson, Christian Rieck, Christiane Schmidt





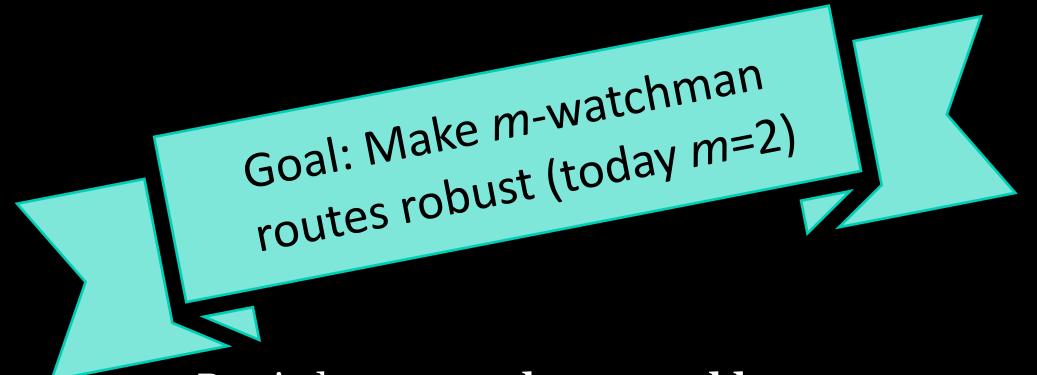
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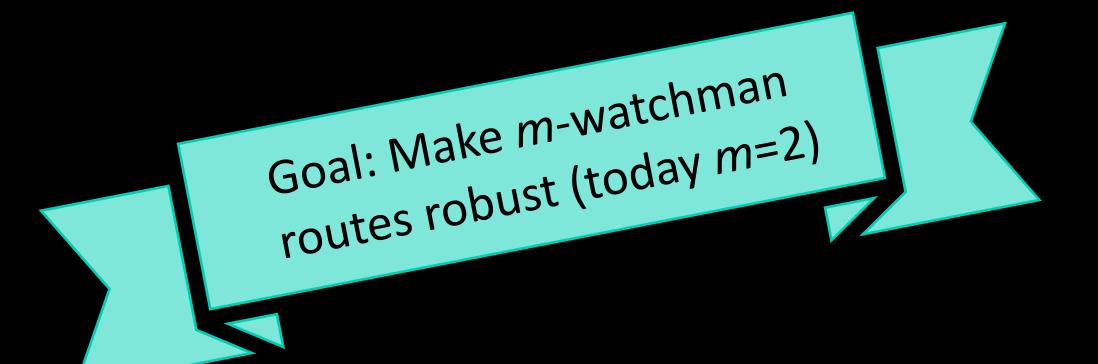




Reminder: *m*-watchmen problem

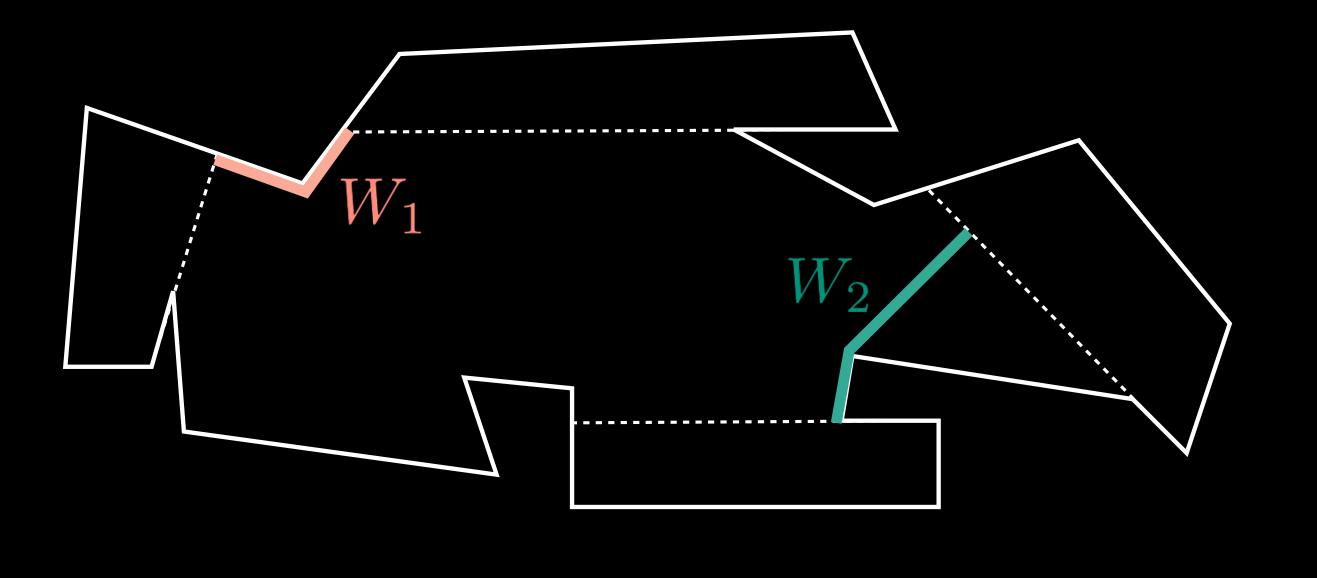






Reminder: *m*-watchmen problem

- Given: Polygon *P*, *m* watchmen with or without starting points
- sum of the *m* routes





- Find: *m* routes, such that all points in *P* are visible from at least one point on one of the routes—usual objectives: min-max or min-

m=2



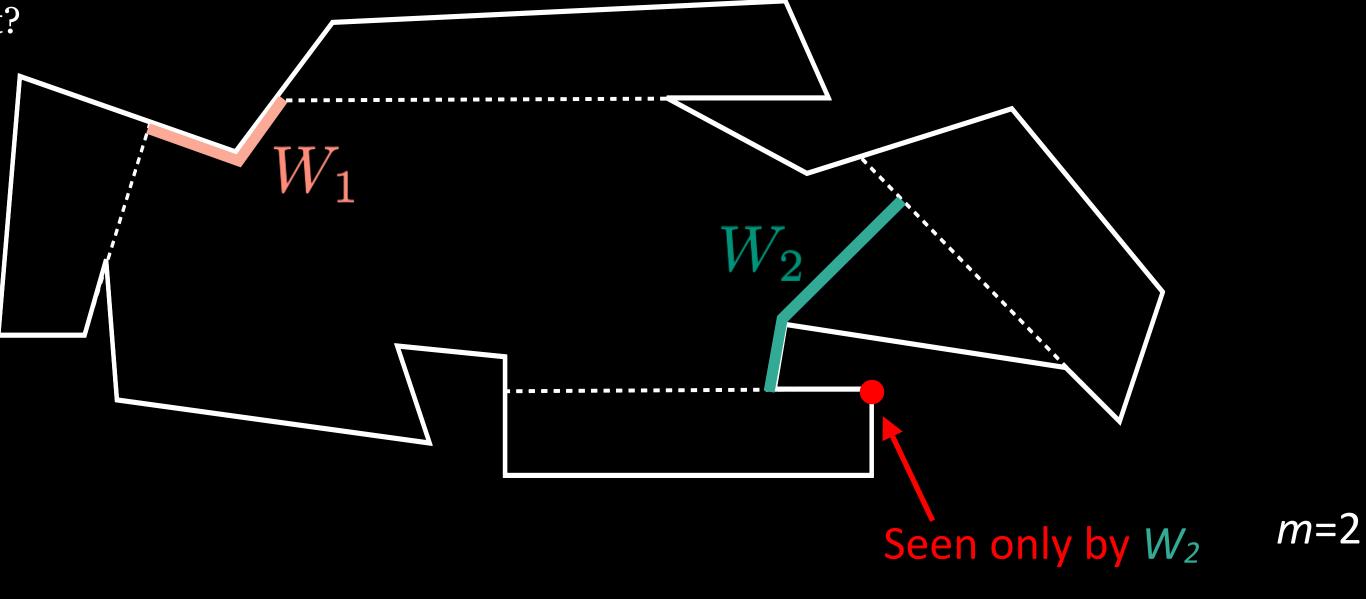


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We are guaranteed to see everything, but what happens if:

- Some watchman might fail during the movement?







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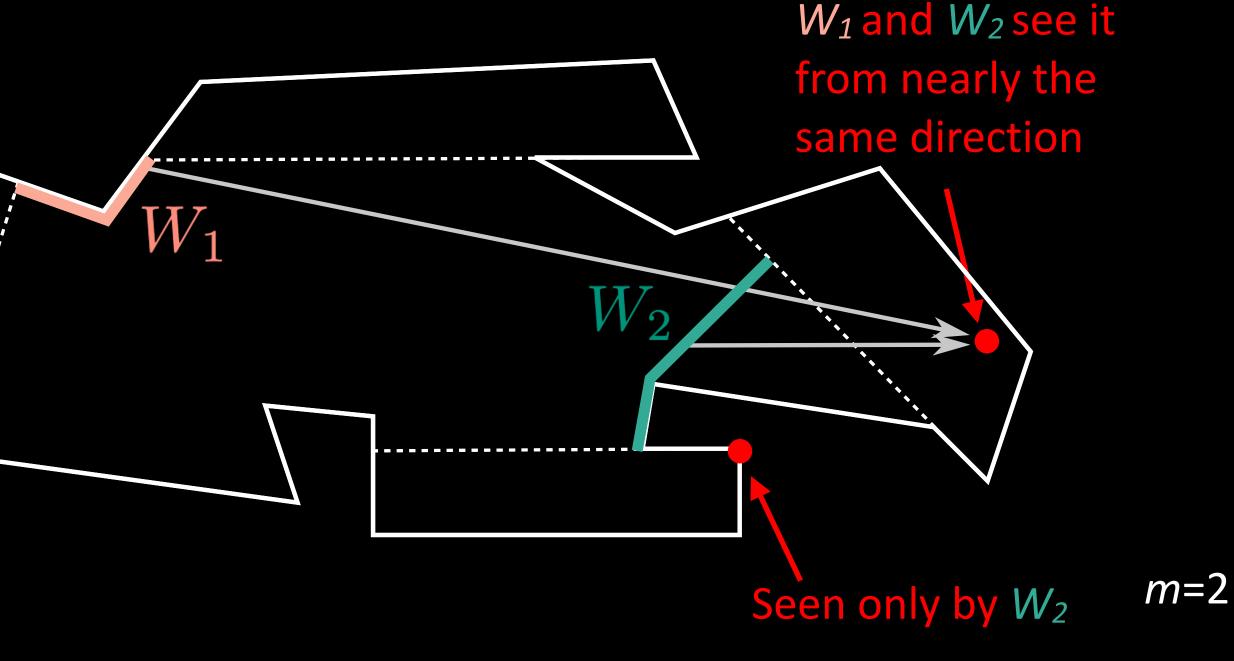
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- Small obstacles may appear in the polygon?
- Vision from one direction is hampered?











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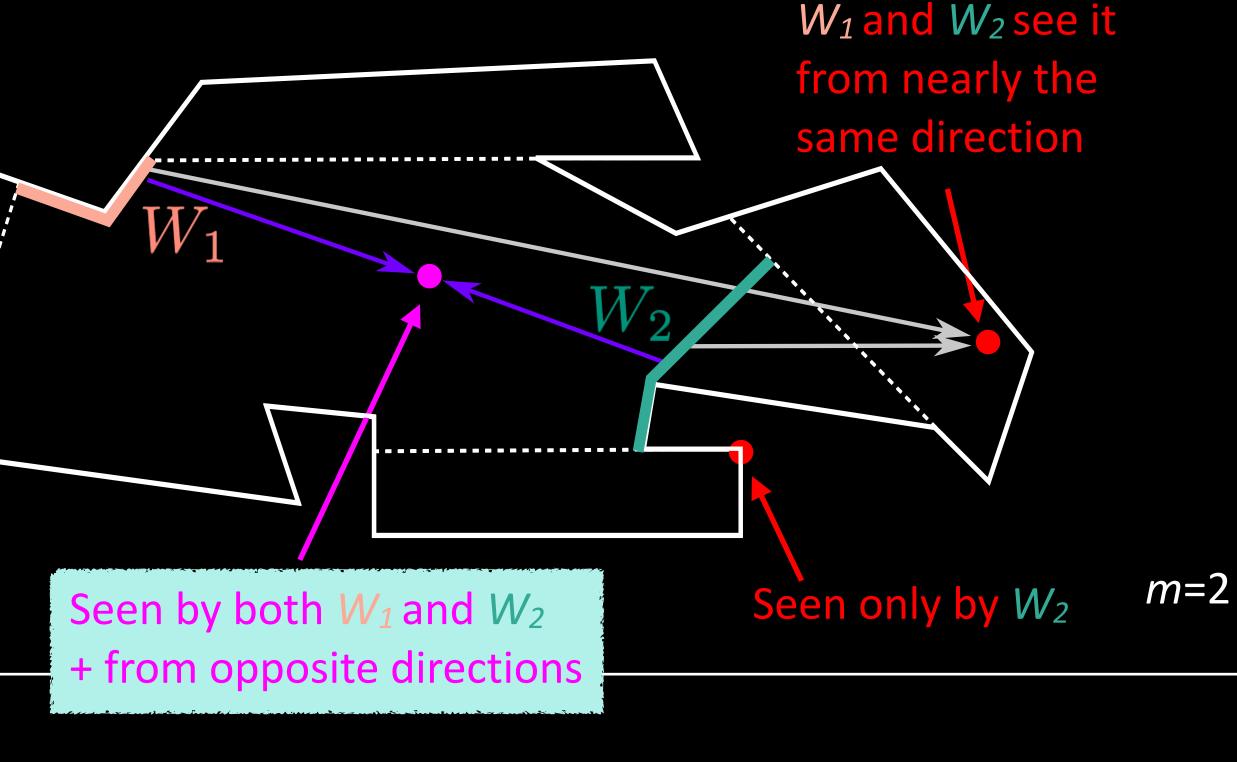
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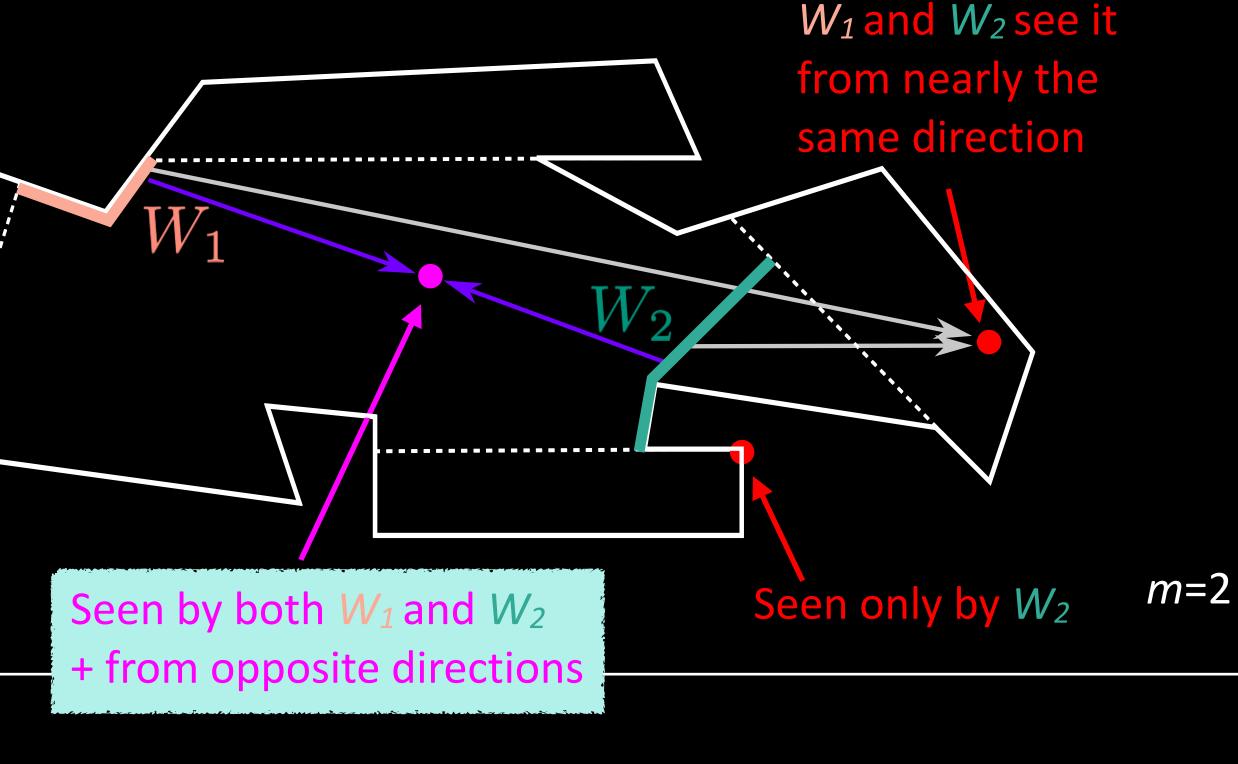
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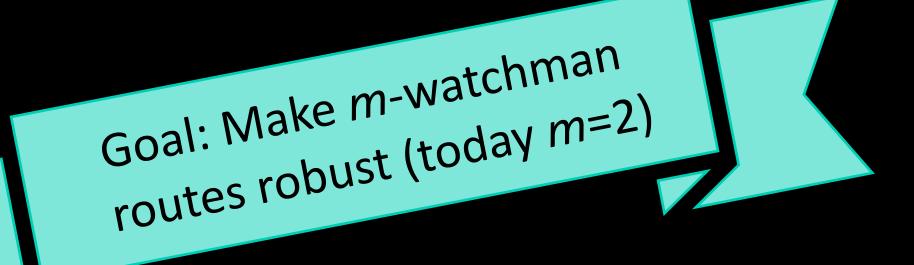
- Some watchman might fail during the movement?
- Small obstacles may appear in the polygon?
- Vision from one direction is hampered?
- → We want to make our routes robust against some of these aspects!









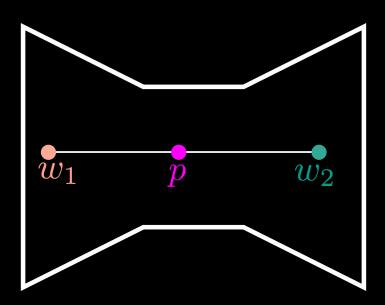








- *p* lies on the segment $\overline{w_1w_2}$
- *p* is visible from w_1 and $w_2(\overline{w_1w_2}$ fully contained in *P*)





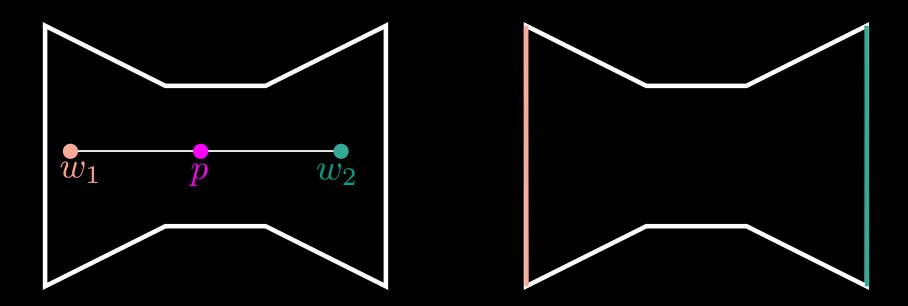


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Goal: Make m-watchman

routes robust (today m=2)

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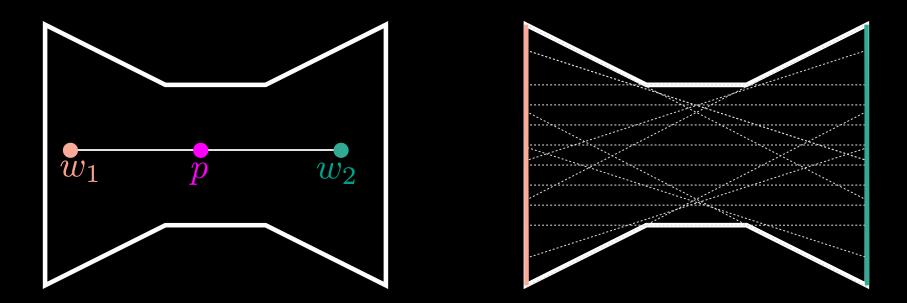


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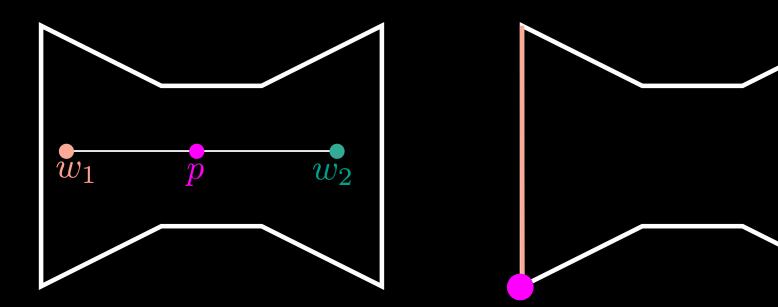
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Convex vertices must be visited



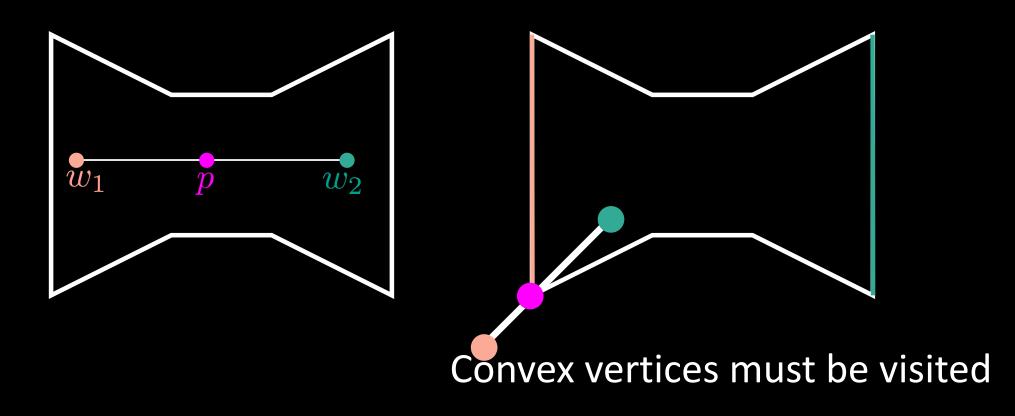


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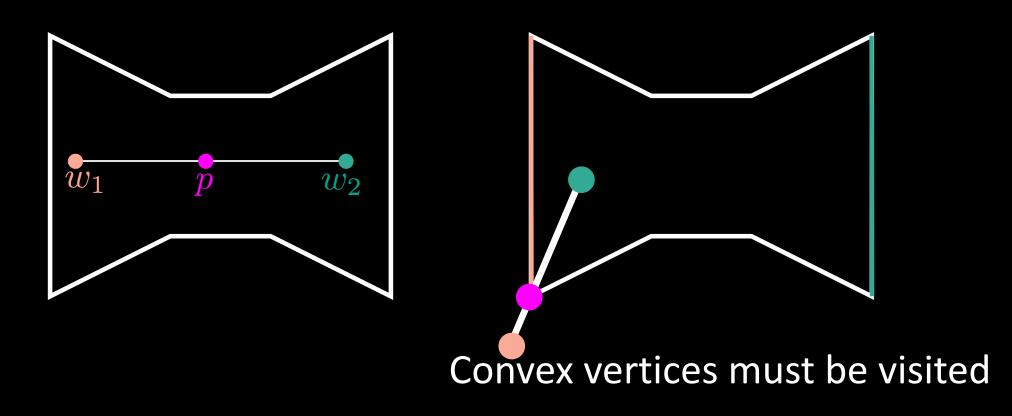


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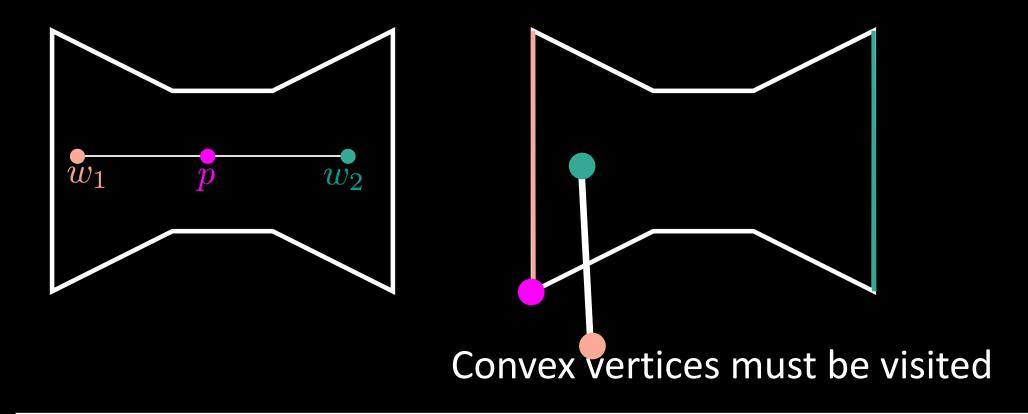


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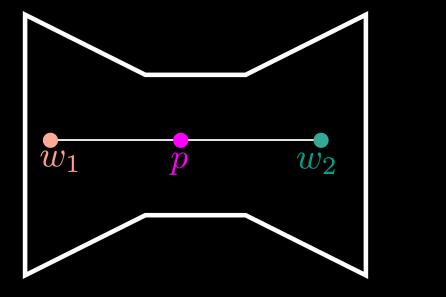
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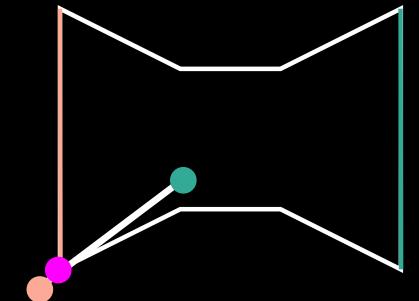
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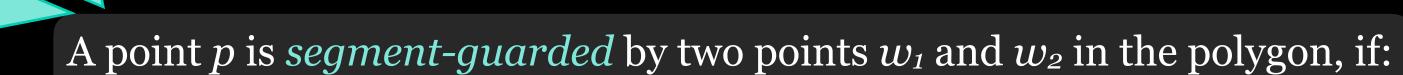




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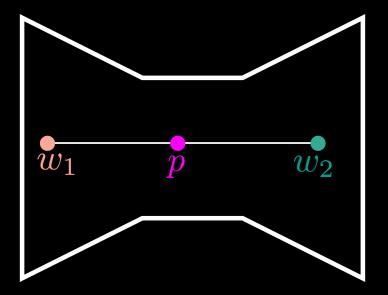
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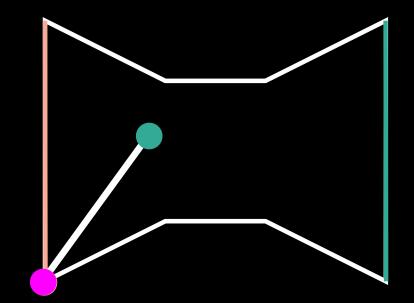
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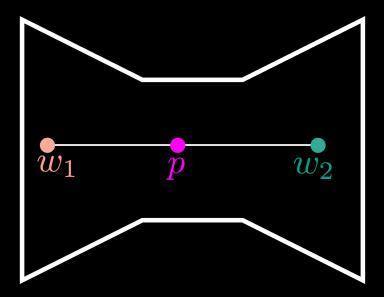
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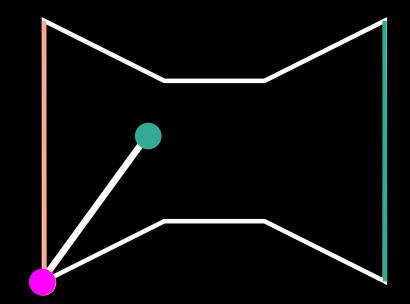
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Convex vertices must be visited

Reflex vertices might not be visited





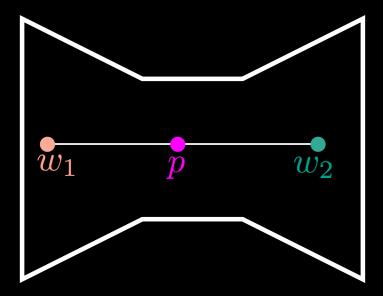
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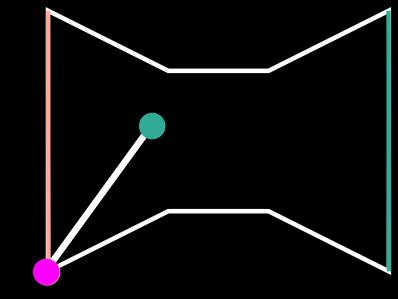
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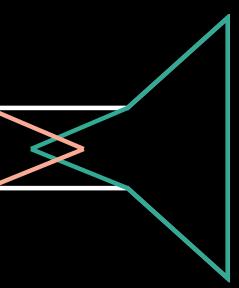




Convex vertices must be visited Routes may intersect

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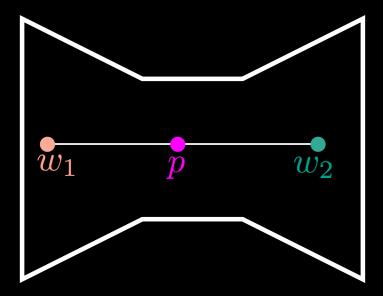
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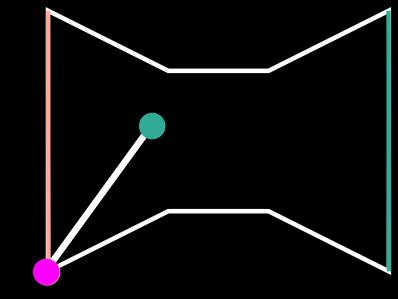
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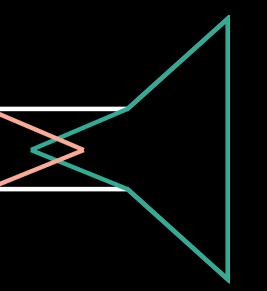


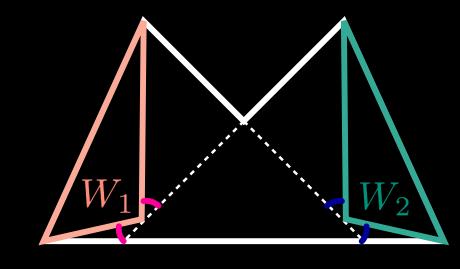


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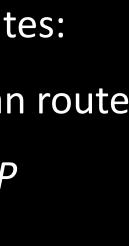
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Both are watchman routes: Each segment watchman route must see each point in P





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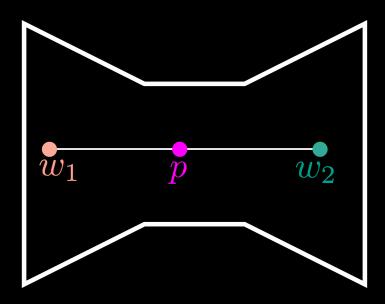
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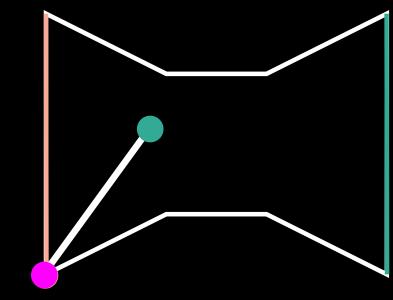
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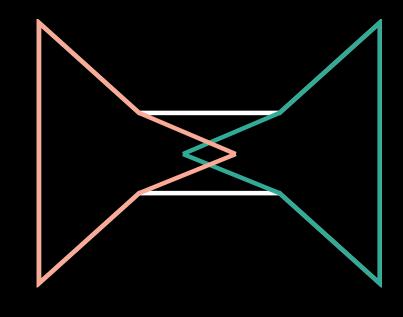
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We do not require the watchmen to be at w_1 and w_2 at the same time!



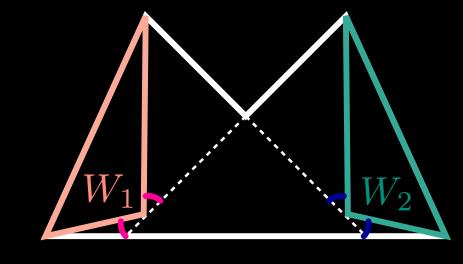




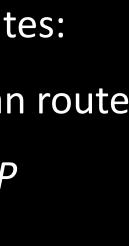
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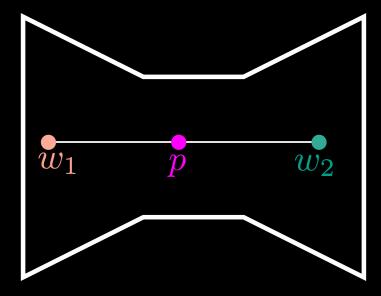
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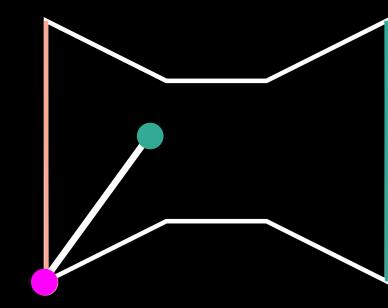
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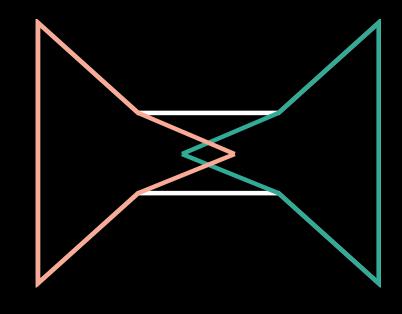
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We do not require the watchmen to be at w_1 and w_2 at the same time! Objectives? Still min-max or min-sum





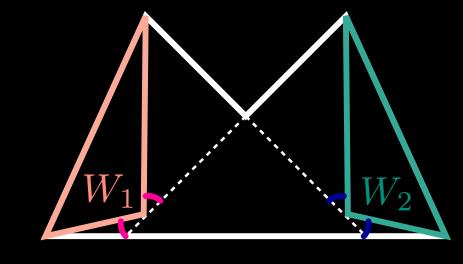


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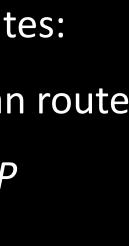
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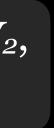
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Can be generalized to:







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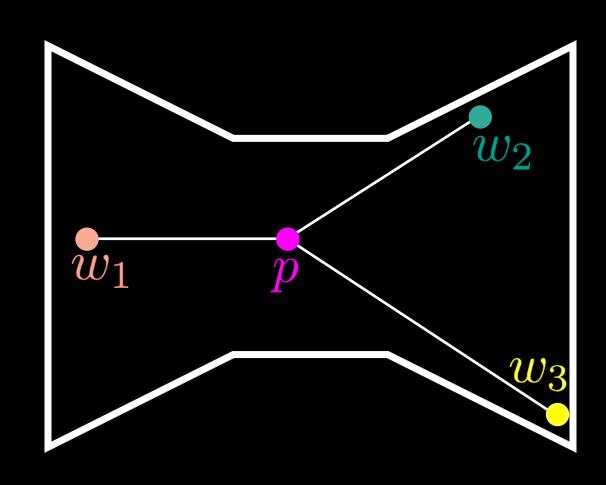
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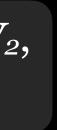
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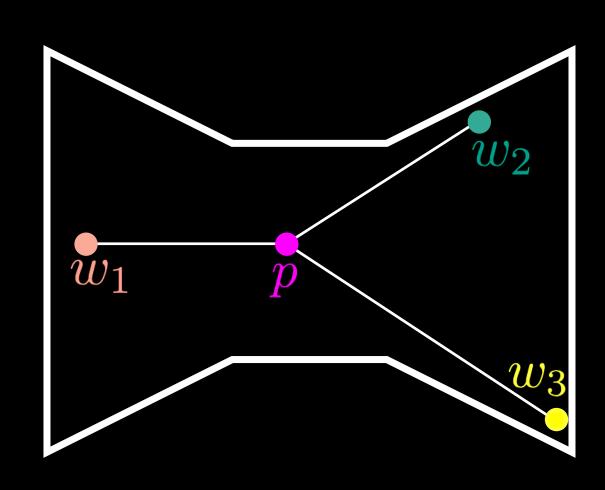
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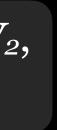
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Can be generalized to:

- Triangle-guarded points
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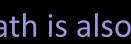




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*For any two points inside the region enclosed by the route, their shortest path is also contained within the enclosed region





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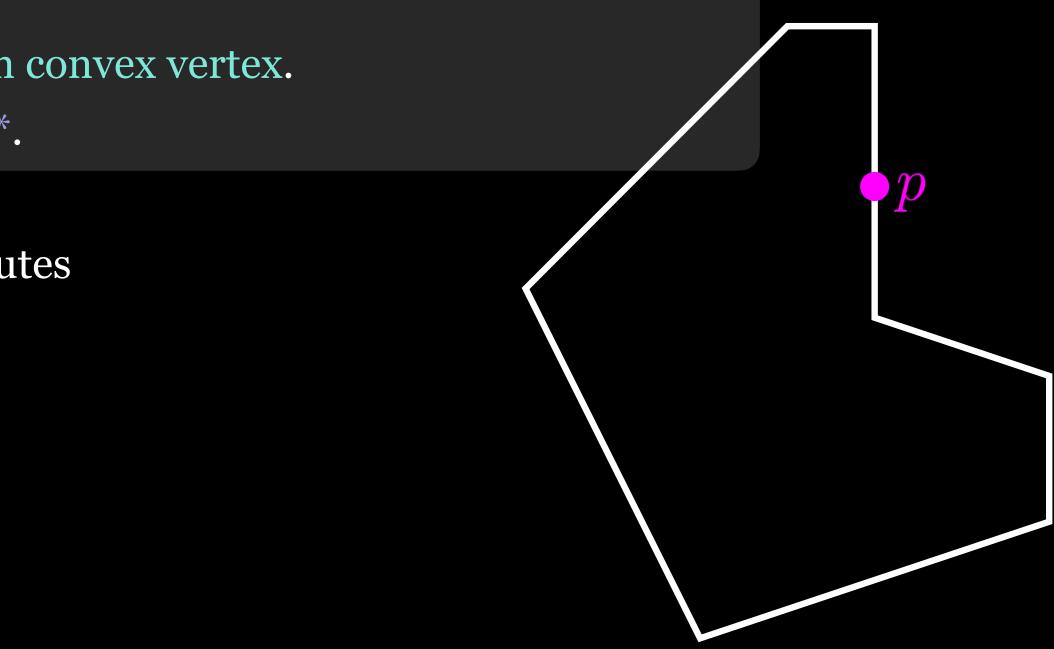


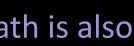
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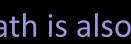
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Subpolygon of *P*, no point visible from *p*

n





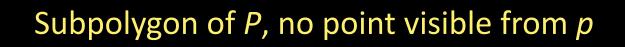
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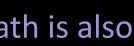
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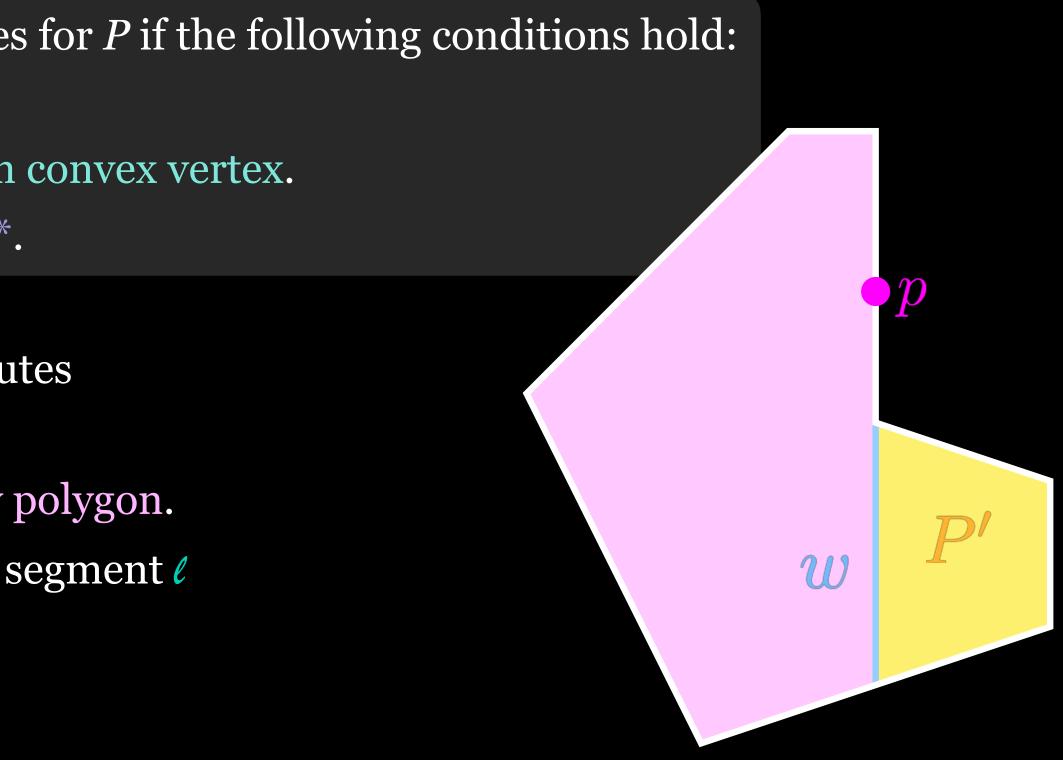
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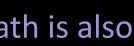
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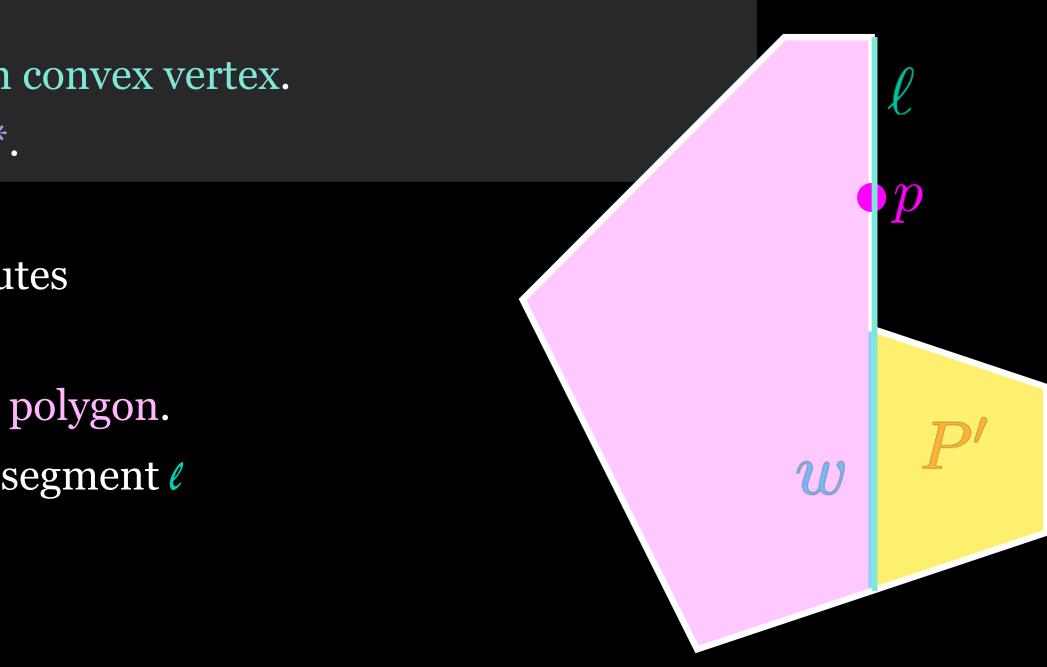
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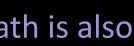
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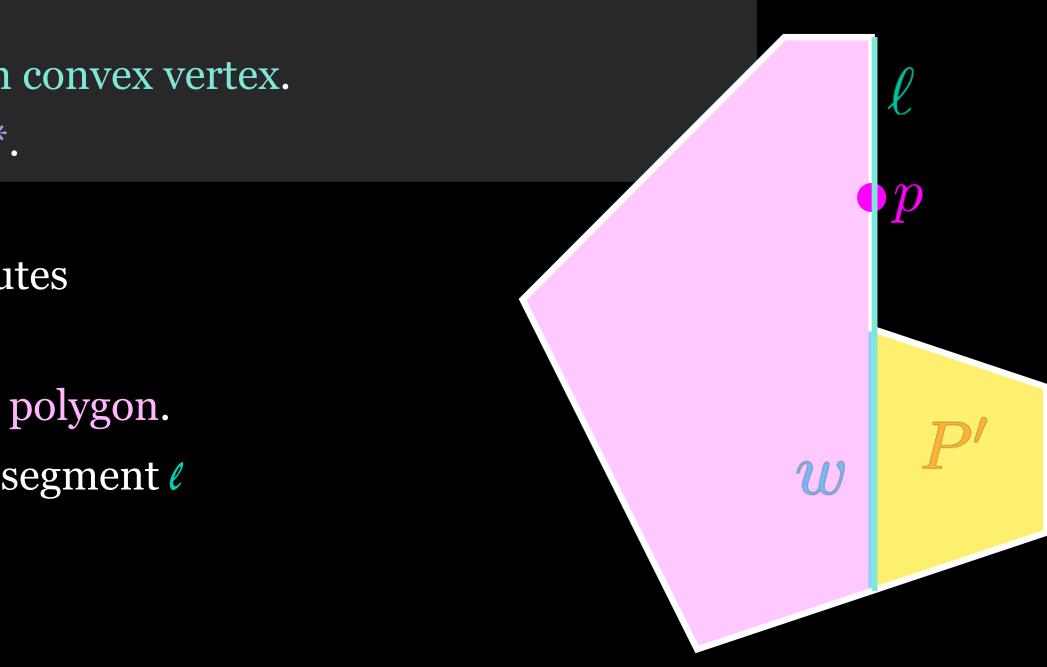
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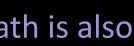
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We know: $p \in \ell \rightarrow \text{Segment } \ell \setminus w$:



*For any two points inside the region enclosed by the route, their shortest path is also contained within the enclosed region







Two routes W_1 and W_2 are segment watchman routes for P if the following conditions hold: 1. Every convex vertex is visited by one of W_1 or W_2 . **2.** Both W_1 and W_2 visit the visibility polygon of each convex vertex. 3. Both W_1 and W_2 are simple and relatively convex^{*}.

Proof: First show (2) $\Rightarrow W_1$ and W_2 are watchman routes Assume $p \in P$ is not seen by W_i

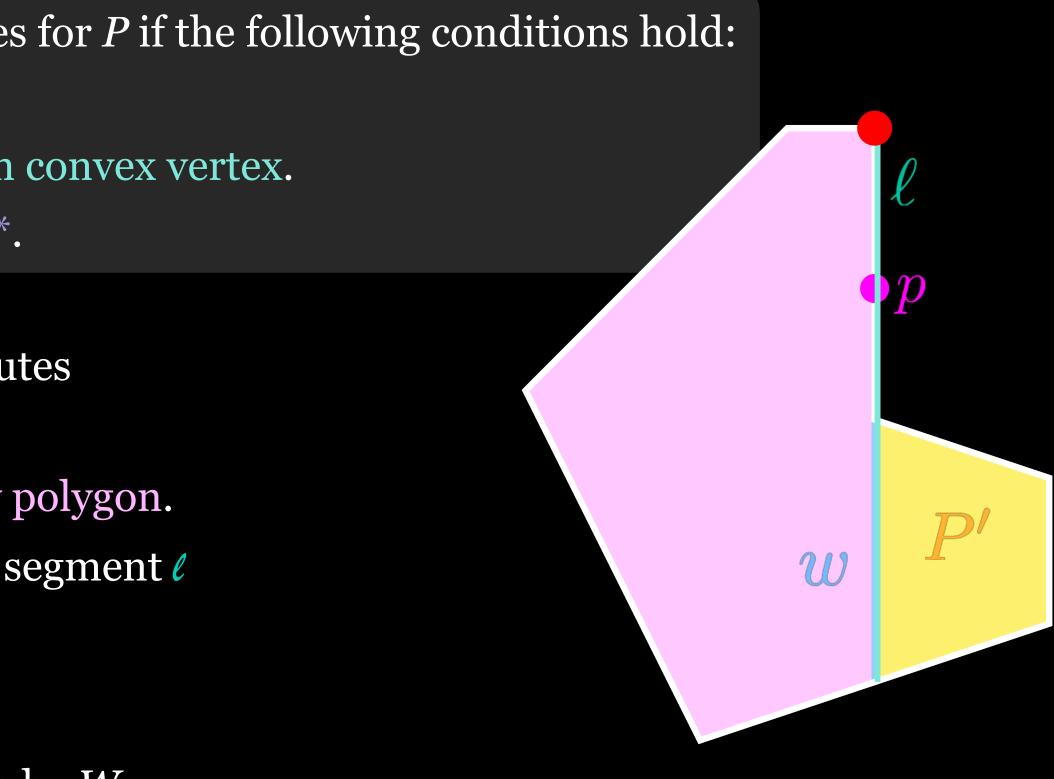
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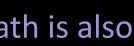
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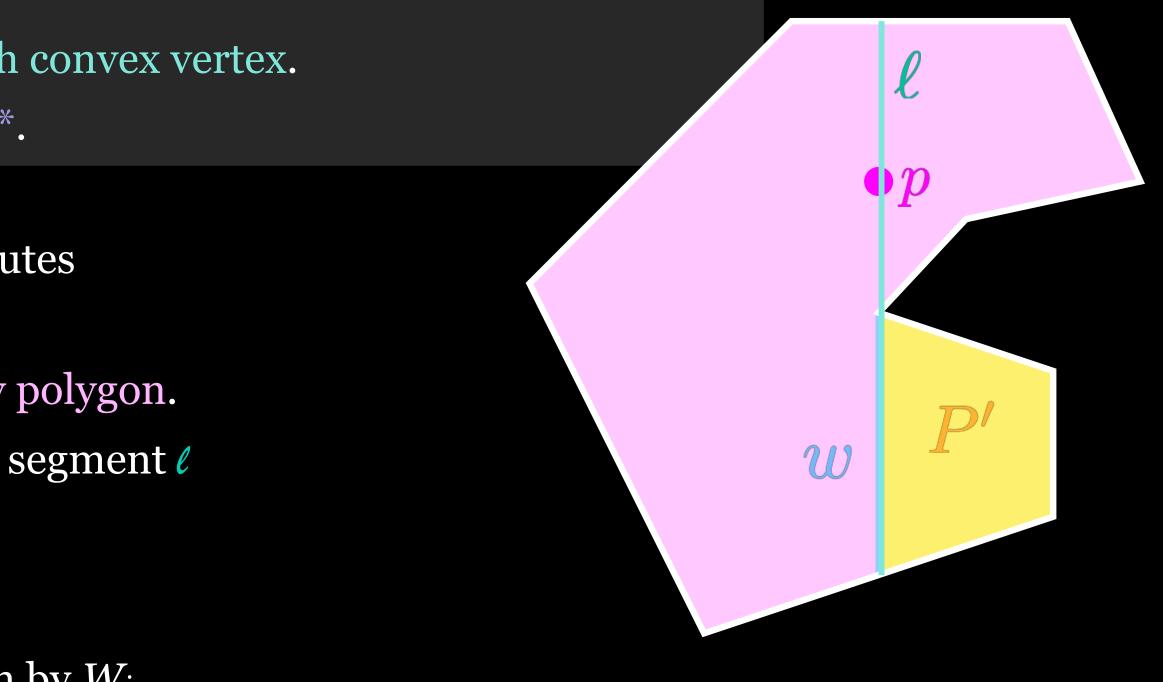
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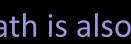
- Is polygonal edge with a convex endpoint not seen by W_i
- Splits *P* into at least two subpolygons.



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Subpolygon of *P*, no point visible from *p* Line segment separating P' and $P \setminus P'$





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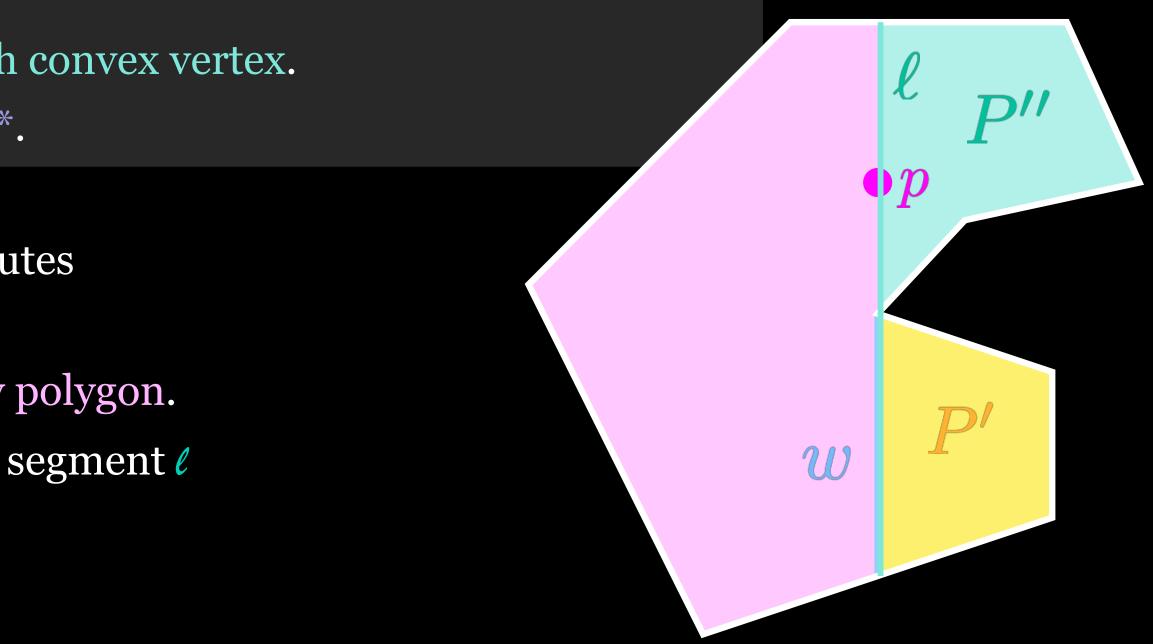
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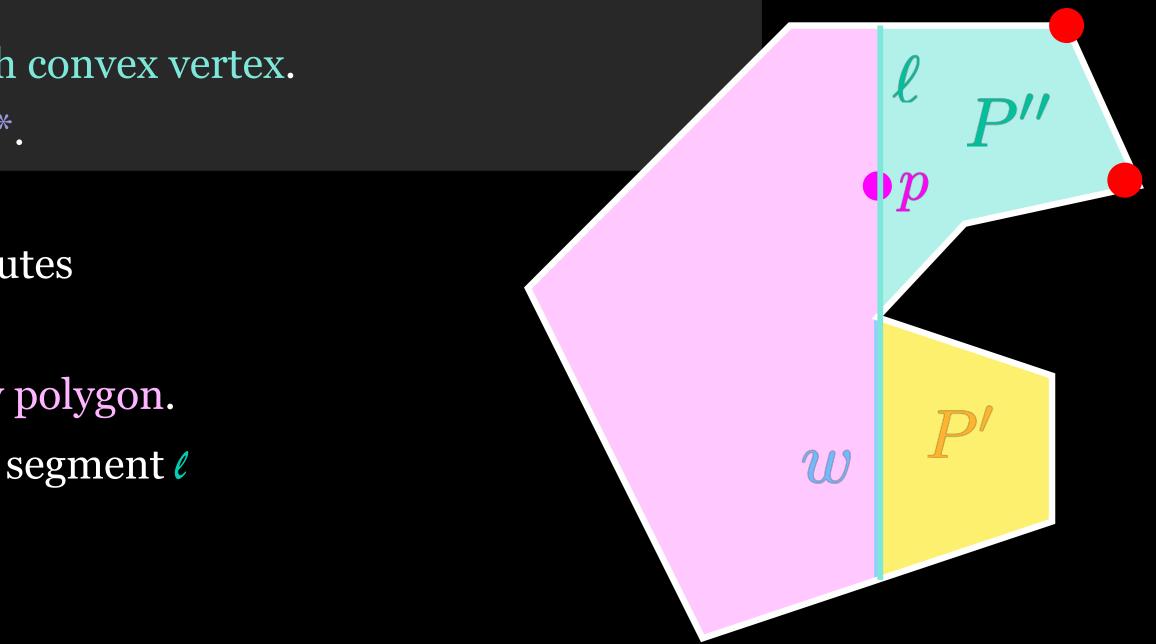
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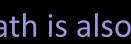
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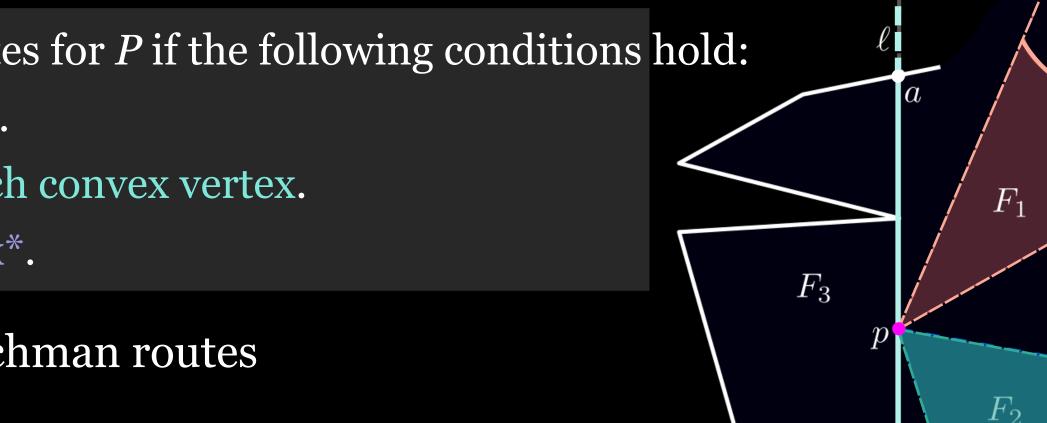
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Proof ctd: (1)-(3) \Rightarrow W_1 and W_2 are segment watchman routes Consider $p \in P$ Both W_1 and W_2 are watchman routes \rightarrow At least one point on each route sees **p** Consider two maximal wedges defined by angles from which p views $W_i - F_i$



*For any two points inside the region enclosed by the route, their shortest path is also contained within the enclosed region





 F_4



Two routes W_1 and W_2 are segment watchman routes for P if the following conditions hold:

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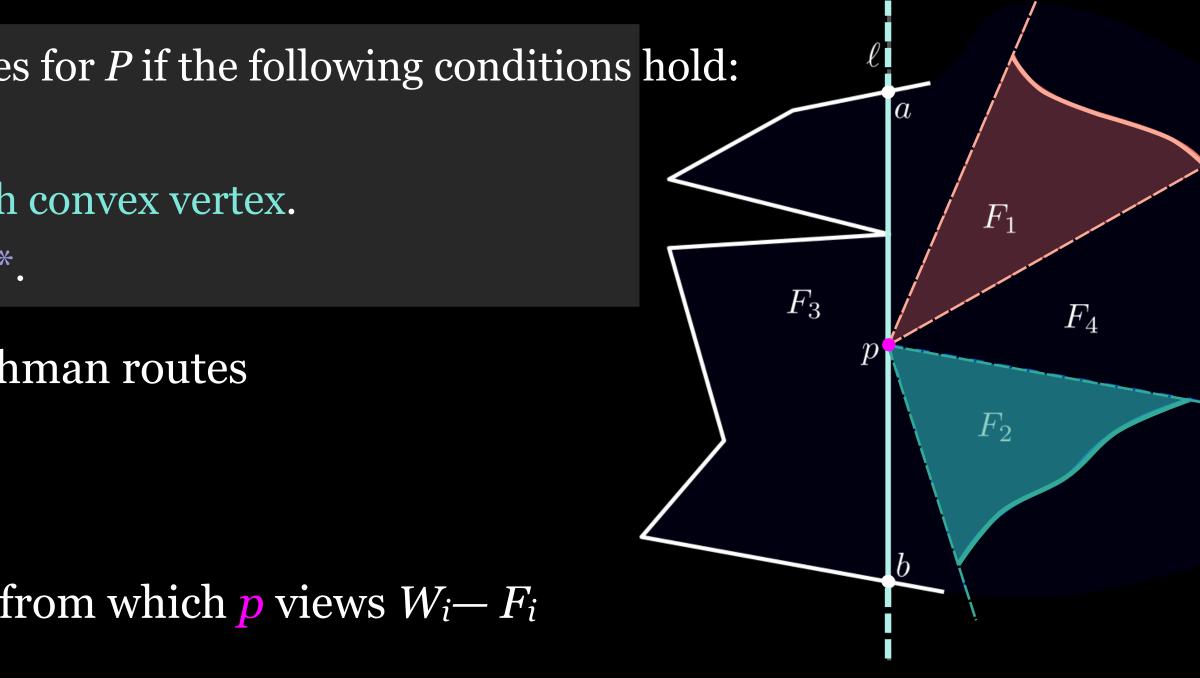
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Each of F_1 and F_2 covers either 360° or less than 180° (*p* within RCH and routes relatively convex):









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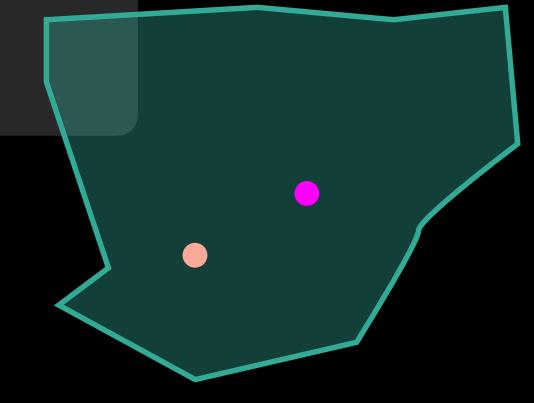
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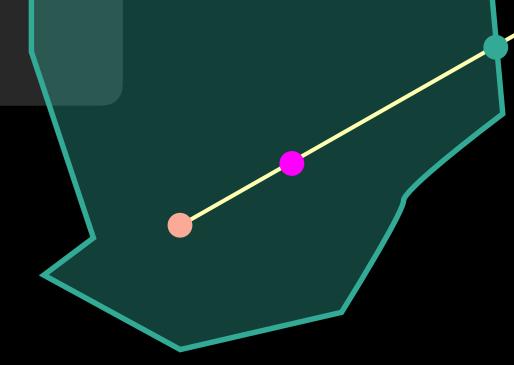
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Consider two maximal wedges defined by angles from which p views $W_i - F_i$

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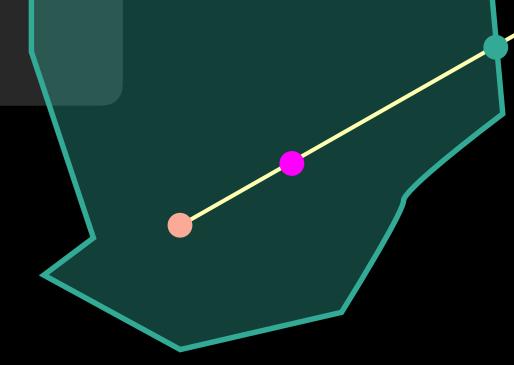
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Proof ctd: (1)-(3) \Rightarrow W_1 and W_2 are segment watchman routes





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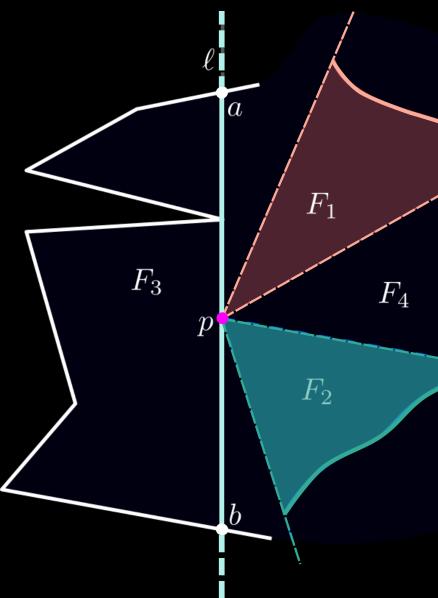
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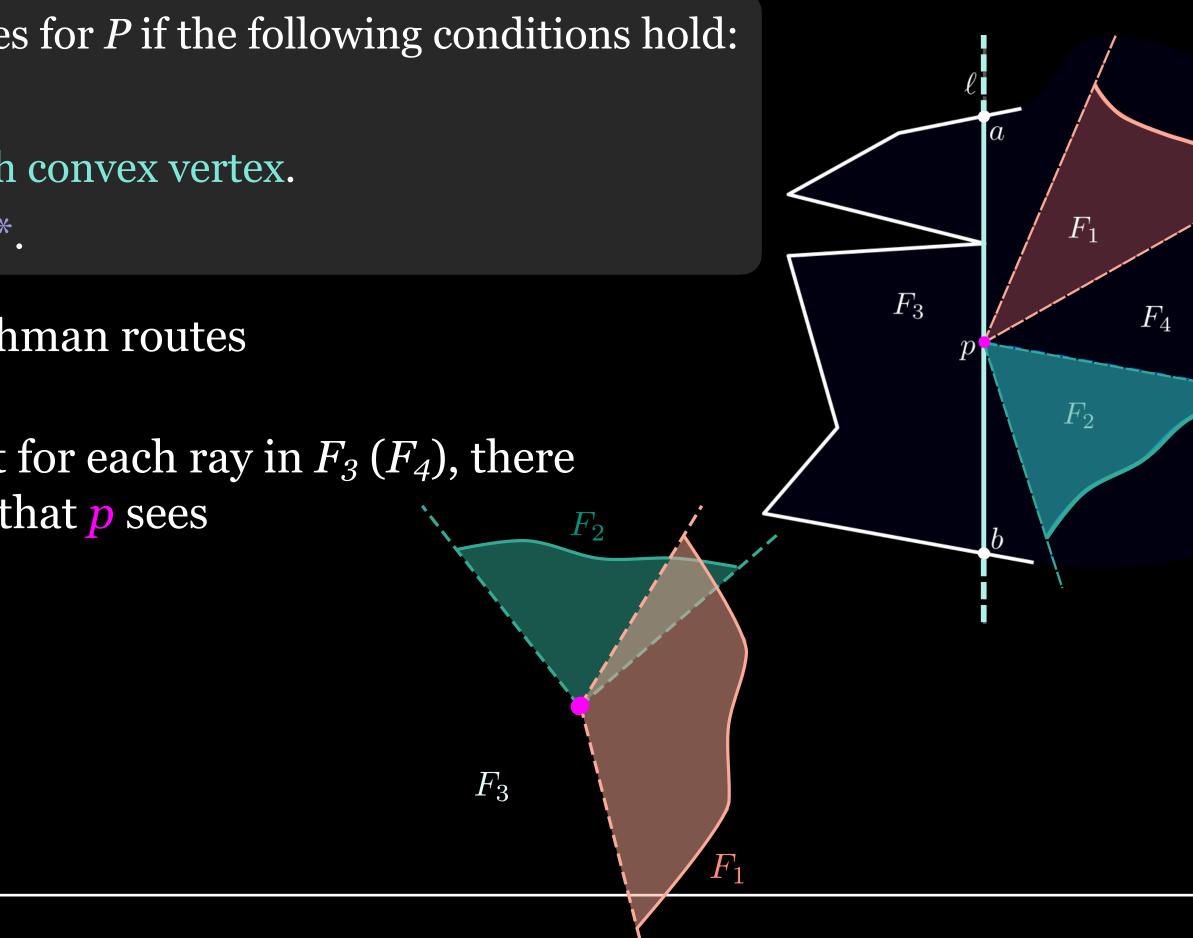


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• Neither F_1 nor F_2 covers 360° F_3 (and maybe F_4): maximal wedge(s), such that for each ray in F_3 (F_4), there is no point $w_1 \in W_1$ and $w_2 \in W_2$ in that direction that p sees







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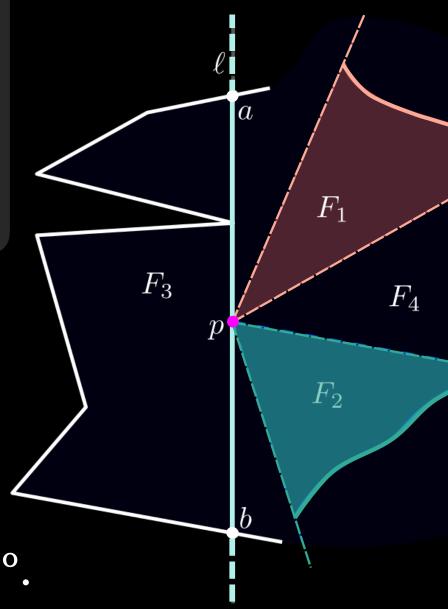
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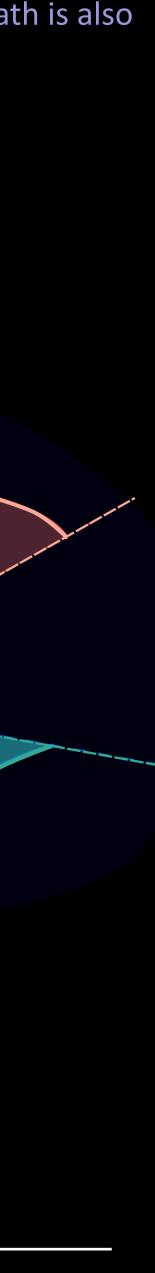
• Neither F_1 nor F_2 covers 360° $\overline{F_3}$ (and maybe $\overline{F_4}$): maximal wedge(s), such that for each ray in $\overline{F_3}(\overline{F_4})$, there is no point $w_1 \in W_1$ and $w_2 \in W_2$ in that direction that p sees



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Claim: F_3 or F_4 cannot cover more than 180°. W.l.o.g. assume F_3 covers more than 180°.







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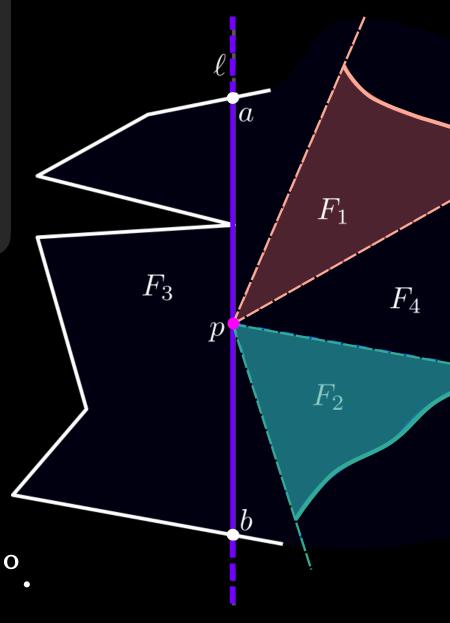
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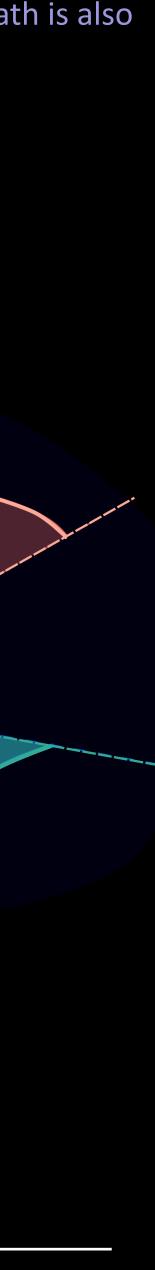
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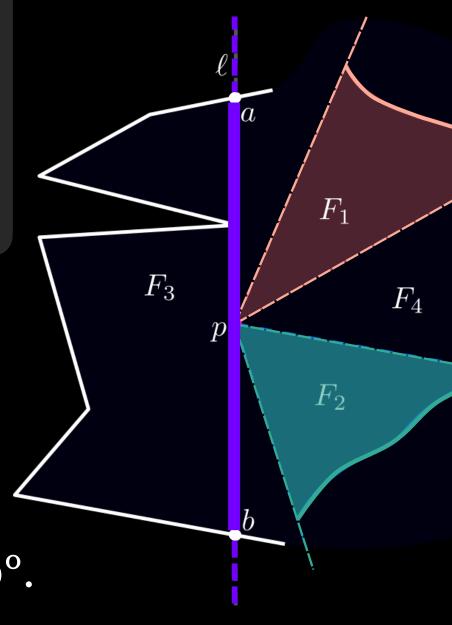
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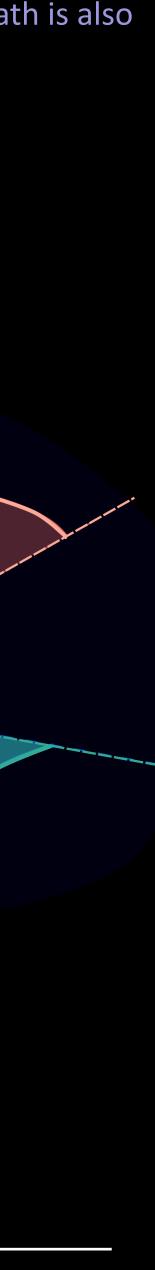
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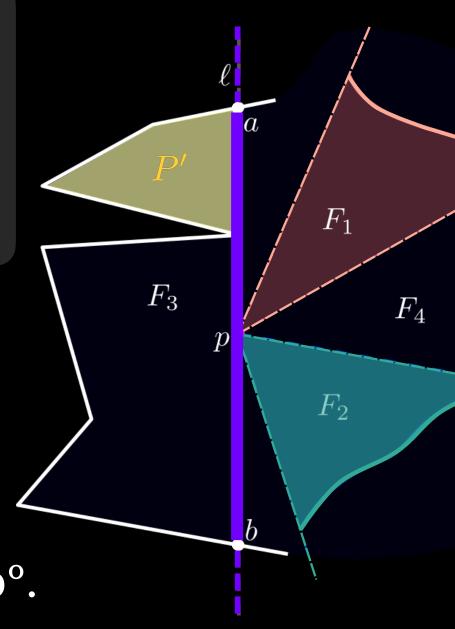
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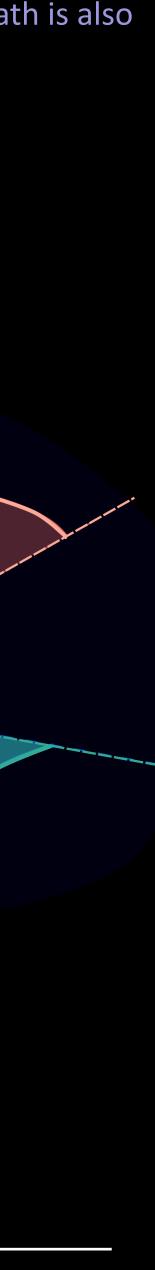
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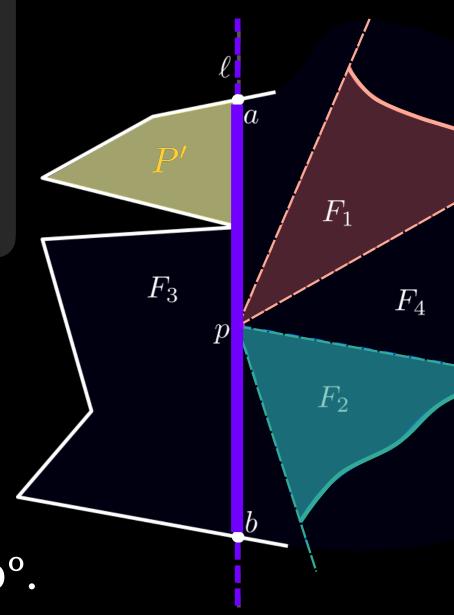
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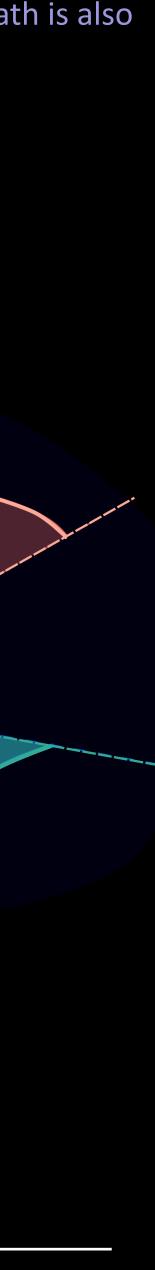
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P must contain a convex vertex v, but no points of W_1 and W_2 in *P* 4

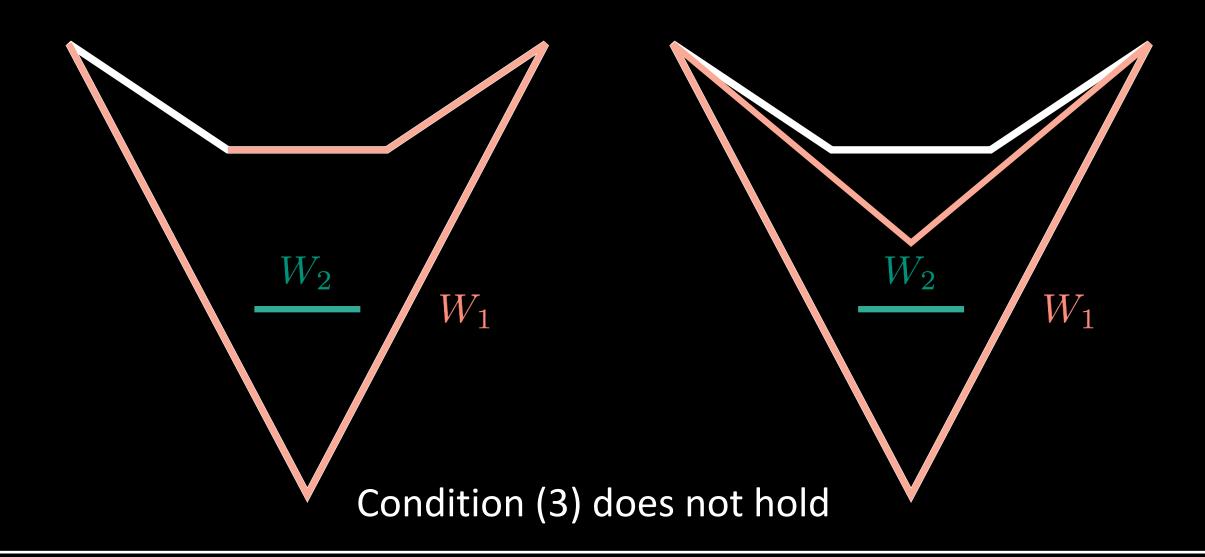








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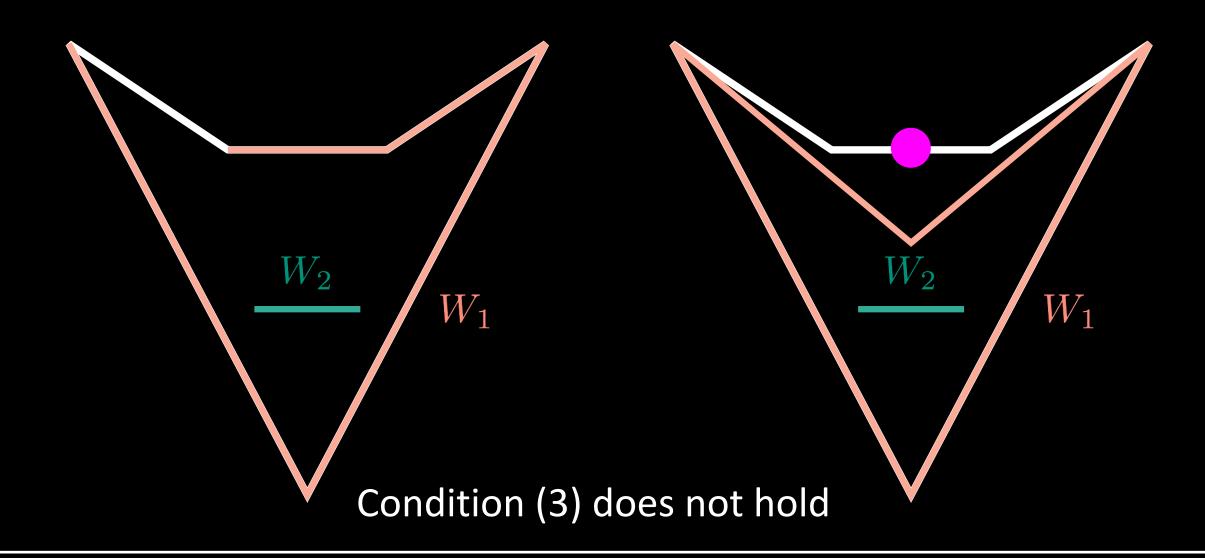




 W_1 W_1 W_1 W_2 Fulfill all conditions



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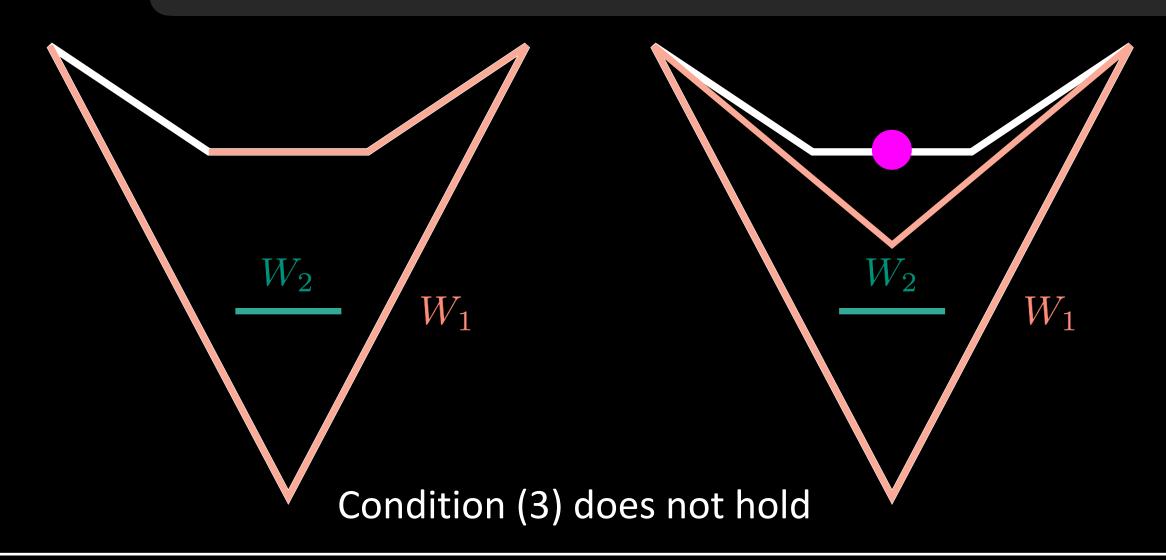




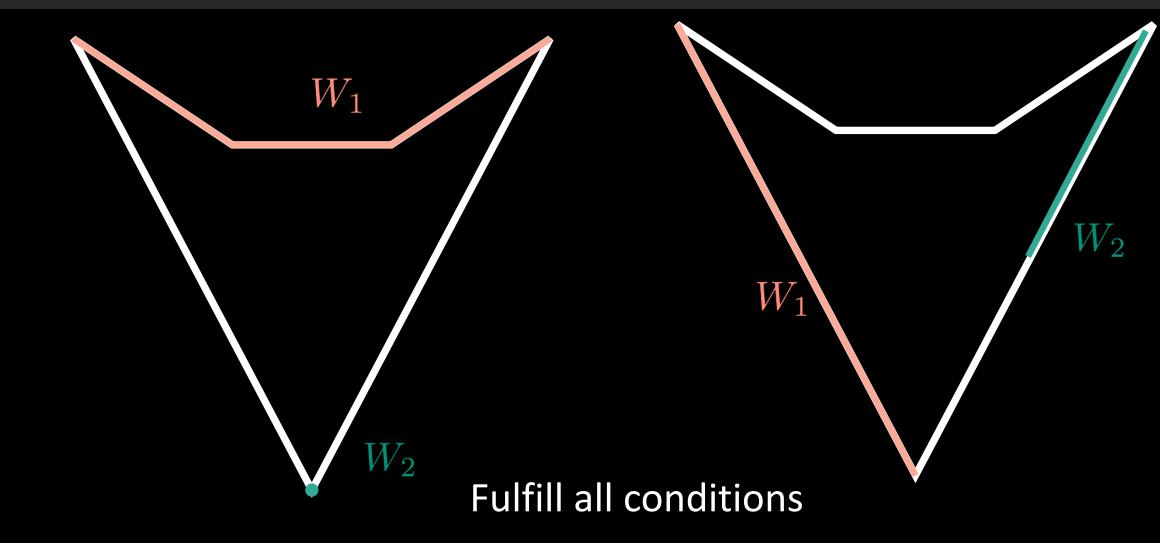
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Two routes W_1 and W_2 are segment watchman routes for P if the following conditions hold: 1. Every convex vertex is visited by one of W_1 or W_2 . **2.** Both W_1 and W_2 visit the visibility polygon of each convex vertex. 3. Both W_1 and W_2 are simple and relatively convex^{*}. Two routes W_1 and W_2 are **optimal** segment watchman routes for *P* if and only if conditions of the lemma hold.











Our Results

Min-max objective:

- NP-hard even for simple polygons
- Polynomial-time 2-approximation algorithm
- For larger *k*: (*k*+1)-approximation algorithm

Min-sum objective:

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- Polynomial-time algorithm for convex polygons





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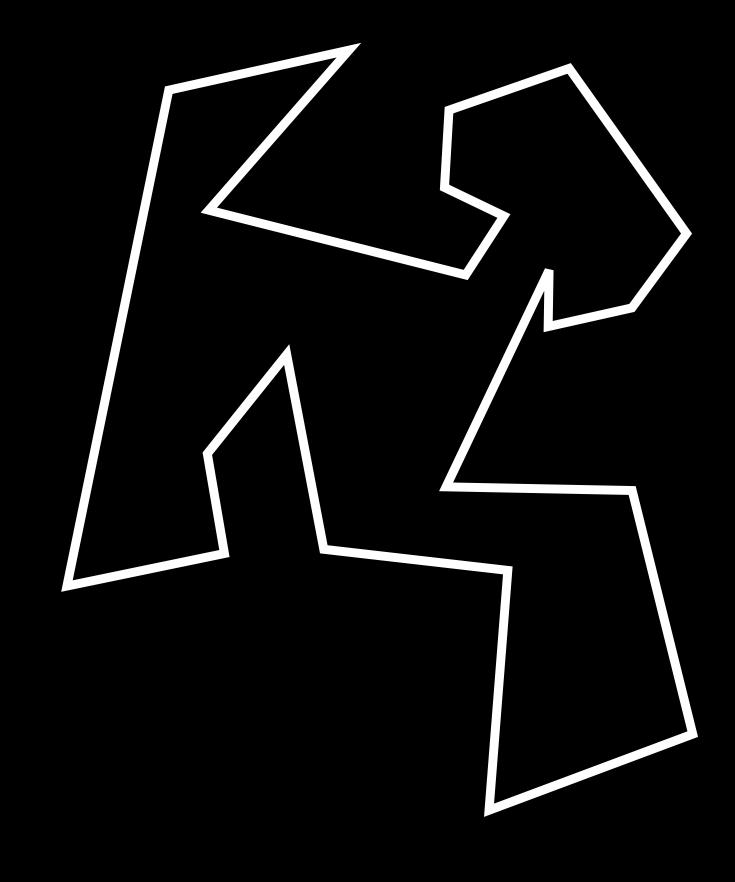
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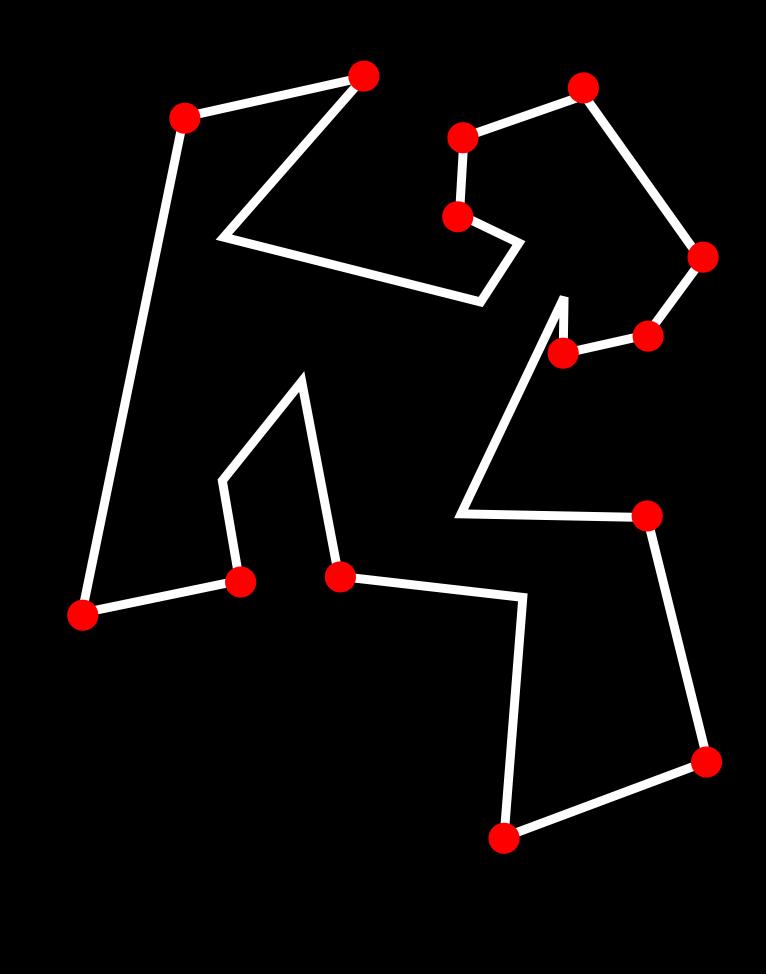


Idea:

Each route:

- Visits some convex vertices
- Sees all the other convex vertices





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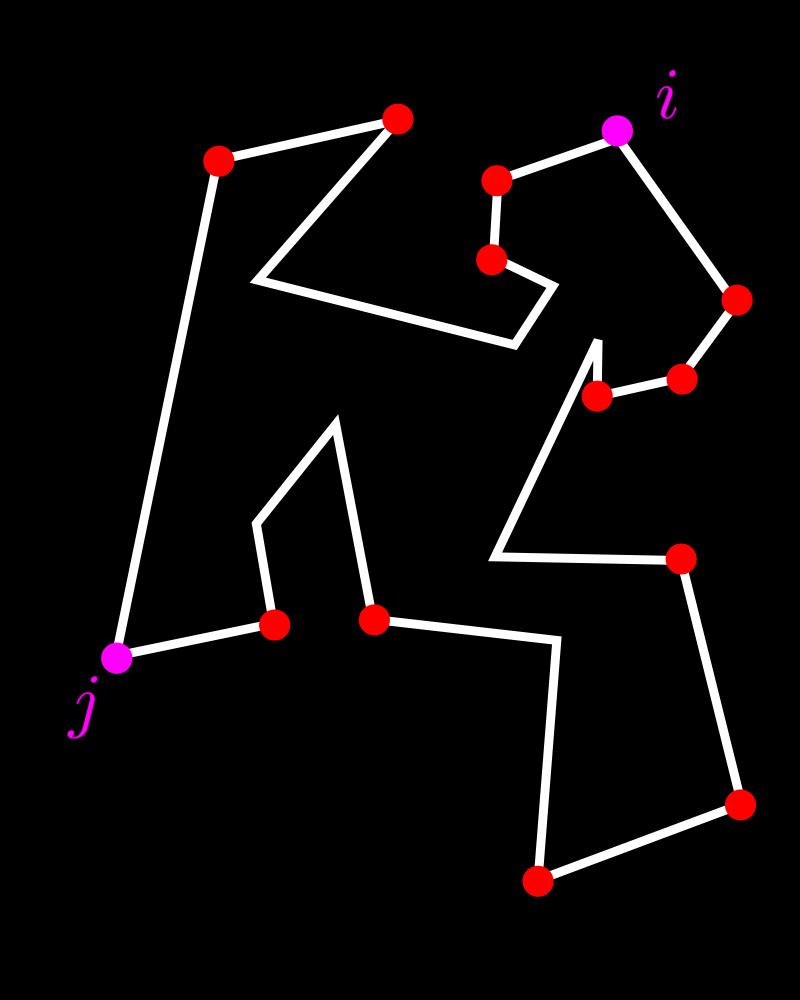
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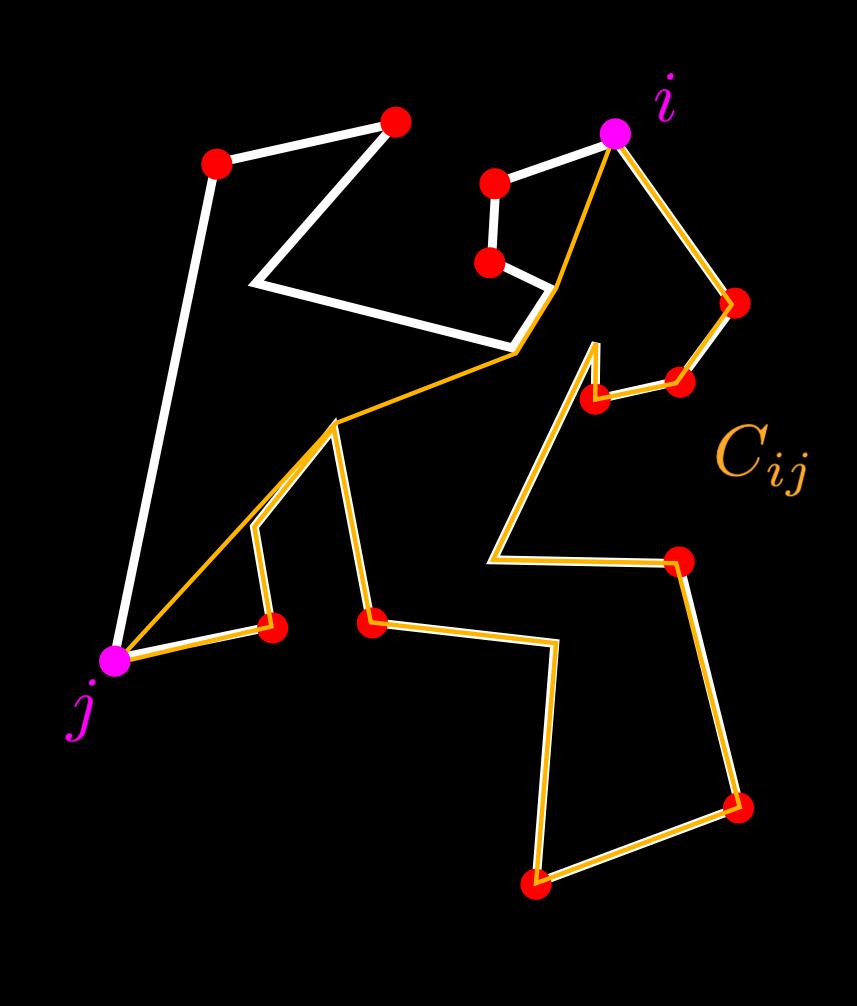
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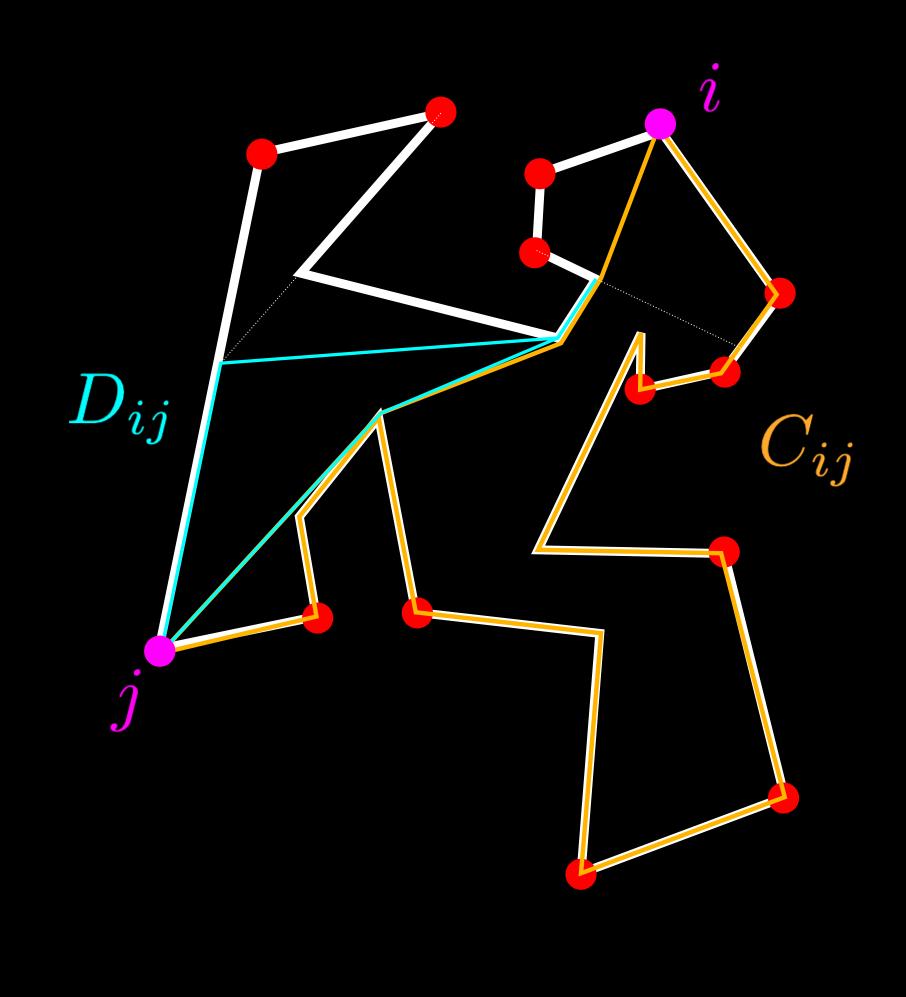
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For each pair *ij* of convex vertices:

- Shortest tour that **visits** all convex vertices between *i* and *j*
- Shortest tour that **sees** all convex vertices between j and i, starts at j



i and *j* and *i,* starts at *j*



Idea:

Each route:

- Visits some convex vertices
- Sees all the other convex vertices

For each pair *ij* of convex vertices:

- Shortest tour that **visits** all convex vertices between *i* and *j*
- Shortest tour that **sees** all convex vertices between *j* and *i*, starts at *j*
- Take RCH* of orange and turquoise (someone needs to visit *j*)



*The relative convex hull (RCH) of C_{ij} and D_{ij} : the minimal set that contains C_{ij} and *D_{ij}* and is closed under taking shortest paths



Idea:

Each route:

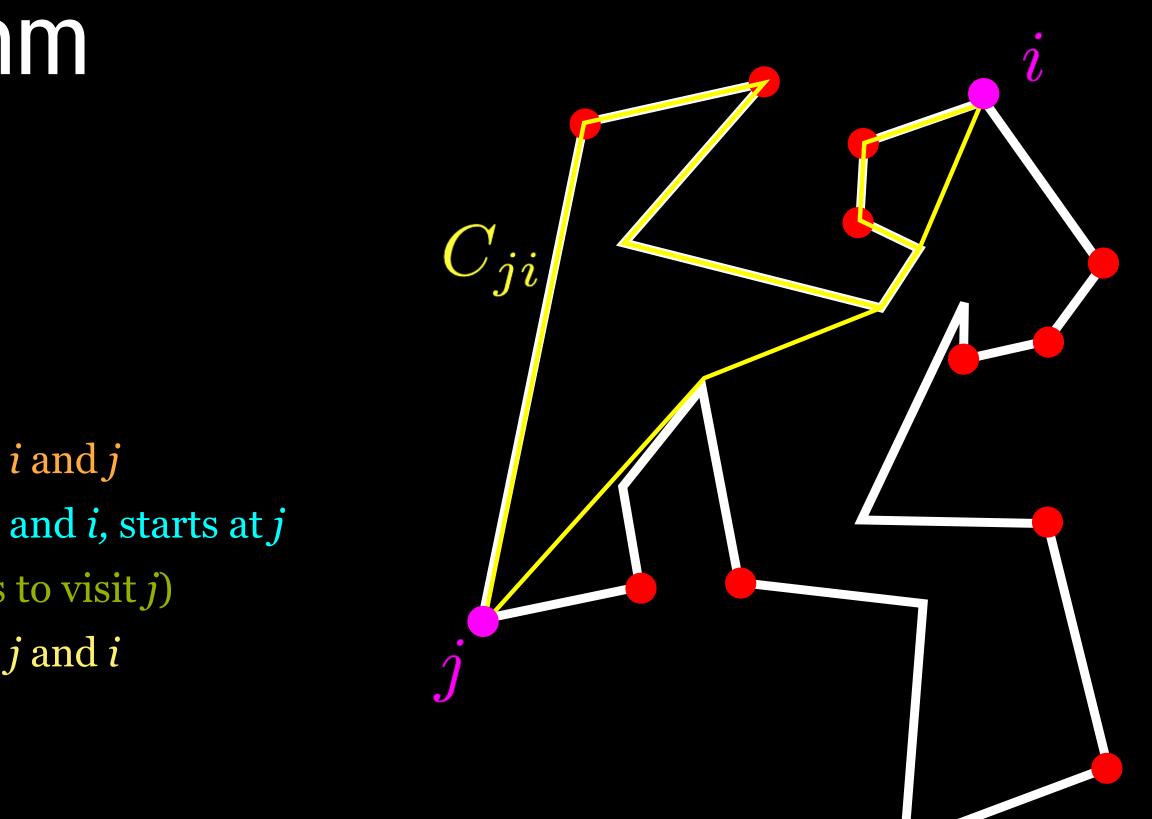
- Visits some convex vertices
- Sees all the other convex vertices

For each pair *ij* of convex vertices:

- Shortest tour that **visits** all convex vertices between *i* and *j*
- Shortest tour that **sees** all convex vertices between *j* and *i*, starts at *j*
- Take RCH* of orange and turquoise (someone needs to visit *j*)
- Shortest tour that **visits** all convex vertices between *j* and *i*



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Idea:

Each route:

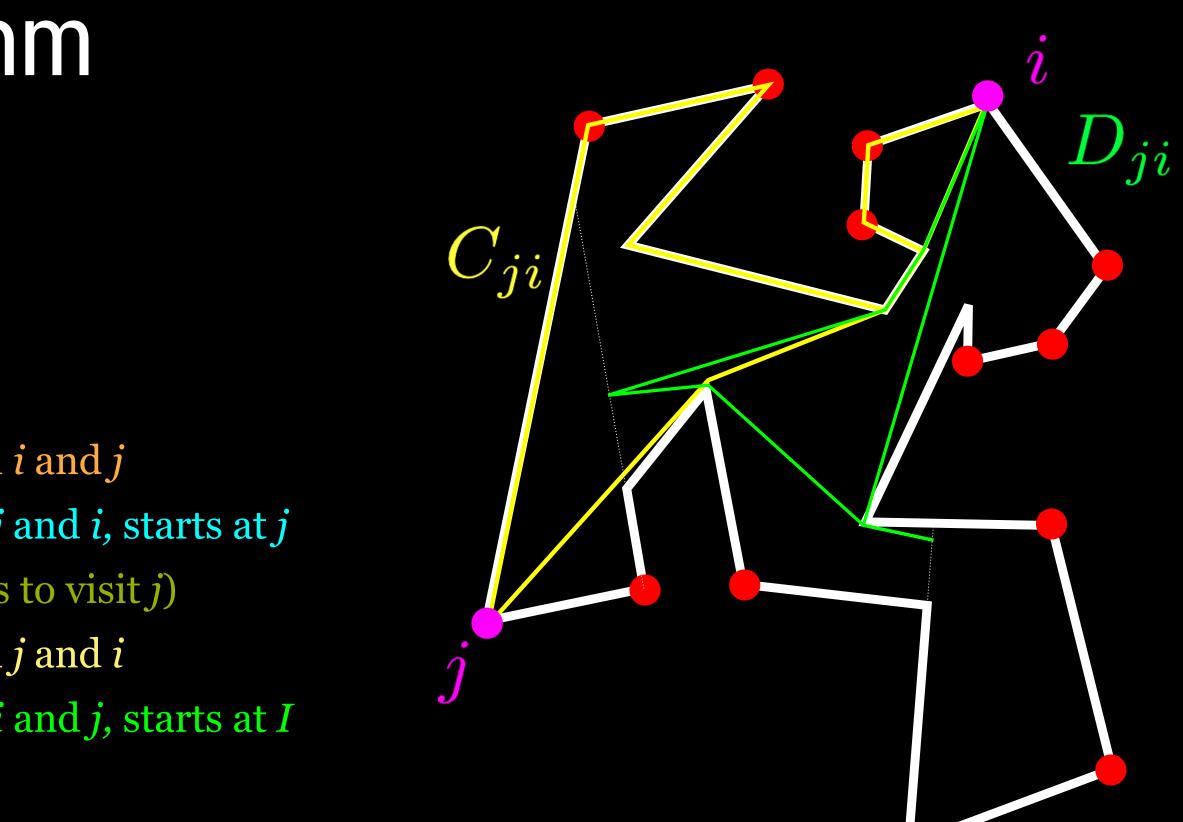
- Visits some convex vertices
- Sees all the other convex vertices

For each pair *ij* of convex vertices:

- Shortest tour that **visits** all convex vertices between *i* and *j*
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- Take RCH* of orange and turquoise (someone needs to visit *j*)
- Shortest tour that **visits** all convex vertices between *j* and *i*
- Shortest tour that **sees** all convex vertices between *i* and *j*, starts at *I*



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2-Approximation Algorithm Idea: Each route: • Visits some convex vertices • Sees all the other convex vertices For each pair *ij* of convex vertices: • Shortest tour that **visits** all convex vertices between *i* and *j* • Shortest tour that **sees** all convex vertices between *j* and *i*, starts at *j* • Take RCH* of orange and turquoise (someone needs to visit *j*) • Shortest tour that **visits** all convex vertices between *j* and *i* • Shortest tour that **sees** all convex vertices between *i* and *j*, starts at *I* W_{jj} • Take RCH of yellow and green (someone needs to visit *i*)



*The relative convex hull (RCH) of C_{ij} and D_{ij} : the minimal set that contains C_{ij} and *D_{ij}* and is closed under taking shortest paths



2-Approximation Algorithm Idea: Each route: • Visits some convex vertices • Sees all the other convex vertices For each pair *ij* of convex vertices: • Shortest tour that **visits** all convex vertices between *i* and *j* • Shortest tour that **sees** all convex vertices between *j* and *i*, starts at *j* • Take RCH* of orange and turquoise (someone needs to visit *j*) • Shortest tour that **visits** all convex vertices between *j* and *i* • Shortest tour that **sees** all convex vertices between *i* and *j*, starts at *I* W_{jj} • Take RCH of yellow and green (someone needs to visit *i*)

- *C_P* tour that **visits** all convex vertices



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2-Approximation Algorithm Idea: Each route: • Visits some convex vertices • Sees all the other convex vertices For each pair *ij* of convex vertices: • Shortest tour that **visits** all convex vertices between *i* and *j* • Shortest tour that **sees** all convex vertices between *j* and *i*, starts at *j* • Take RCH* of orange and turquoise (someone needs to visit *j*) • Shortest tour that **visits** all convex vertices between *j* and *i* • Shortest tour that **sees** all convex vertices between *i* and *j*, starts at *I* W_{ji} • Take RCH of yellow and green (someone needs to visit *i*)

- *C_P* tour that **visits** all convex vertices
- D_P tour that **sees** all convex vertices



*The relative convex hull (RCH) of C_{ij} and D_{ij} : the minimal set that contains C_{ij} and *D_{ij}* and is closed under taking shortest paths



Idea:

Each route:

- Visits some convex vertices
- Sees all the other convex vertices

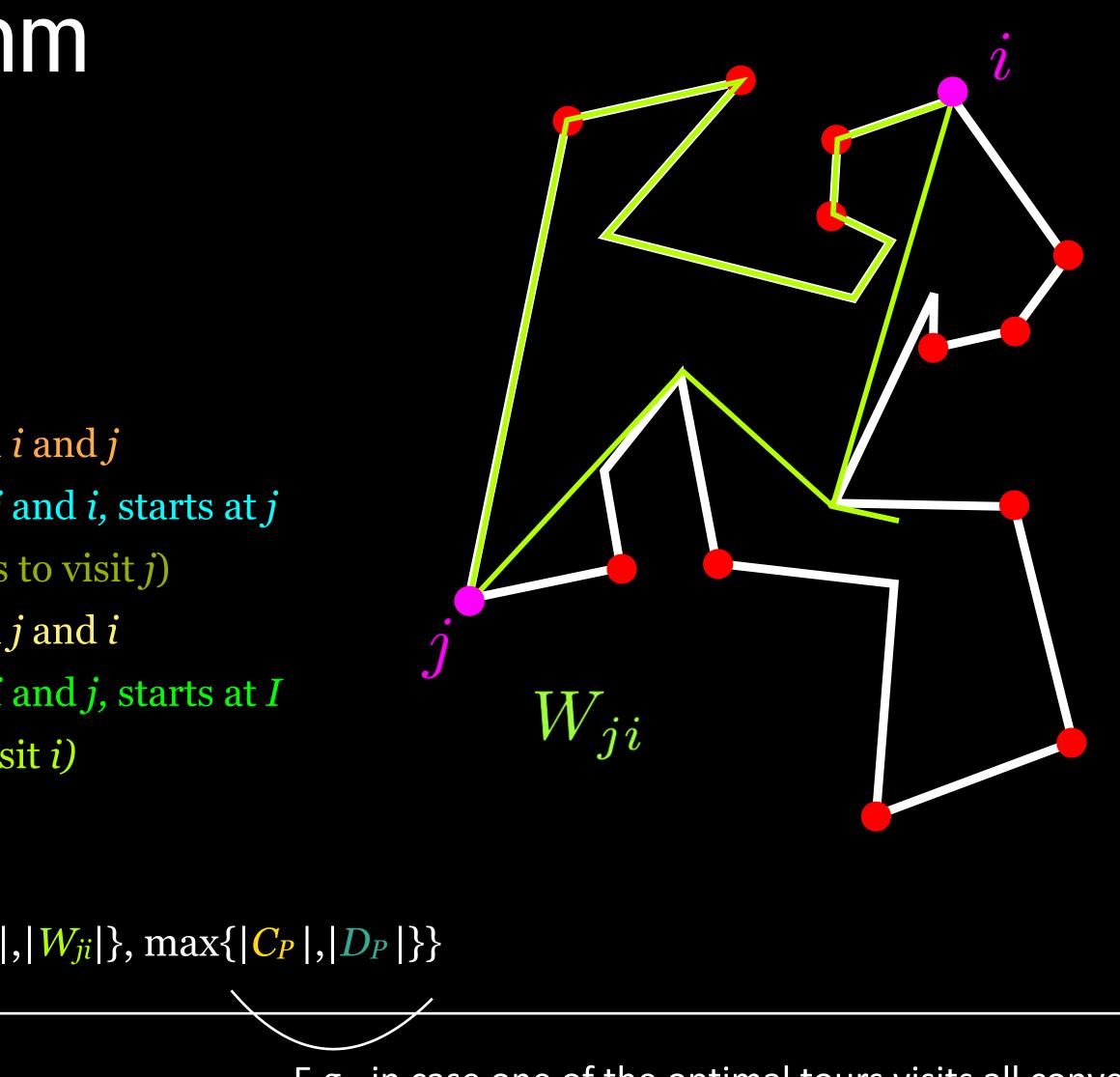
For each pair *ij* of convex vertices:

- Shortest tour that **visits** all convex vertices between *i* and *j*
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- Shortest tour that **sees** all convex vertices between *i* and *j*, starts at *I*
- Take RCH of yellow and green (someone needs to visit *i*)
- *C_P* tour that **visits** all convex vertices
- *D_P* tour that **sees** all convex vertices
- Our approximation: $(W_1, W_2) = \arg \min \{\max\{|W_{ij}|, |W_{ji}|\}, \max\{|C_P|, |D_P|\}\}$

i≠j



*The relative convex hull (RCH) of C_{ij} and D_{ij} : the minimal set that contains C_{ij} and *D_{ij}* and is closed under taking shortest paths



E.g., in case one of the optimal tours visits all convex vertices





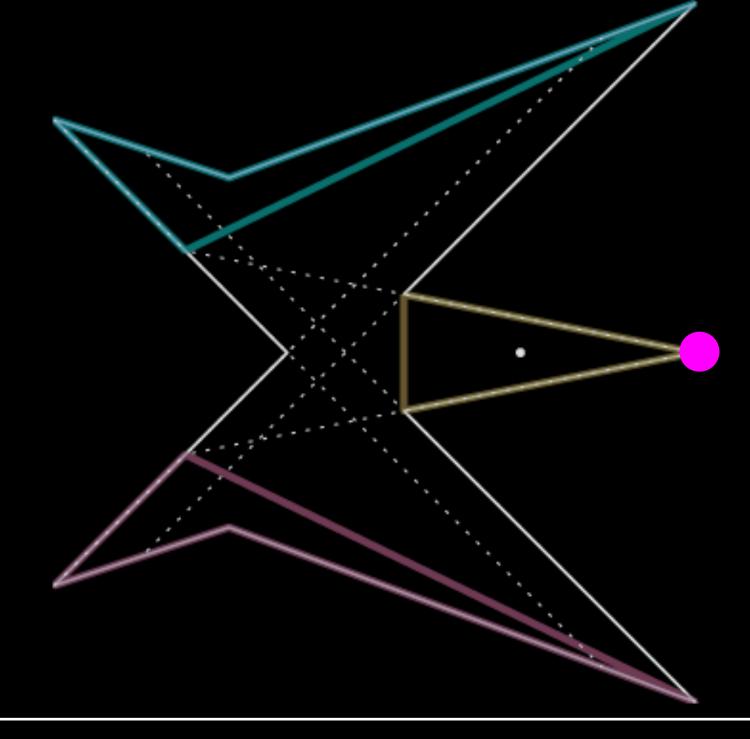




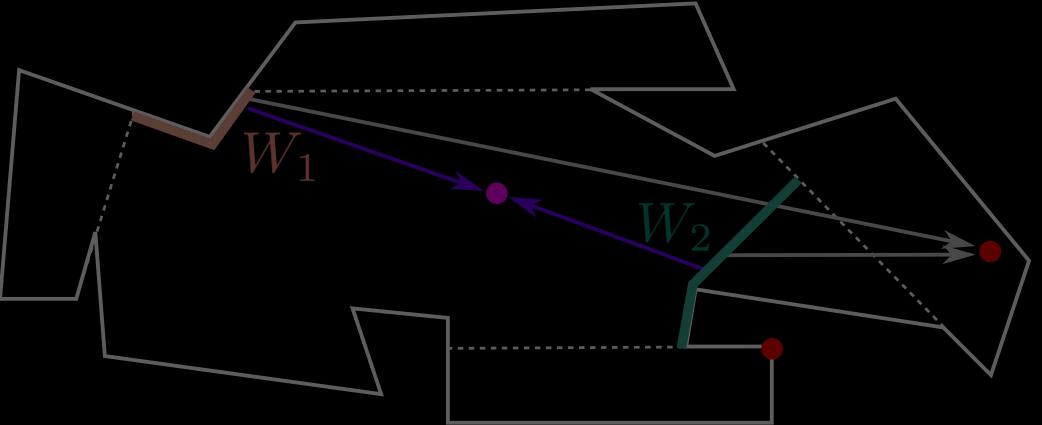
Outlook

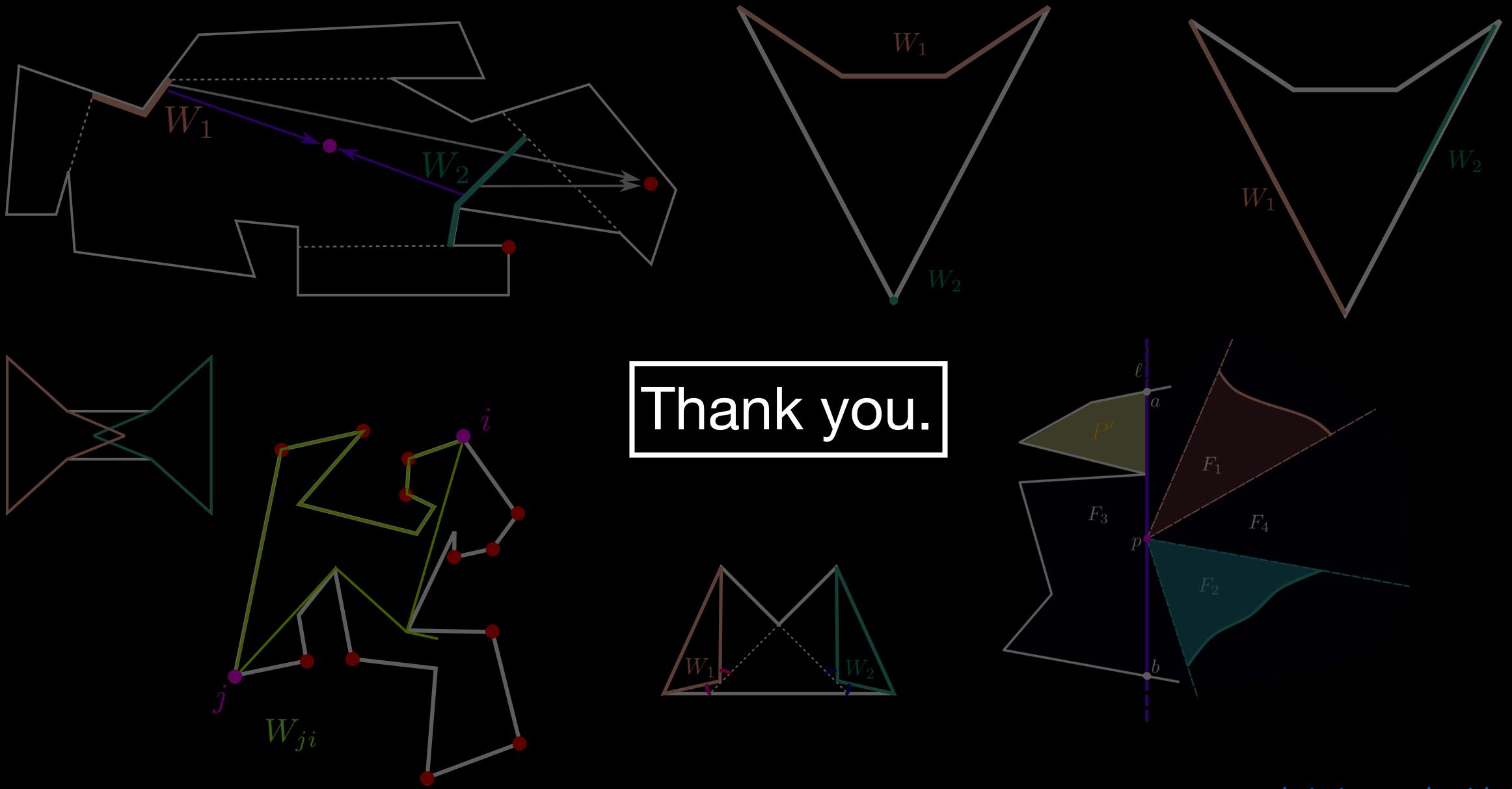
- Is the min-sum version NP-hard?
- Triangle-guarded points if the triangle must also be fully in *P*?











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