

## Computing the Minimum Weight Triangulation of a Set of Linearly Ordered Points

(Extended Abstract)

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### Introduction

Consider a set of points,  $P$ , in the plane. A triangulation  $P$  is a partition of the plane by joining the points in  $P$  with non-crossing straight line segments so that every region interior to the convex hull of  $P$  is a triangle. Although there are many polynomial time algorithms to obtain the triangulation of a set of points, there is no known polynomial time algorithm to obtain a triangulation that minimizes the sum of the edge lengths of the triangulation [Pr&Sh]. Let us denote such a triangulation by MWT, that is, it is a minimum weight triangulation. This seemingly innocuous problem has proved to be one of the most perplexing problems in combinatorial optimization. Not only is there no polynomial time algorithm to obtain an MWT for an arbitrary set of points, the problem is also not known to be NP-hard [Ga&Jo].

Various aspects of this problem have been explored. A possible avenue of investigation is to look at approximation schemes. In this scenario a polynomial time approximation algorithm is proposed with the intent to produce results that are nearly optimal. Letting  $C(T)$  denote the sum of the edge lengths of a triangulation  $T$ , one can measure how near an approximate solution is to the optimal solution by evaluating the ratio  $C(AP)/C(MWT)$ , where  $AP$  denotes a triangulation obtained from an approximation algorithm. The two most common approximations are the so called Greedy Triangulation (GT) and Delauney Triangulation (DT) [Pr&Sh]. For each of these methods it has been conjectured that  $C(AP)/C(MST) = 1$ . Unfortunately there have since been examples that show that  $C(DT)/C(MWT) = \Omega(N)$  [Ki] and  $C(GT)/C(MWT) = \Omega(n^{1/2})$  [Le], where  $n$  denotes the size of the problems. In [Li] it has been shown that on average  $C(DT)/C(MWT)$  and  $C(GT)/C(MWT)$  are in  $O(\log n)$ .

An alternate direction is to look for exact solutions for restricted classes of input. An  $O(n^3)$  time algorithm to obtain an MWT from a set of vertices of a simple polygon was given independently in [Gi] and [KI]. Another class of input that admits a polynomial time solution was recently proposed by Anagnostou [An]. Let  $\lambda$  denote a set of  $k$  lines. Consider a set of  $n$  points,  $P$ , lying on the lines  $\lambda$  such that

- no two lines in  $\lambda$  intersect in the interior of the convex hull of  $P$
- no line is vertical
- the lines can be numbered from 1 to  $k$  such that all points of  $P$  on line  $i$  are above line  $i + 1$ , and below line  $i - 1$ .

We call a set of points  $P$  with the above property *linearly ordered*. An  $O(n^{3k})$  time and  $O(n^{2k})$  space algorithm is given in [An] to compute an MWT of a set of points that are linearly ordered. In this paper we describe an  $O(n^k)$  time and space algorithm to obtain an MWT of a set of linearly ordered points.

### Preliminaries

Consider a set,  $P$ , of  $n$  linearly ordered points lying on  $k$  lines  $\lambda = (\lambda_1, \lambda_2, \dots, \lambda_k)$ . We use  $n_i$  to denote the number of points in  $P$  that lie on the line  $\lambda_i$ . For each line  $\lambda_i \in \lambda$  consider the smallest closed subset,  $L_i$ , that contains all  $n_i$  points in  $P$  that lie on  $\lambda_i$ . Let  $x_{i1}$  and  $x_{in_i}$  denote the endpoints of  $L_i$ , such that  $x_{i1}$  is the leftmost point on  $L_i$ . For each point  $p \in P$  on  $L_i$  we say that it is of rank  $j$  on  $L_i$  if there are  $j-1$  points in  $P$  on the line segment  $[x_{i1}, p)$ . We can use this indexing scheme to identify the points  $P$ , that is, each point is uniquely labelled  $x_{ij}$ , denoting that the point is of rank  $j$  on  $L_i$ . An example with  $k=4$  and  $N = 17$  is shown in figure 1.

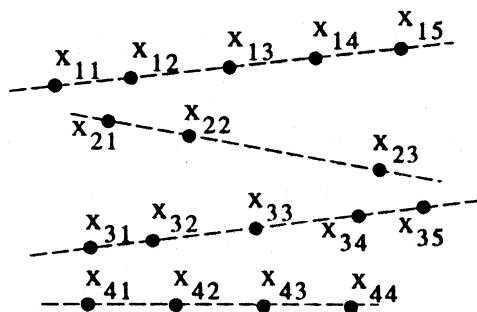


Figure 1.

**Definition 1:** A contour  $Y = (y_1 y_2 \dots y_t)$  is a set of points on the line segments  $L_i$  with

$$y_1 = x_{1j} \text{ for some } j \text{ with } 1 \leq j \leq n_1$$

$$y_t = x_{kj} \text{ for some } j \text{ with } 1 \leq j \leq n_k$$

$$y_s = x_{ij} \text{ and } s < t \rightarrow y_{s+1} = x_{uv} \text{ for some } u, v \text{ with } u > i.$$

In other words, a contour is a set of at most  $k$  points, with at most one point on each segment  $L_i$  and including one point each from  $L_1$  and  $L_k$ . The number of contours is:

$$n_1 \cdot (n_2 + 1) \cdot (n_3 + 1) \dots (n_{k-1} + 1) \cdot n_k = O(n^k).$$

Given a contour  $Y = (y_1 y_2 \dots y_k)$ , let  $\Pi(Y)$  denote the chain of line segments obtained by connecting  $y_i$  to  $y_{i+1}$  for  $i = 1$  to  $t-1$ .

**Definition 2:** A front  $Z(Y) = (z_1 z_2 \dots z_k)$  corresponding to a contour  $Y$  is a set of points where  $z_i$  is the point on the line  $L_i$  formed by intersecting  $\Pi(Y)$  with  $\lambda$ . We can see that a point  $z_i$  in  $Z(Y)$  is either a point  $y_j$  in  $Y$  or is the intersection of  $L_i$  and a line segment from  $y_j$  to  $y_{j+1}$  in  $\Pi(Y)$ .

Figure 2 shows a contour of size 3 and a front of size  $k=4$ .

Since each contour corresponds to exactly one front, it follows from lemma 1 that the number of fronts is  $O(n^k)$ . We induce a partial ordering on the fronts so that a dynamic programming approach can be used to build up the minimum weight triangulation in stages.

We use  $p < z_i$  to denote that  $p$  is to the left of  $z_i$  and  $p \leq z_i$  to denote that  $p < z_i$  or  $p = z_i$ .

**Definition 3.** A front  $Z = (z_1 z_2 \dots z_k)$  is said to be lexicographically smaller than the front  $W = (w_1 w_2 \dots w_k)$  if for some  $j$ ,  $z_i = w_i$  for  $1 \leq i < j$  and  $z_j < w_j$ .

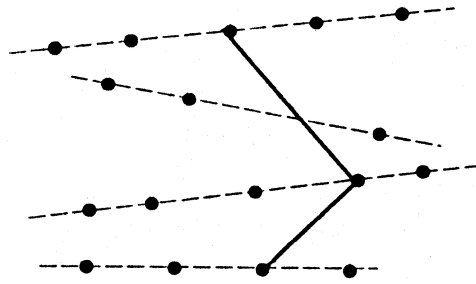


Figure 2.

**Definition 4:** A contour  $Y$  is lexicographically smaller than contour  $Y'$  if the front  $Z(Y)$  is lexicographically smaller than the front  $Z(Y')$ .

For a contour  $Y$  let  $T(Y)$  denote a minimum weight triangulation of the points  $\{x_{ij} \mid x_{ij} \leq z_i, z_i \in Z(Y)\}$  and constrained to lie to the left of  $\Pi(Y)$ .

Algorithm Triangulate

Input: A set of  $n$  points,  $P$ , lying on  $k$  linearly ordered lines.

Output: A minimum weight triangulation of  $P$ .

Step 1. Construct a lexicographically ordered list,  $Q$ , of contours.

Step 2. For each contour  $Y$  in  $Q$  determine the front  $Z(Y) = (z_1, \dots, z_k)$  and compute  $T(Y)$ .

Observe that a triangulation  $T(Y)$  for the lexicographically largest contour  $Y$  is a triangulation of  $P$ .

We begin by showing how to construct  $Q$  in  $O(n^k)$  steps. Construct an auxiliary set of point  $X(P)$  by adding to the set  $P$ :

- the midpoints of the line segments  $(x_{ij}, x_{ij+1})$
- a point to the left of  $x_{i1}$  for each line  $L_i$   $i = 2, k-1$
- a point to the right of  $x_{in_i}$  for each line  $L_i$   $i = 2, k-1$

Thus  $|X(P)| = 2n + k - 4$ .

Consider a  $k$  point contour,  $C$ , of  $X(P)$ . Let  $w(C) = (w_1, w_2, \dots, w_k)$  denote a  $k$  character word such that  $w_i$  is the rank of  $c_i$  on the line  $L_i$ . Using  $w(C)$  for each  $k$  point contour  $C$  we can construct an ordered list,  $S$ , in  $O(n^k)$  steps. We can construct  $Q$  from  $S$  in an additional  $O(n^k)$  steps. To complete the dynamic programming algorithm, we show that step 2 of algorithm Triangulate can be executed in constant time. In other words, given minimum weight triangulations for all lexicographically smaller contours, we compute the triangulation of a new contour in  $O(1)$  time. This is shown by the following principle of optimality condition.

**Lemma:** Every triangulation  $T(Y)$  contains as a subset  $T(Y')$  where  $Z(Y') < Z(Y)$ , and there is no other contour  $Y''$  so that  $Z(Y') < Z(Y'') < Z(Y)$ .

We can now elaborate on step 2 of algorithm Triangulate. For each contour  $Y$  we consider all of the (at most  $2k-2$ ) configurations of lemma 2. Let  $D$  denote an array indexed from 1 to  $nS$ , where  $nS$  is the size of the ordered list  $S$  introduced earlier, so:  $nS = (2n_1-1)(2n_2+1)(2n_3+1)\dots(2n_{k-1}+1)(2n_k-1)$ .

We store the weight of contour  $Y$  in  $D$  by using  $w(C)$  corresponding to  $Y$  as in the explanation of algorithm *Triangulate*. For each configuration we use a table lookup into  $Q$  to find the cost of the minimum weight triangulation of the appropriate lexicographically smaller contour. We then compute the cost of  $T(Y)$  by adding the weights of the edges required to complete the triangulation. Therefore, step 2 requires  $O(1)$  time per contour, resulting in an  $O(n^k)$  minimum weight triangulation algorithm.

We now state the main result of the paper.

**Theorem:** A minimum weight triangulation of a set of linearly ordered points lying on  $k$  lines can be obtained in  $O(n^k)$  time and space.

### Acknowledgements

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