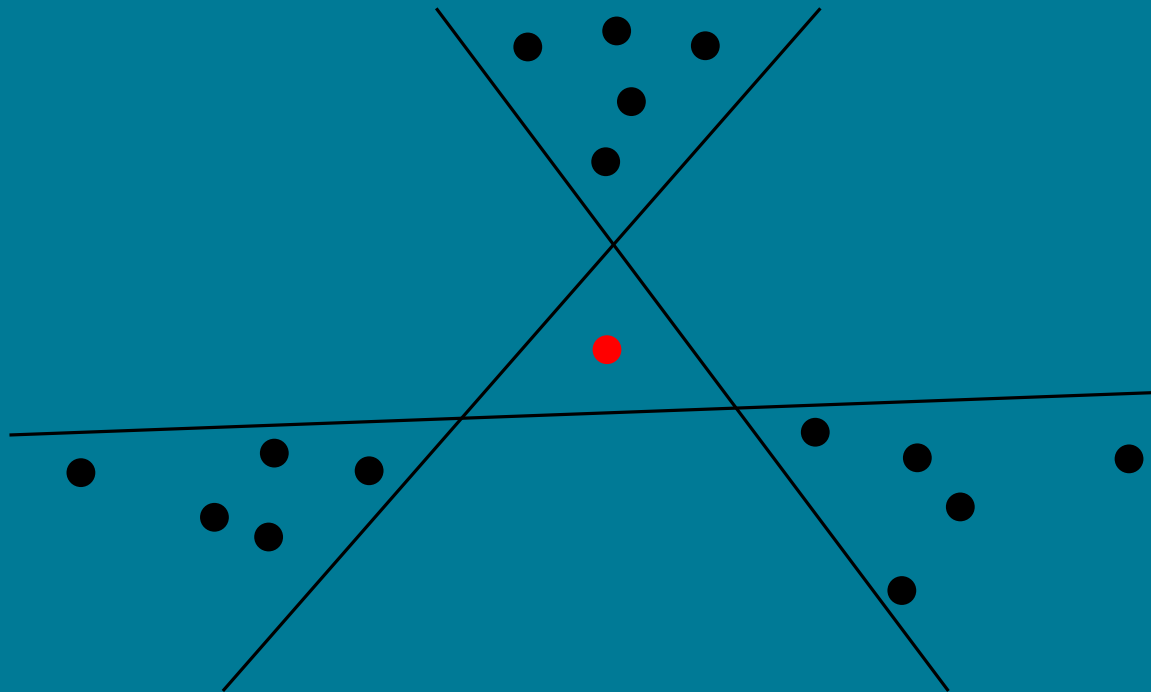


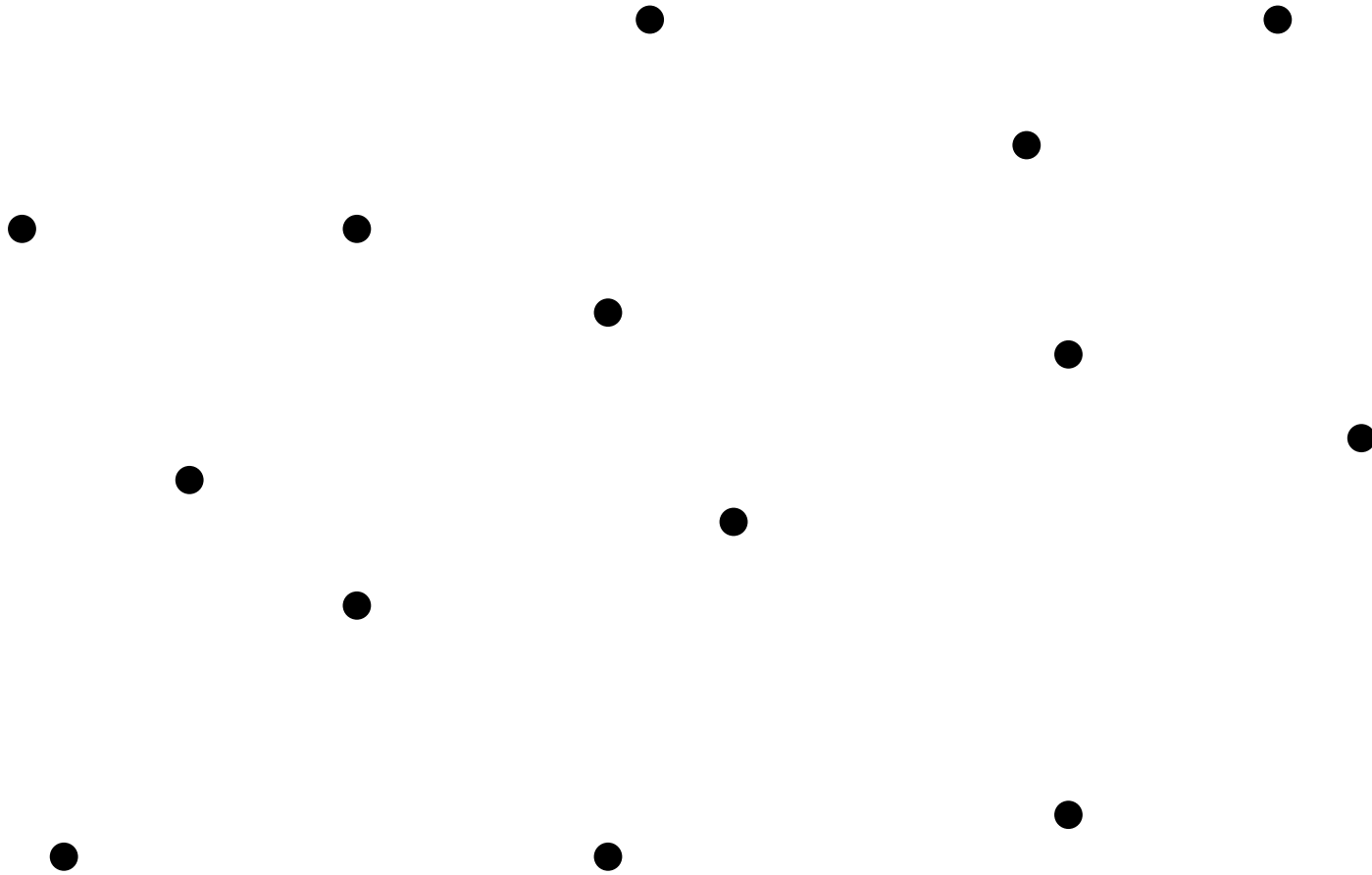
Computing Enclosing Depth

Bernd Gärtner, Fatime Rasiti, Patrick Schneider

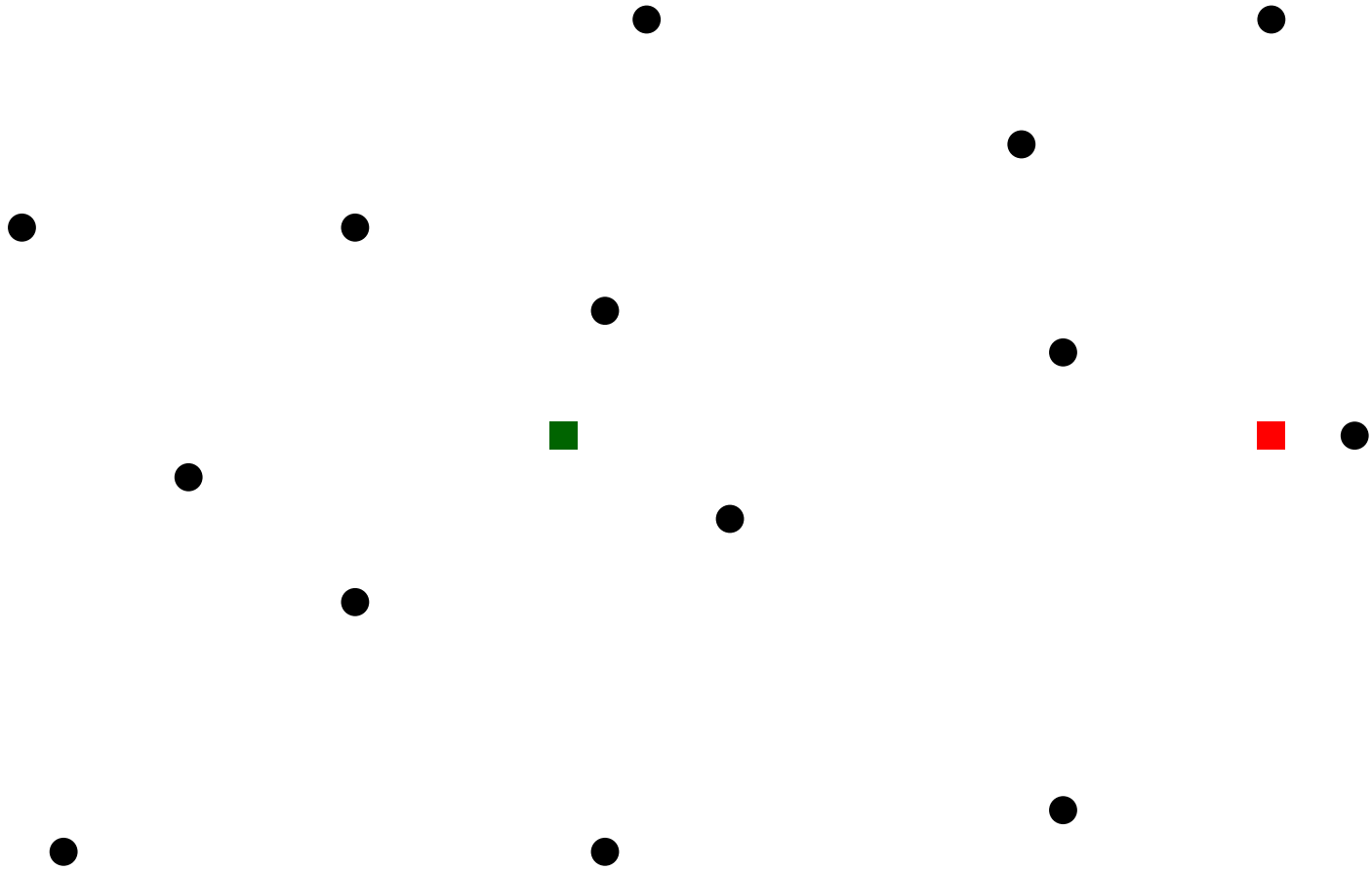
EuroCG 2024



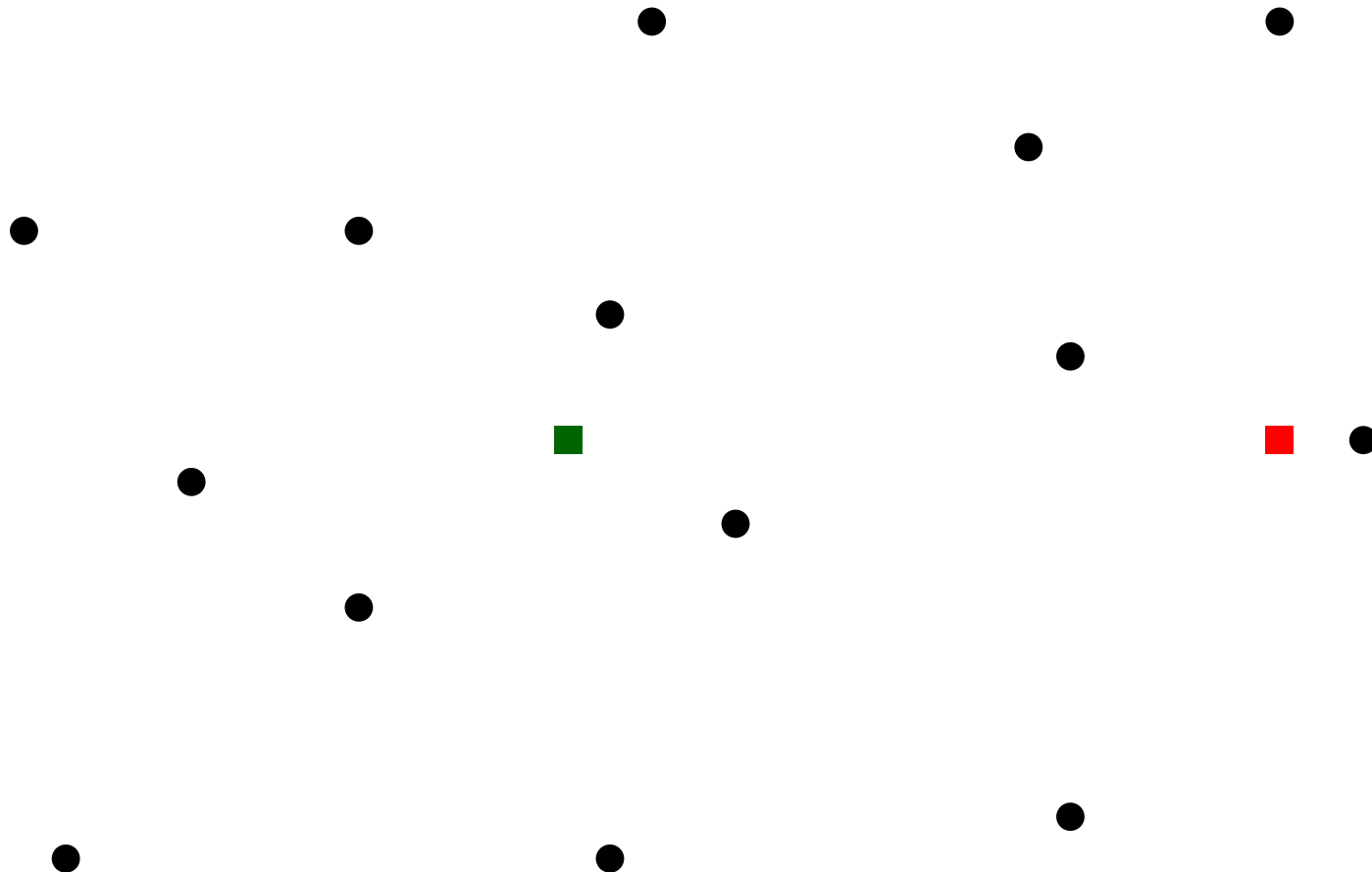
Introduction



Introduction

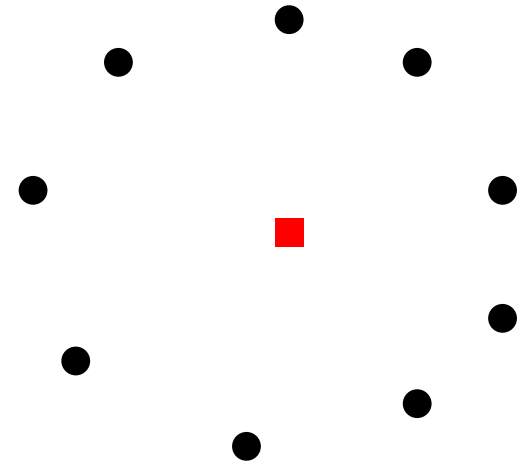
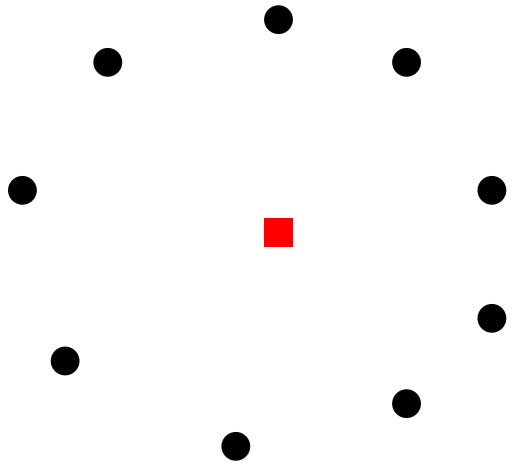


Introduction

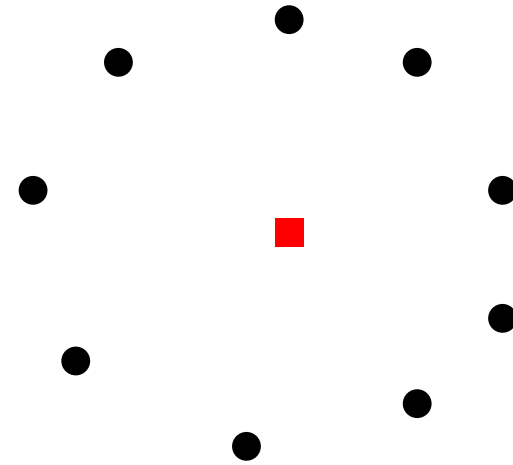
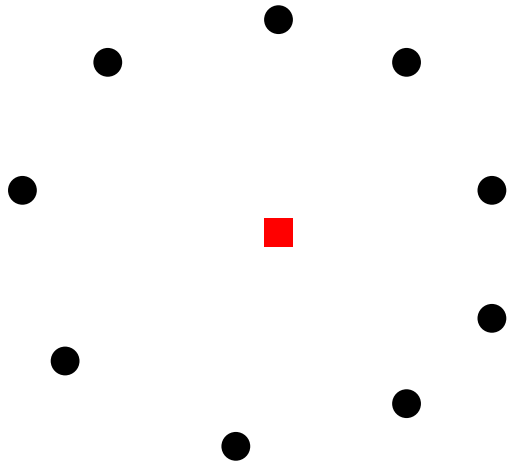


Which colored point would you rather call a "median"?

Tukey and Tverberg

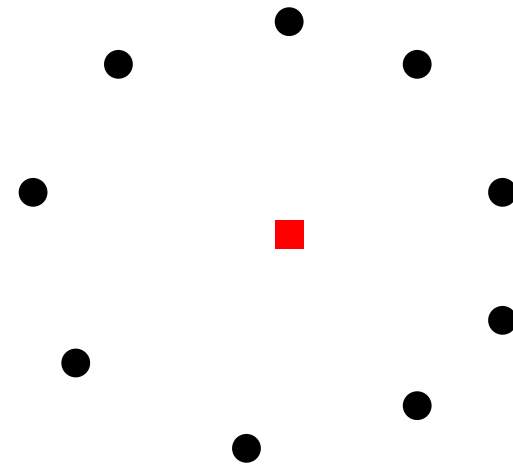
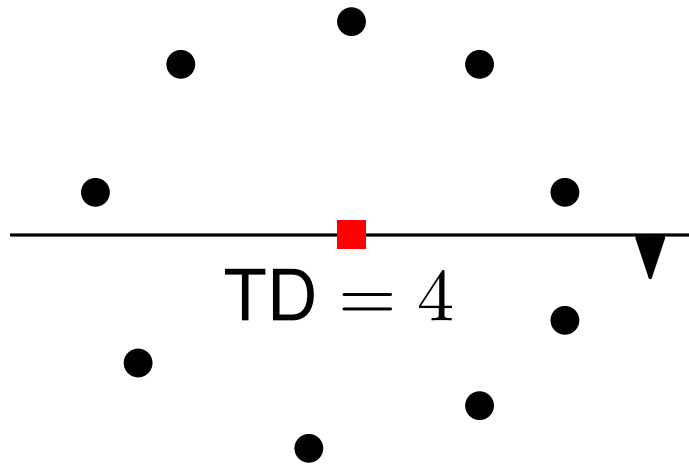


Tukey and Tverberg



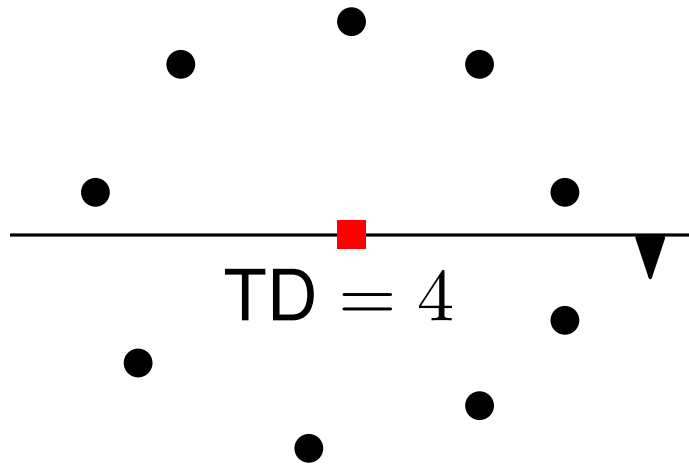
Tukey depth:
Minimum number of data
points in any closed half-
space containing query
point q

Tukey and Tverberg

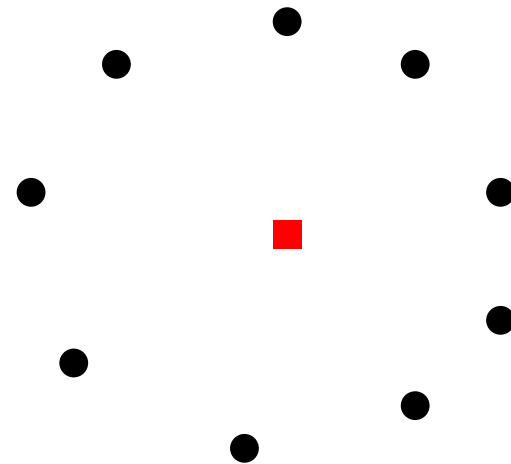


Tukey depth:
 Minimum number of data
 points in any closed half-
 space containing query
 point q

Tukey and Tverberg

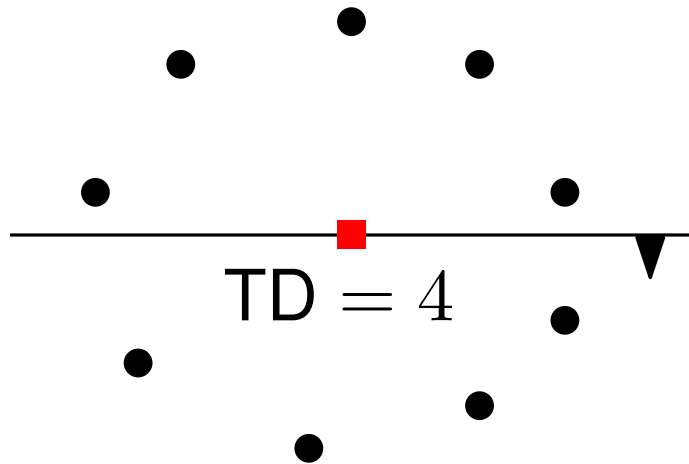


Tukey depth:
 Minimum number of data points in any closed half-space containing query point q

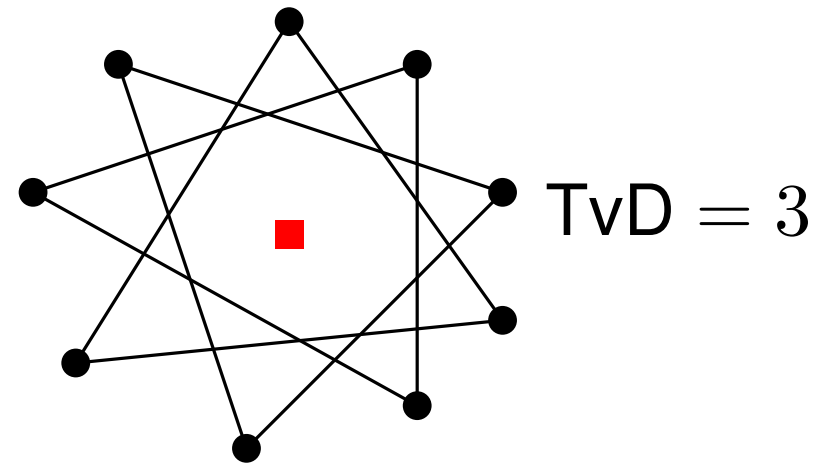


Tverberg depth:
 Max. number of vertex disjoint simplices whose intersection contains q

Tukey and Tverberg

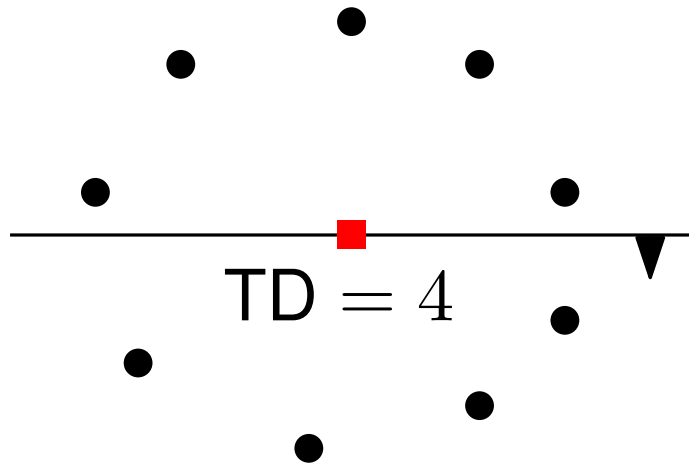


Tukey depth:
Minimum number of data points in any closed half-space containing query point q



Tverberg depth:
Max. number of vertex disjoint simplices whose intersection contains q

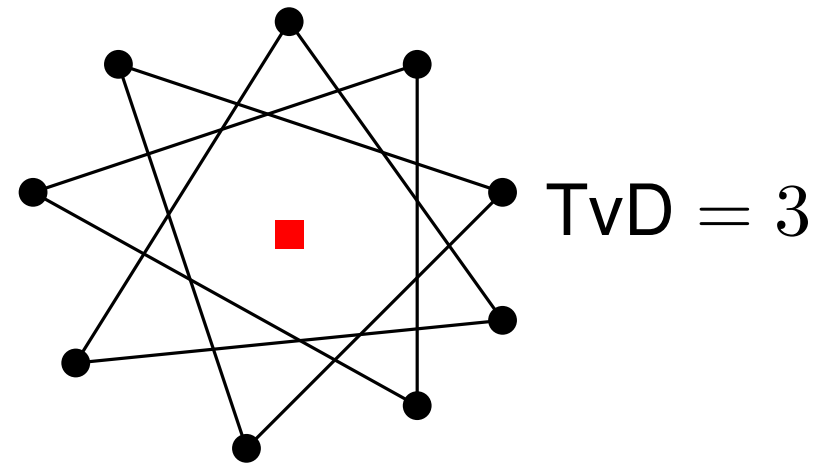
Tukey and Tverberg



Tukey depth:
Minimum number of data points in any closed half-space containing query point q

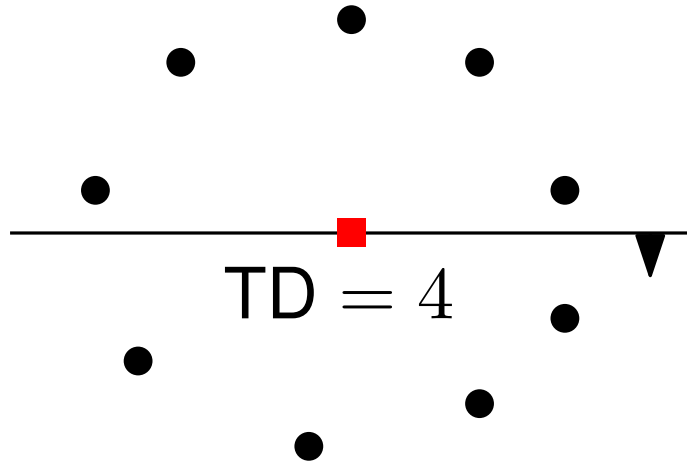
Centerpoint theorem:

$$\forall S \exists q : \text{TD}(S, q) \geq \frac{|S|}{d+1}$$



Tverberg depth:
Max. number of vertex disjoint simplices whose intersection contains q

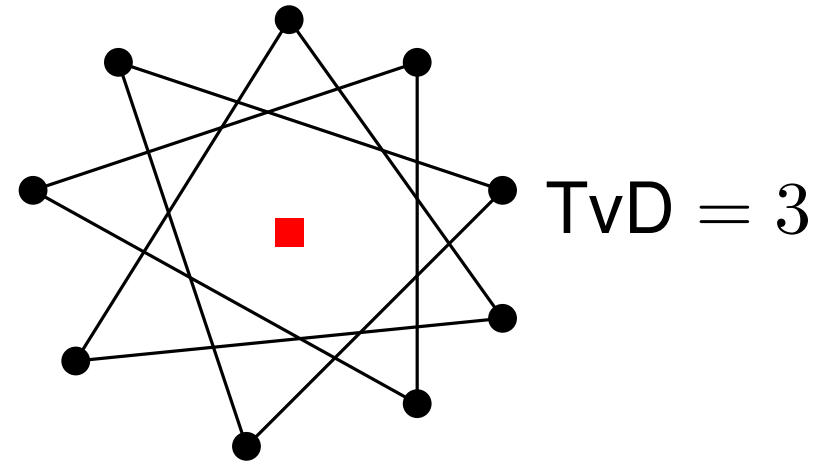
Tukey and Tverberg



Tukey depth:
Minimum number of data points in any closed half-space containing query point q

Centerpoint theorem:

$$\forall S \exists q : \text{TD}(S, q) \geq \frac{|S|}{d+1}$$



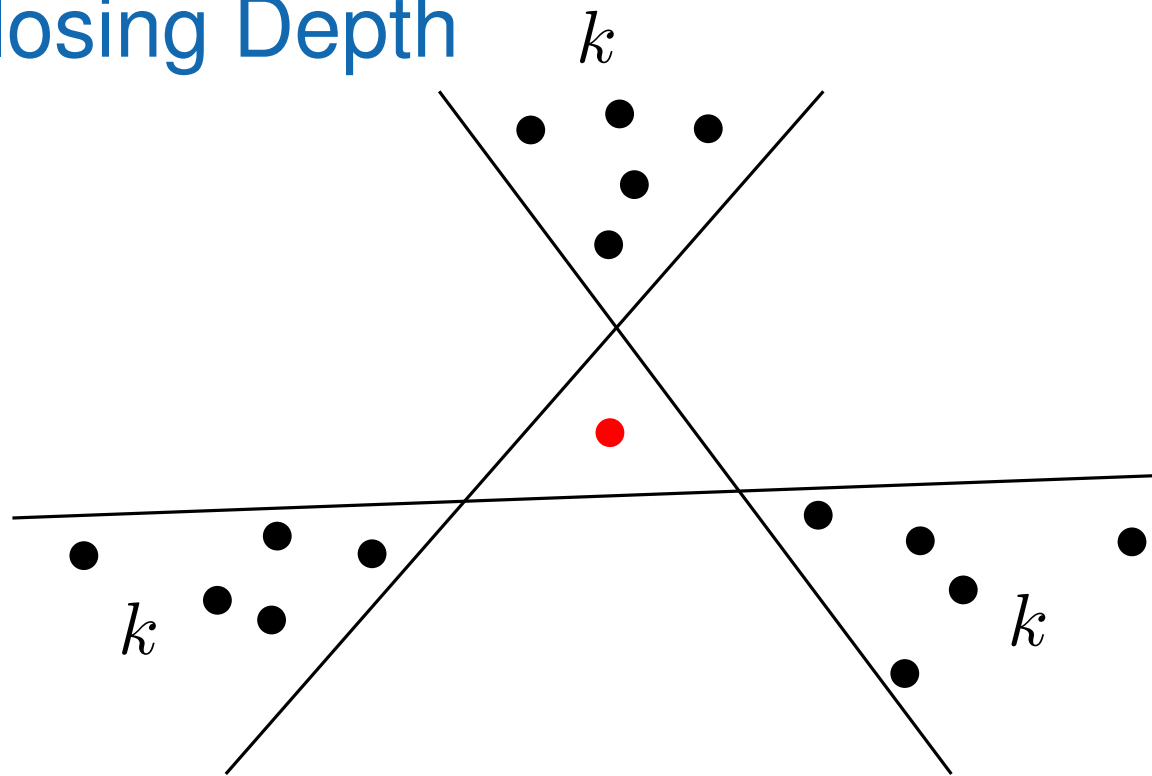
Tverberg depth:
Max. number of vertex disjoint simplices whose intersection contains q

Tverbergs theorem:

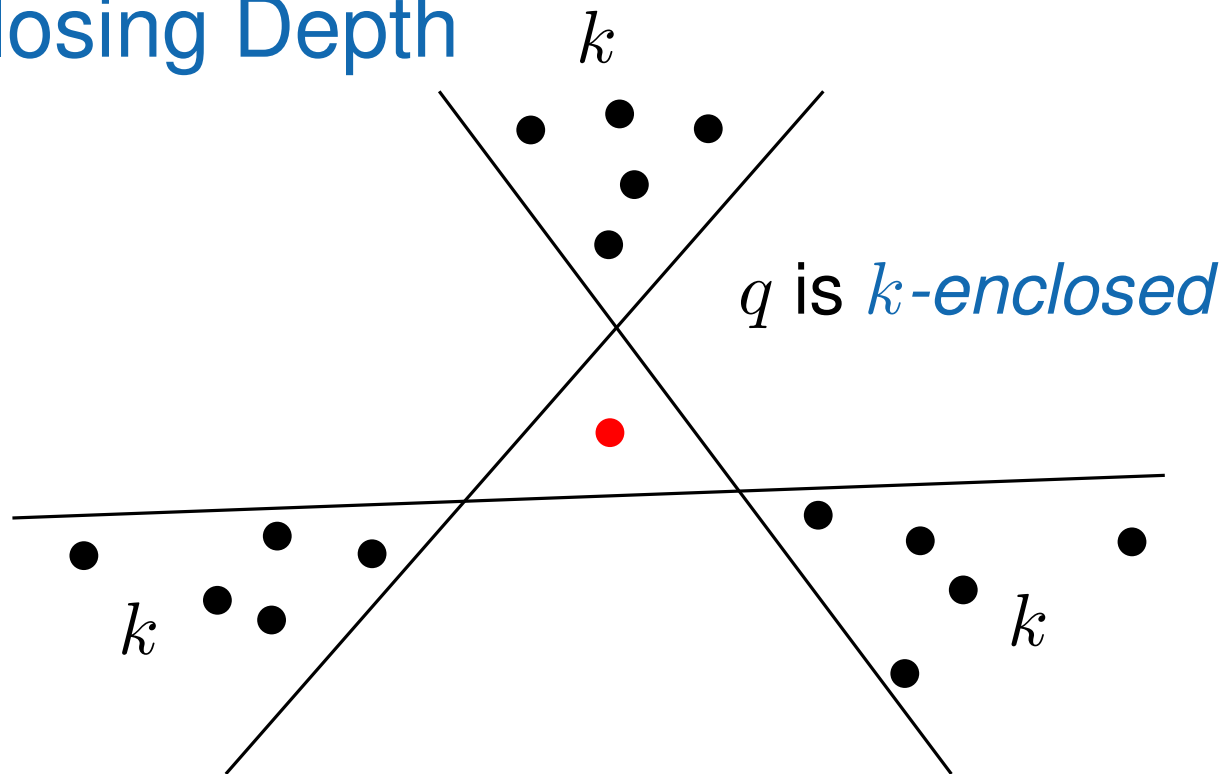
$$\forall S \exists q : \text{TvD}(S, q) \geq \frac{|S|}{d+1}$$

Enclosing Depth

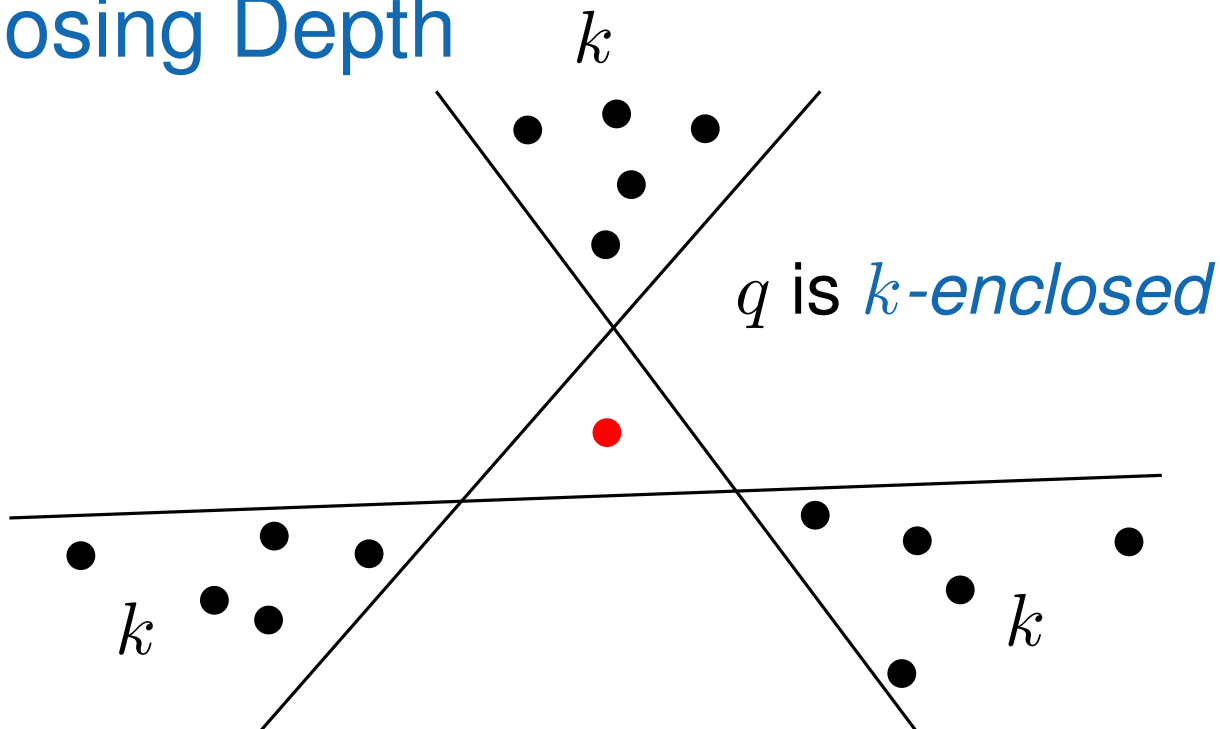
Enclosing Depth



Enclosing Depth



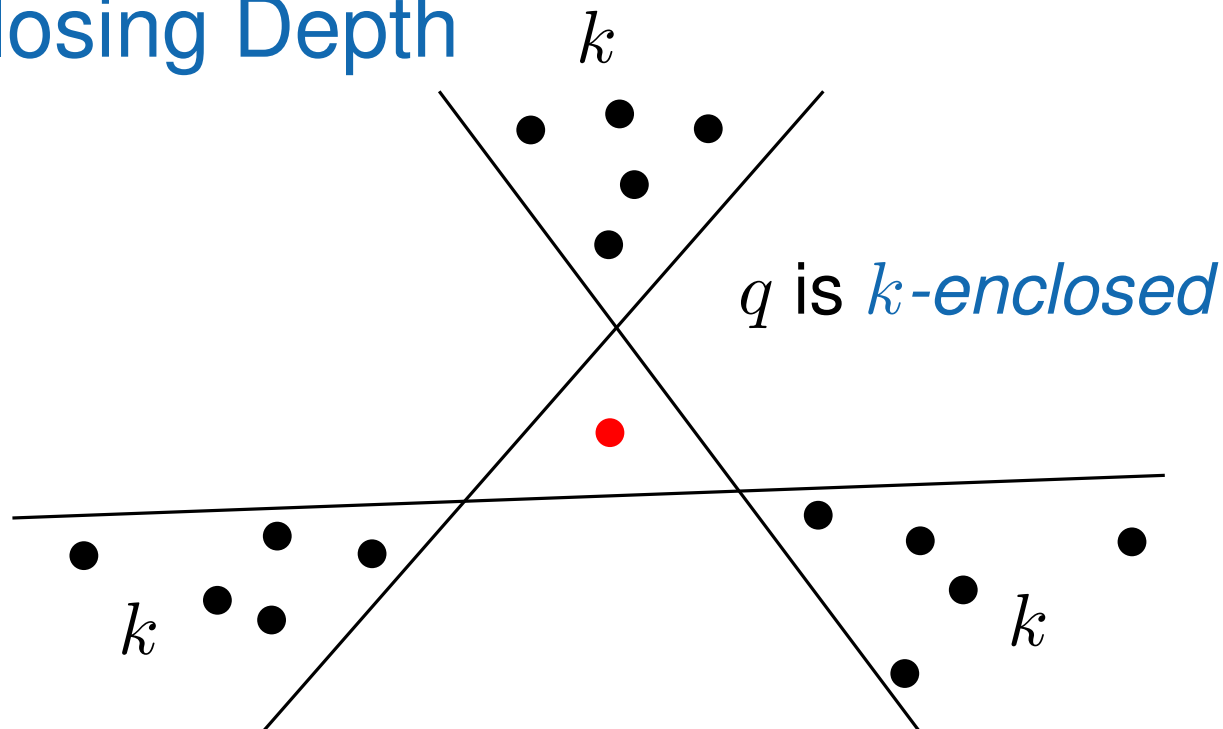
Enclosing Depth



Enclosing depth:

$$ED(S, q) = \max k \text{ s.t. } q \text{ is } k\text{-enclosed}$$

Enclosing Depth



Enclosing depth:

$$\text{ED}(S, q) = \max k \text{ s.t. } q \text{ is } k\text{-enclosed}$$

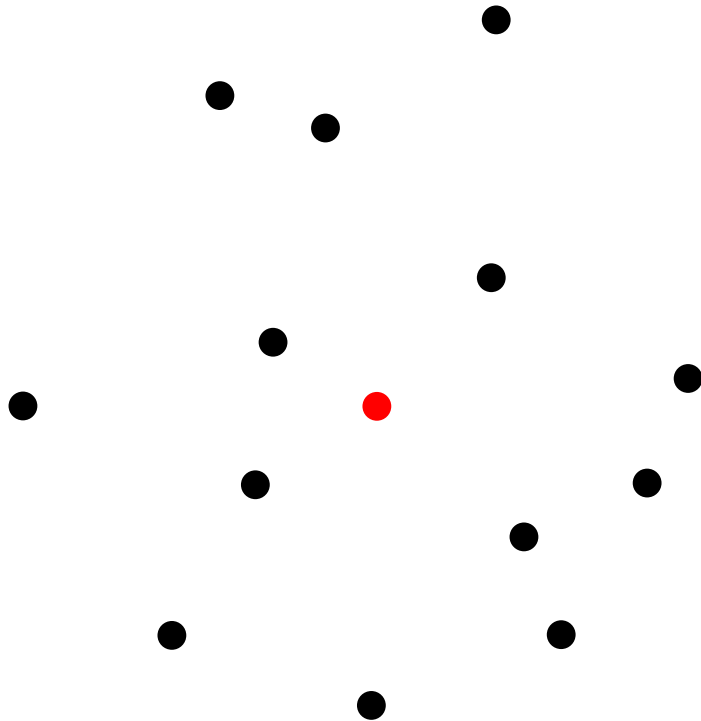
Theorem [S', '23]:

For a large family of depth measures, we have

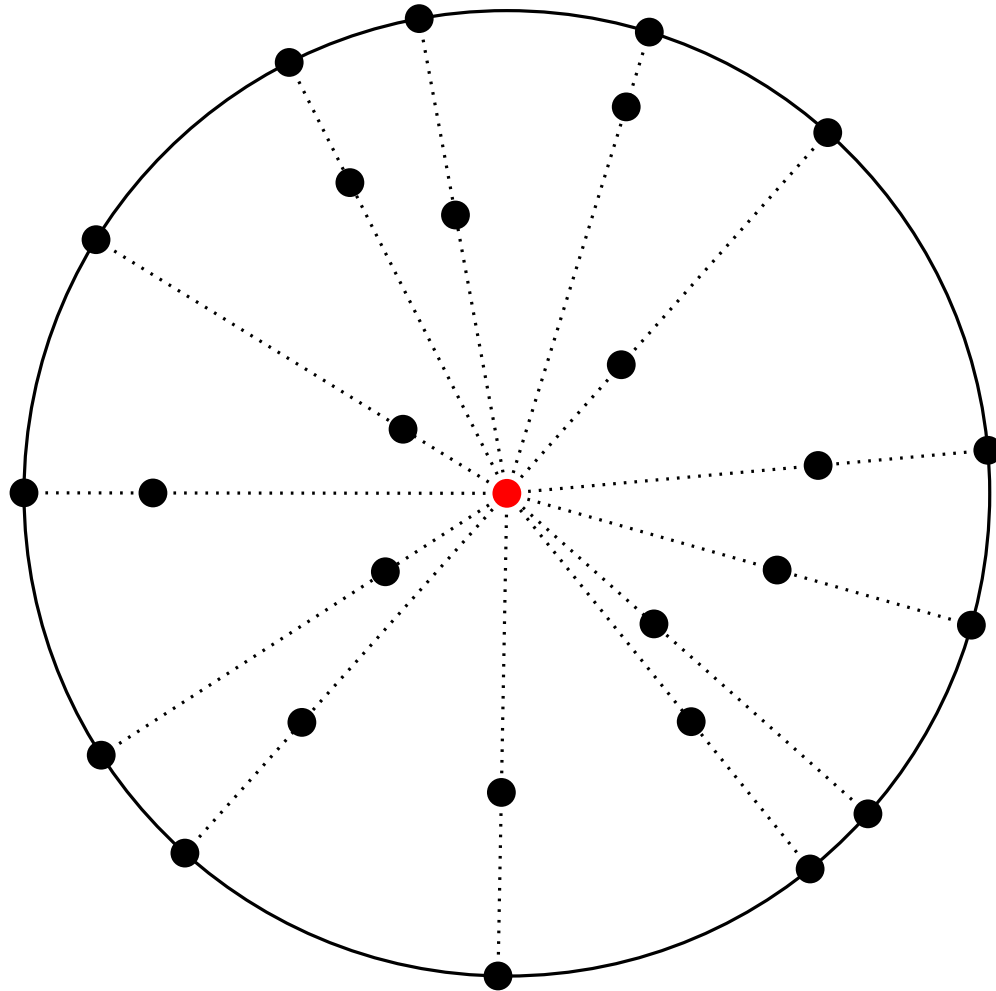
$$\text{TD}(S, q) \geq \rho(S, q) \geq \text{ED}(S, q) \geq c \cdot \text{TD}(S, q).$$

The algorithm in the plane

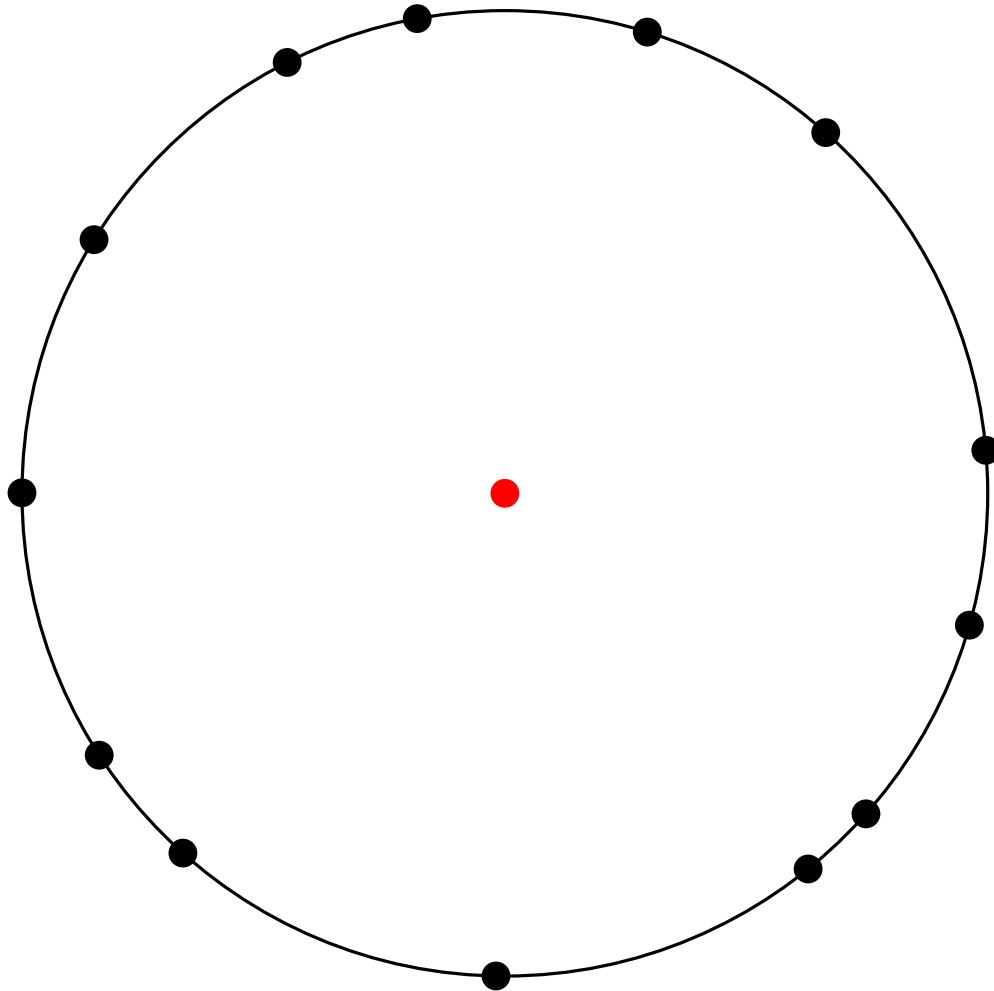
The algorithm in the plane



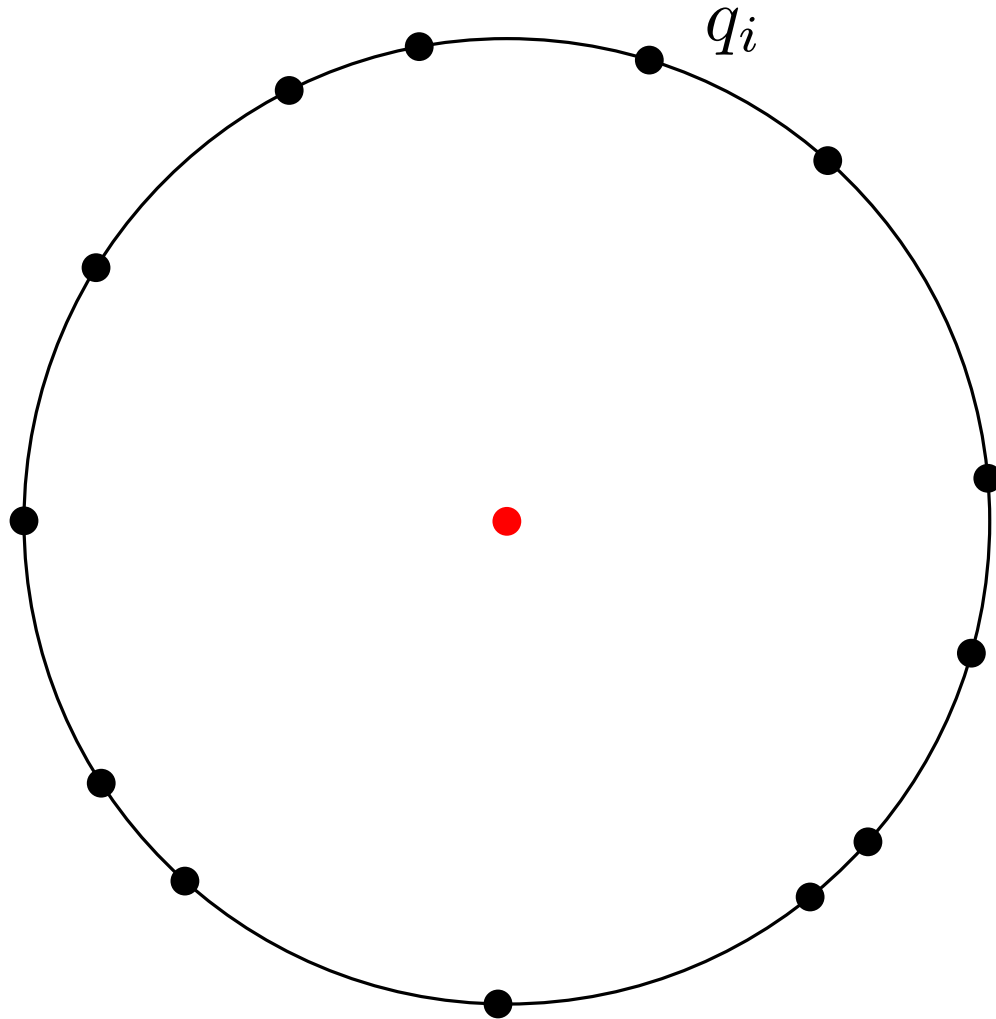
The algorithm in the plane



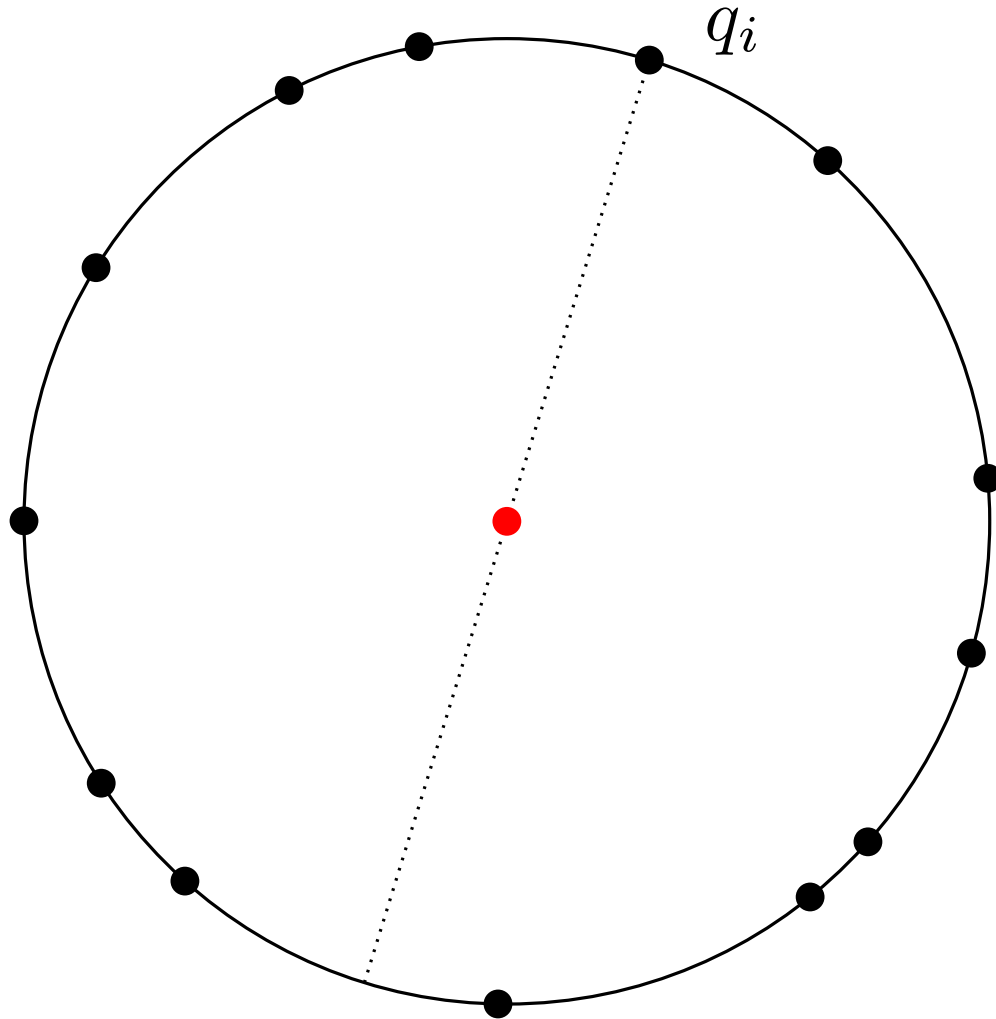
The algorithm in the plane



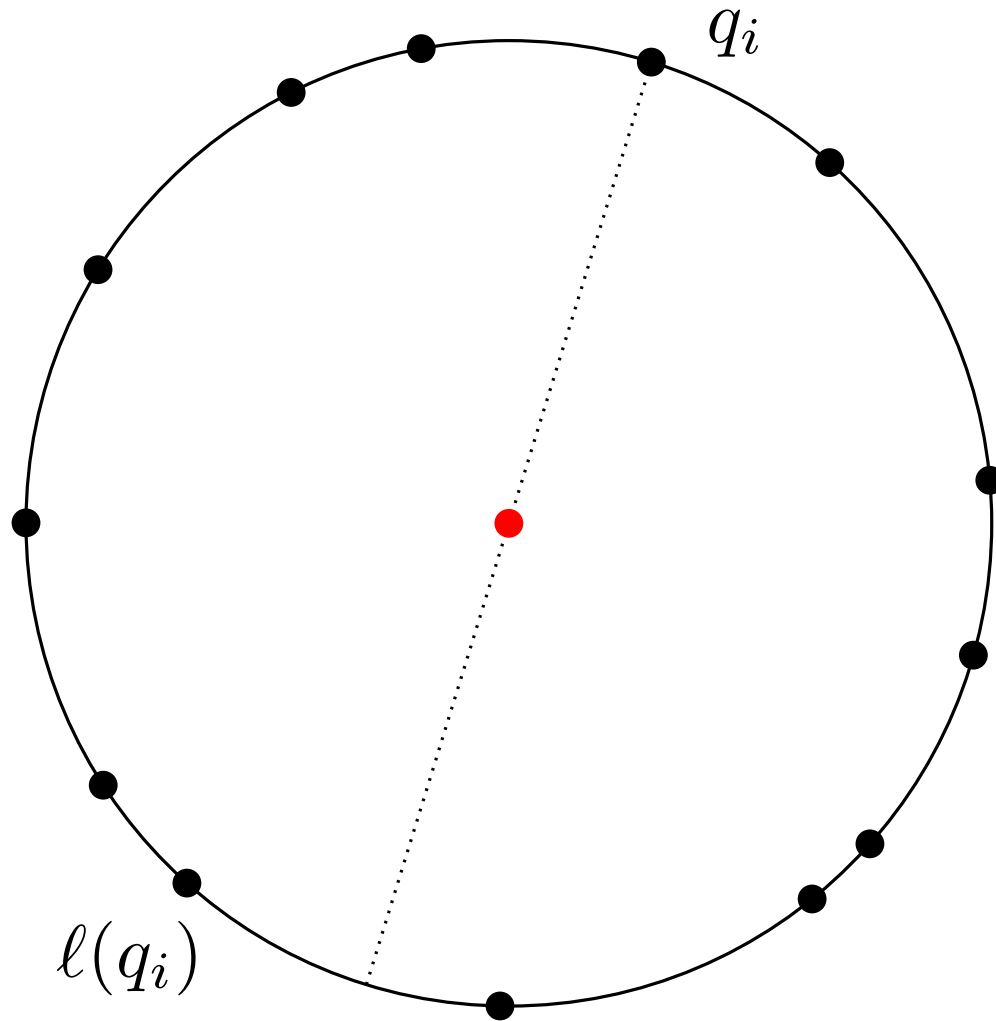
The algorithm in the plane



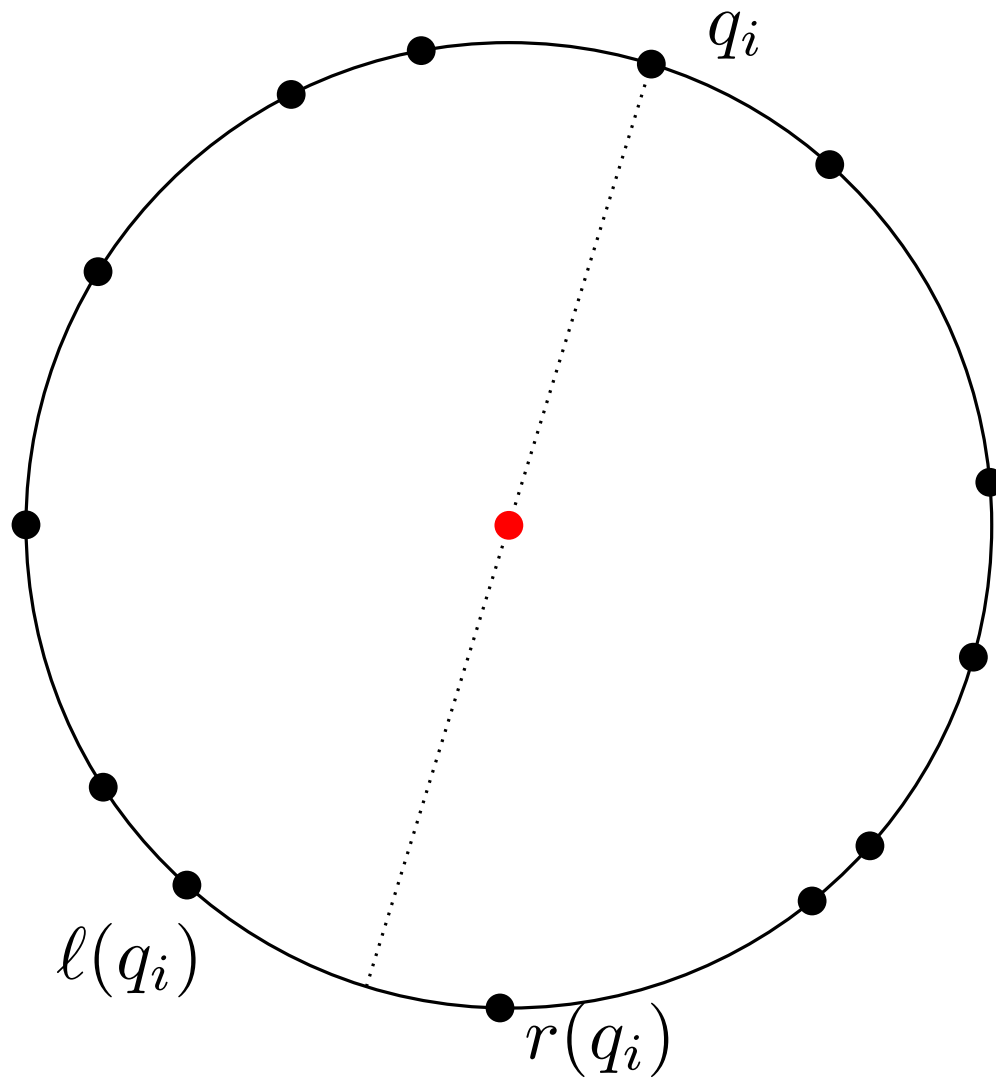
The algorithm in the plane



The algorithm in the plane

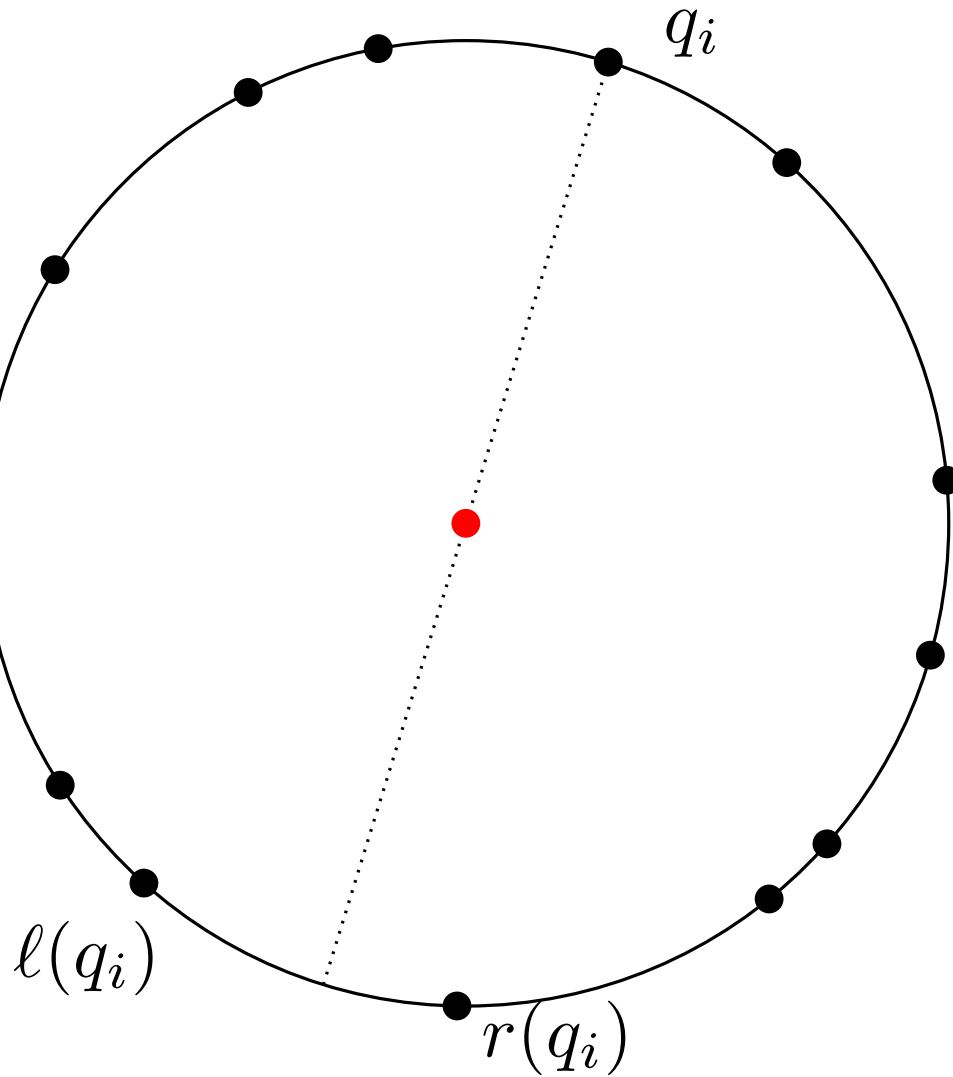


The algorithm in the plane

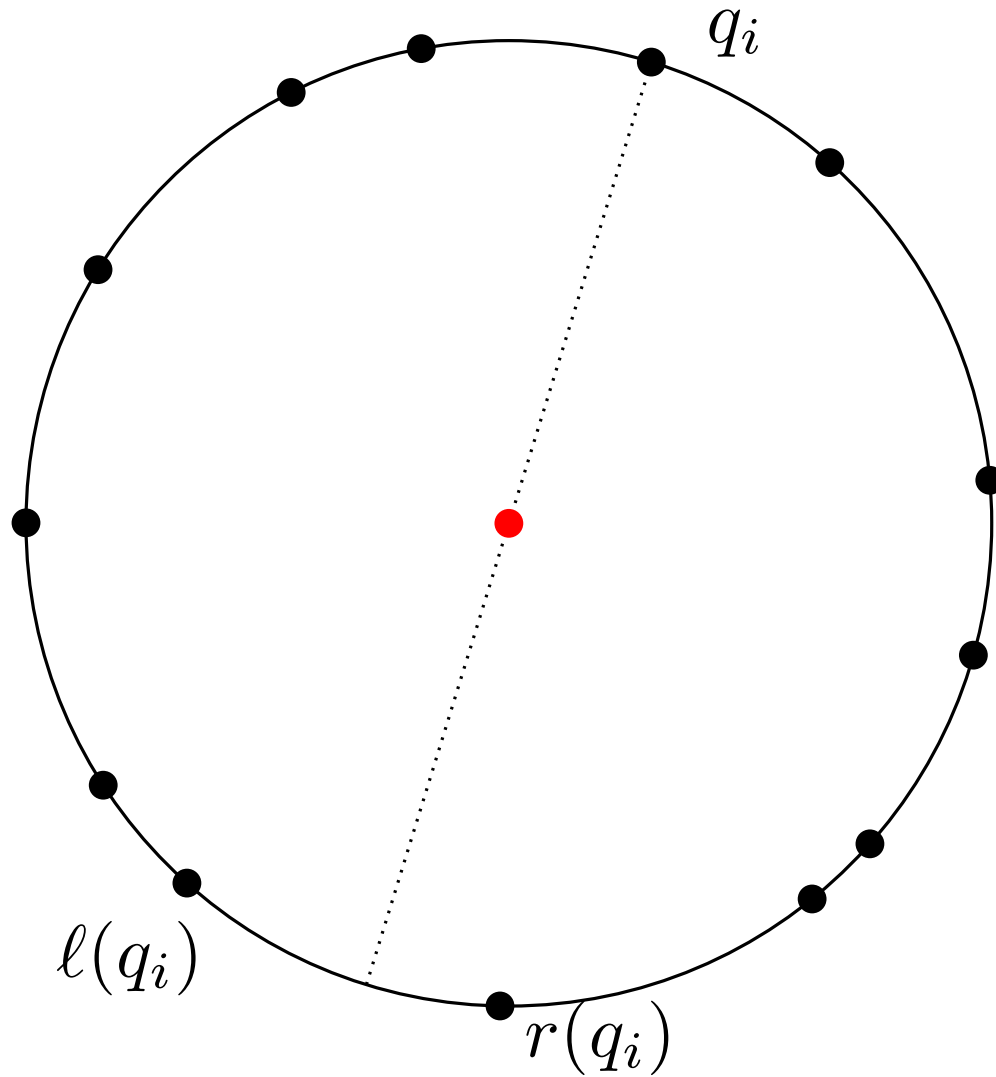


The algorithm in the plane

Preprocessing:

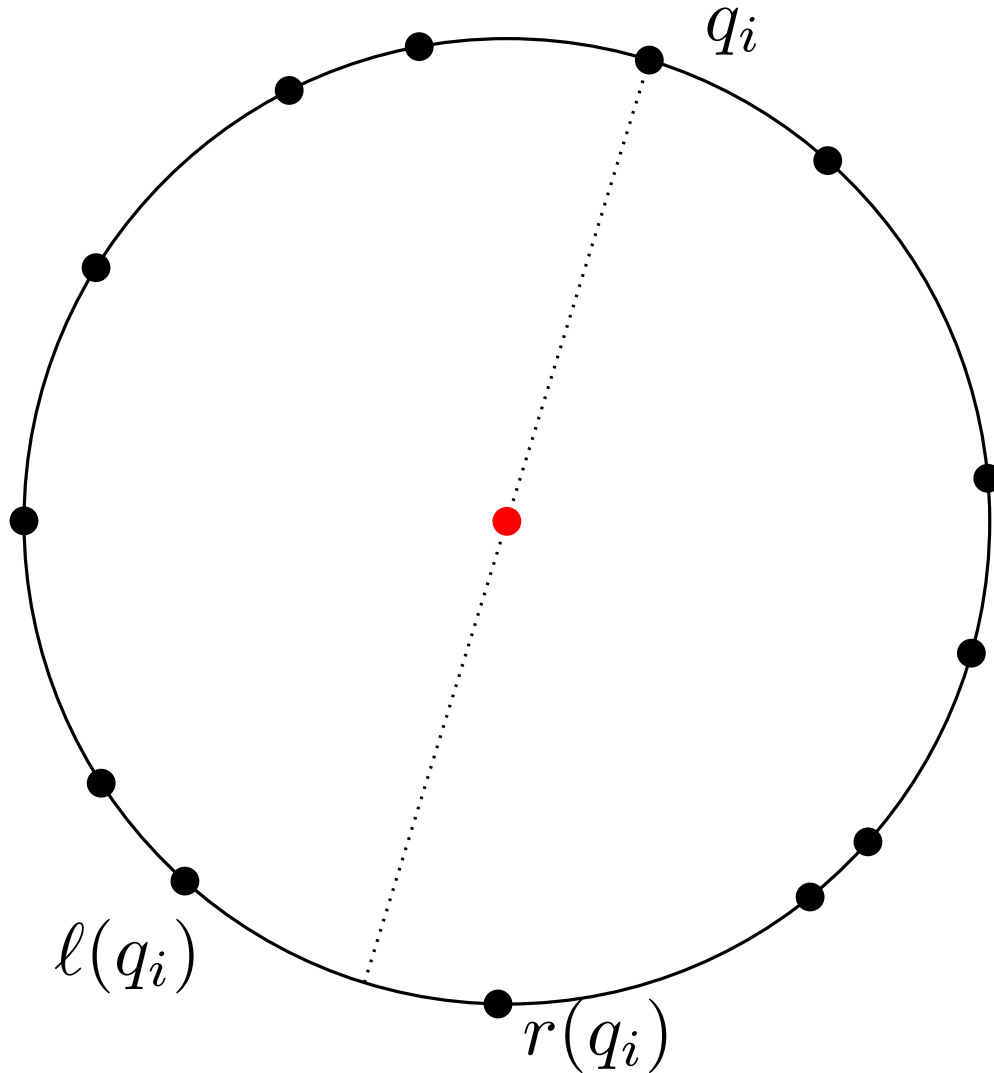


The algorithm in the plane



Preprocessing:
1. radial sort

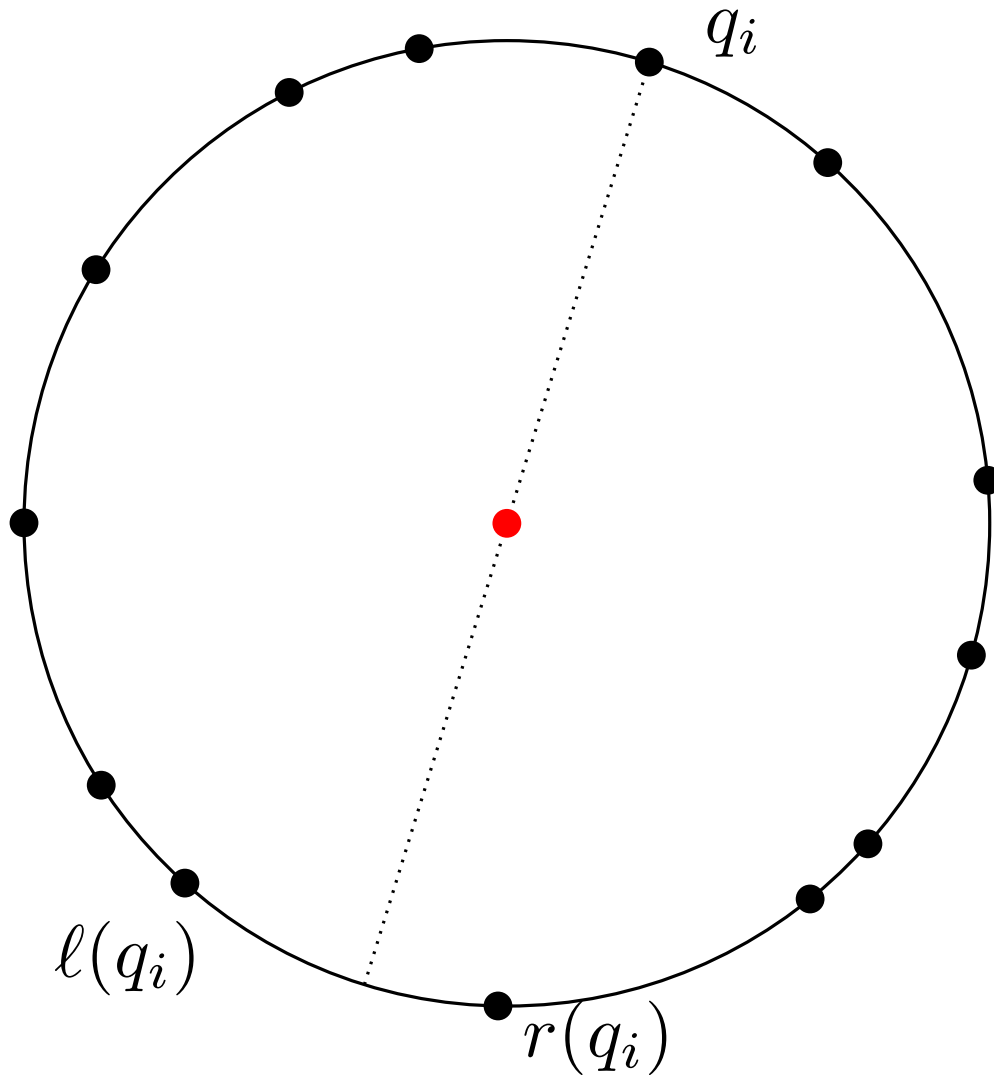
The algorithm in the plane



Preprocessing:

1. radial sort
2. compute $\ell(q_i)$'s, $r(q_i)$'s

The algorithm in the plane

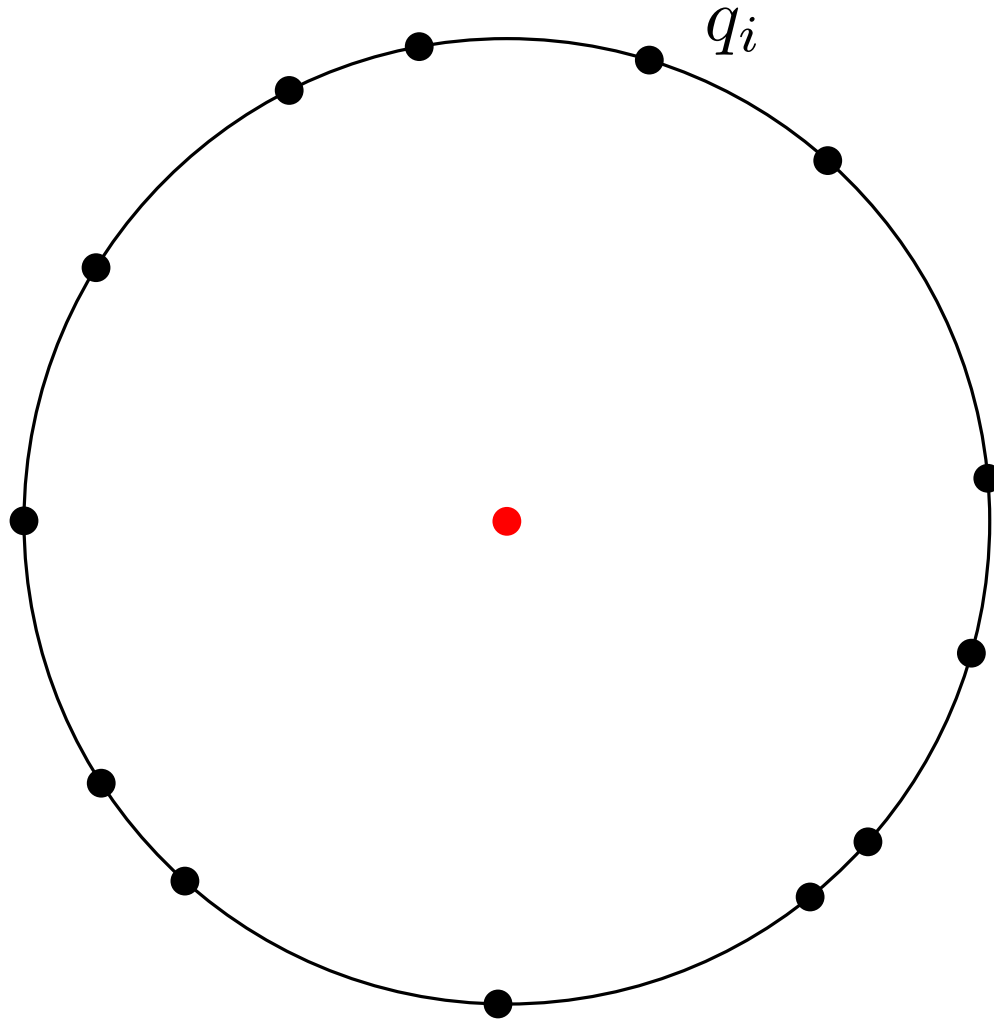


Preprocessing:

1. radial sort
2. compute $\ell(q_i)$'s, $r(q_i)$'s

time $O(n \log n)$

The algorithm in the plane



Preprocessing:

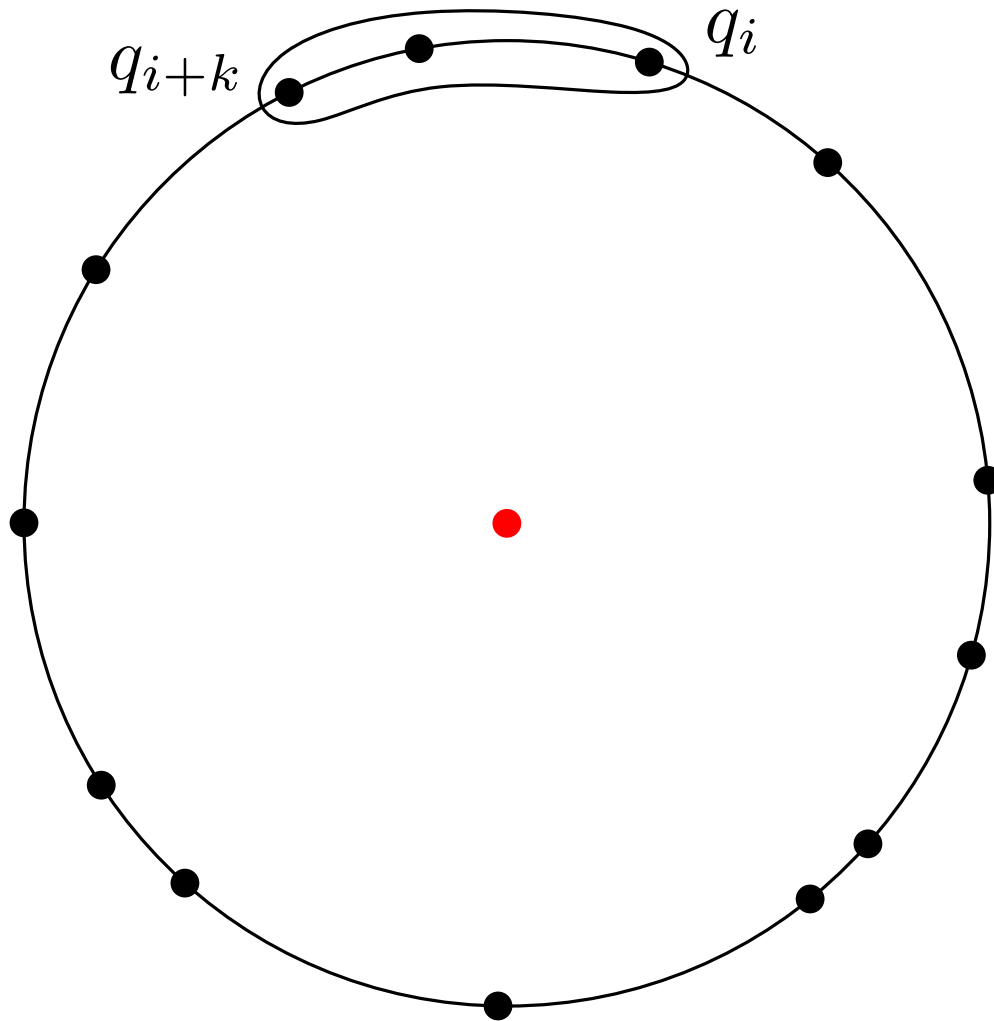
1. radial sort

2. compute $\ell(q_i)$'s, $r(q_i)$'s

time $O(n \log n)$

Decide $ED \geq k$:

The algorithm in the plane



Preprocessing:

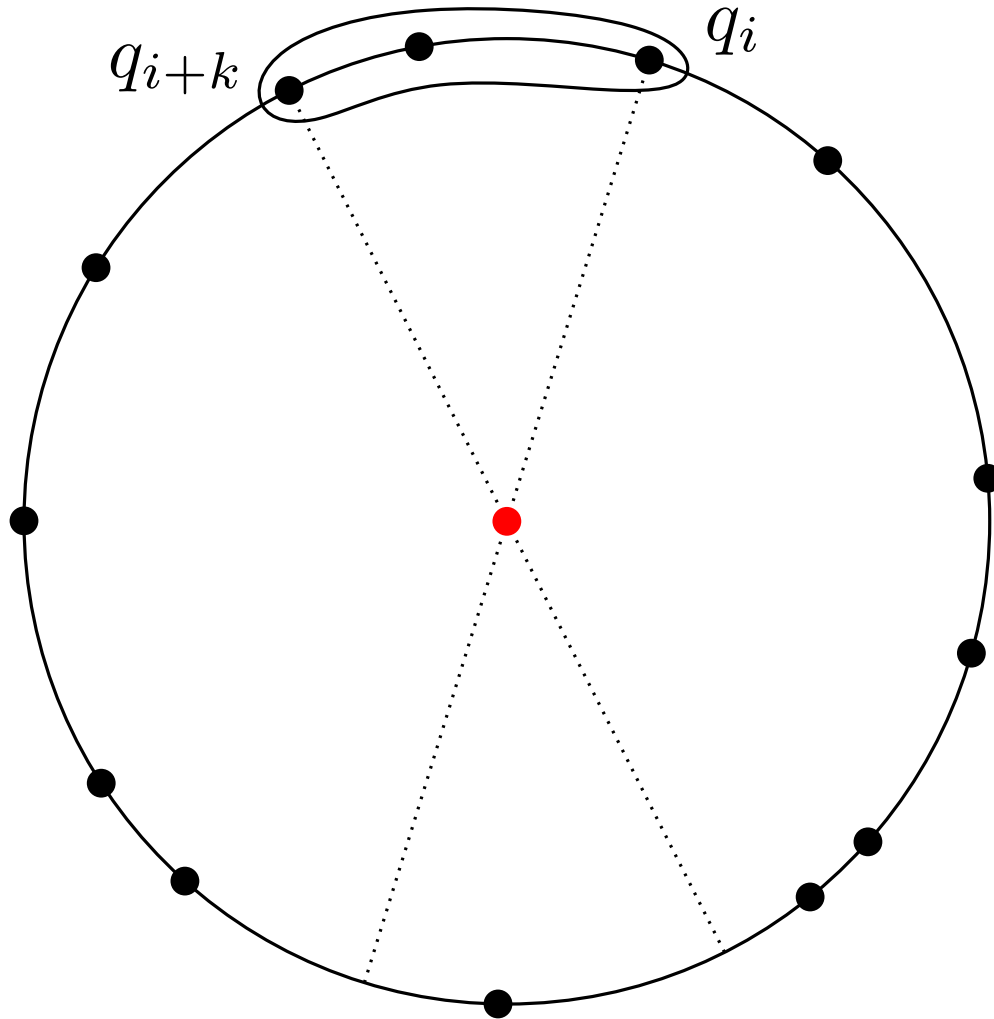
1. radial sort
2. compute $\ell(q_i)$'s, $r(q_i)$'s

time $O(n \log n)$

Decide $ED \geq k$:

for each q_i, \dots, q_{i+k} :

The algorithm in the plane



Preprocessing:

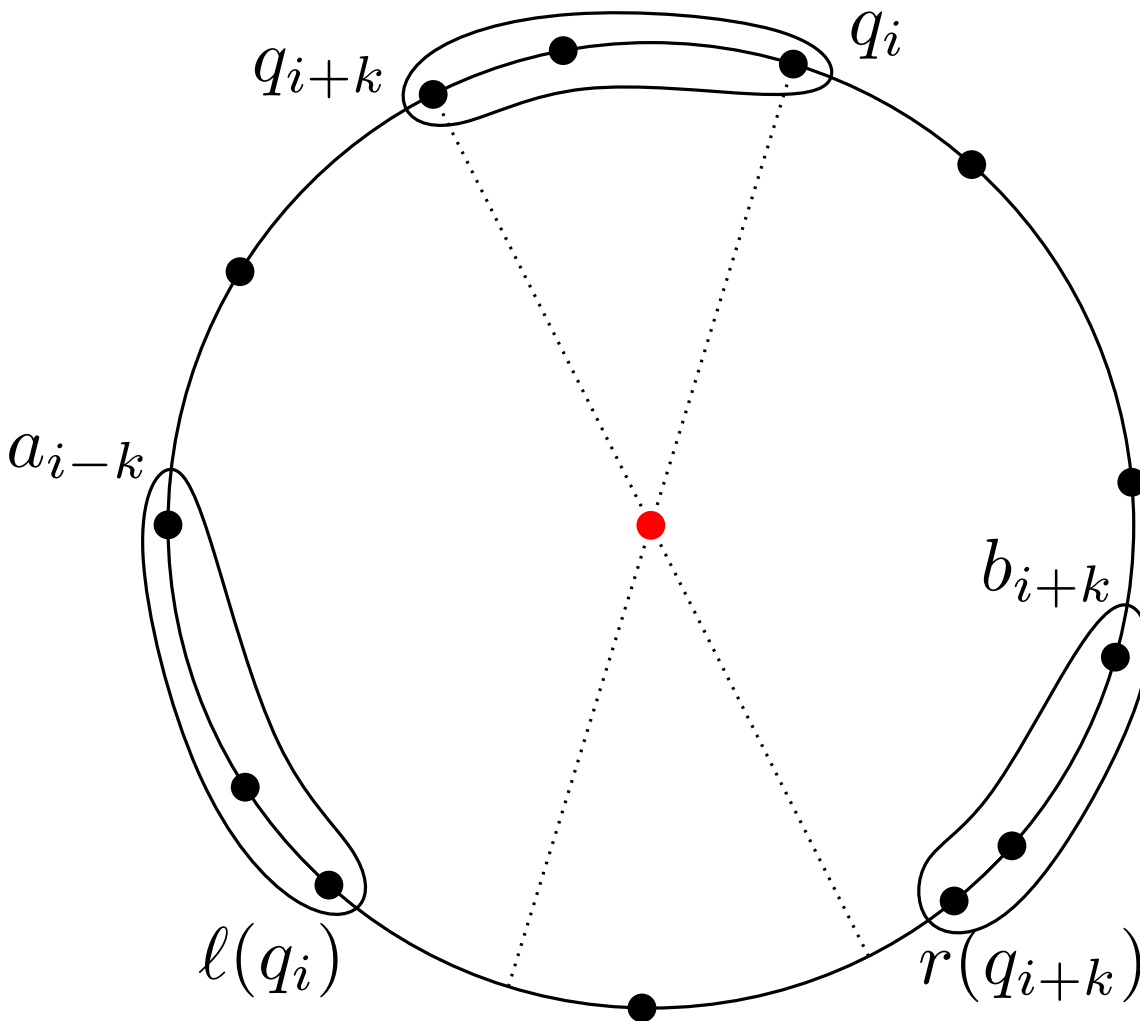
1. radial sort
2. compute $\ell(q_i)$'s, $r(q_i)$'s

time $O(n \log n)$

Decide $ED \geq k$:

for each q_i, \dots, q_{i+k} :

The algorithm in the plane



Preprocessing:

1. radial sort
2. compute $\ell(q_i)$'s, $r(q_i)$'s

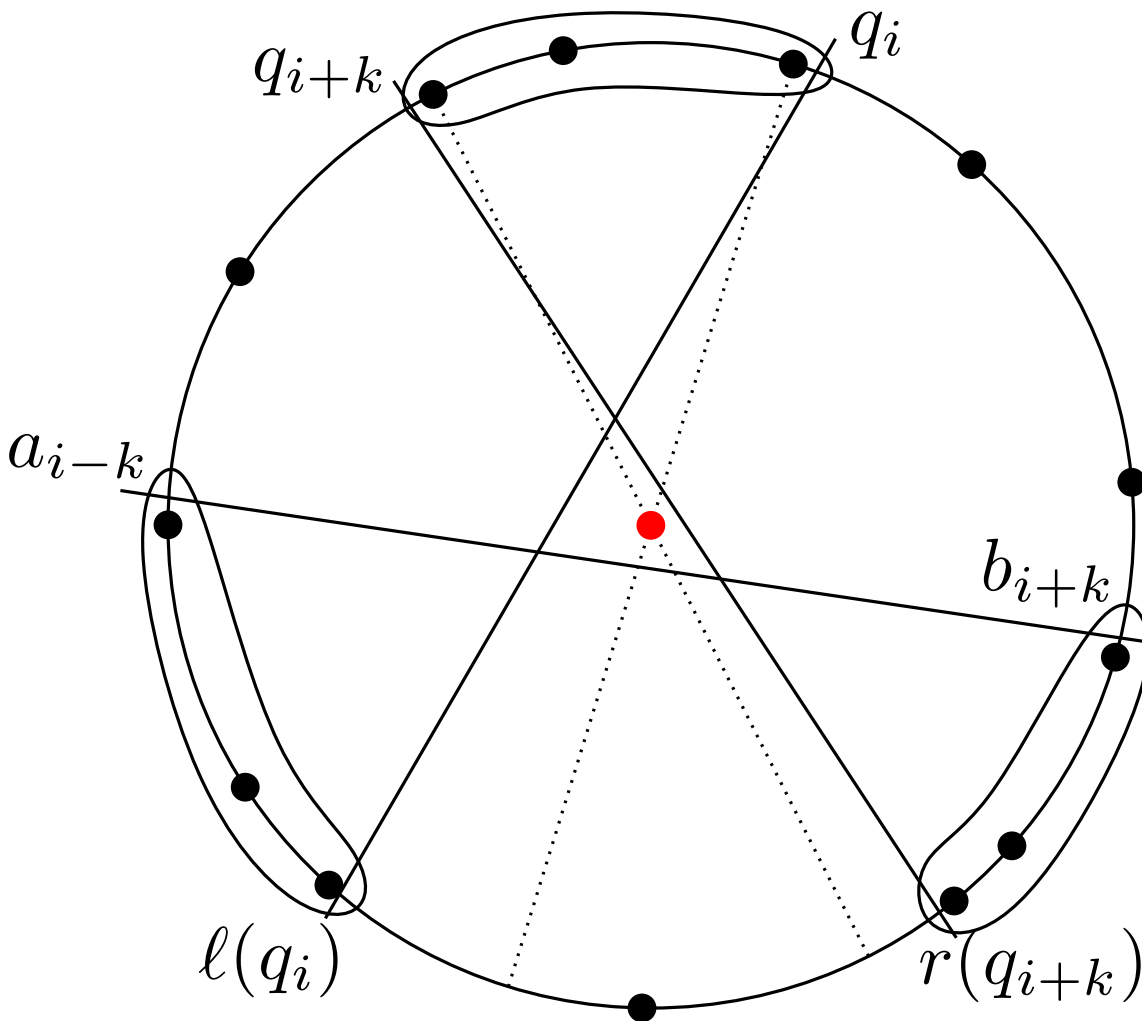
time $O(n \log n)$

Decide $ED \geq k$:

for each q_i, \dots, q_{i+k} :

$$a_i = \ell(q_i), b_i = r(q_{i+k})$$

The algorithm in the plane



Preprocessing:

1. radial sort
2. compute $\ell(q_i)$'s, $r(q_i)$'s

time $O(n \log n)$

Decide $ED \geq k$:

for each q_i, \dots, q_{i+k} :

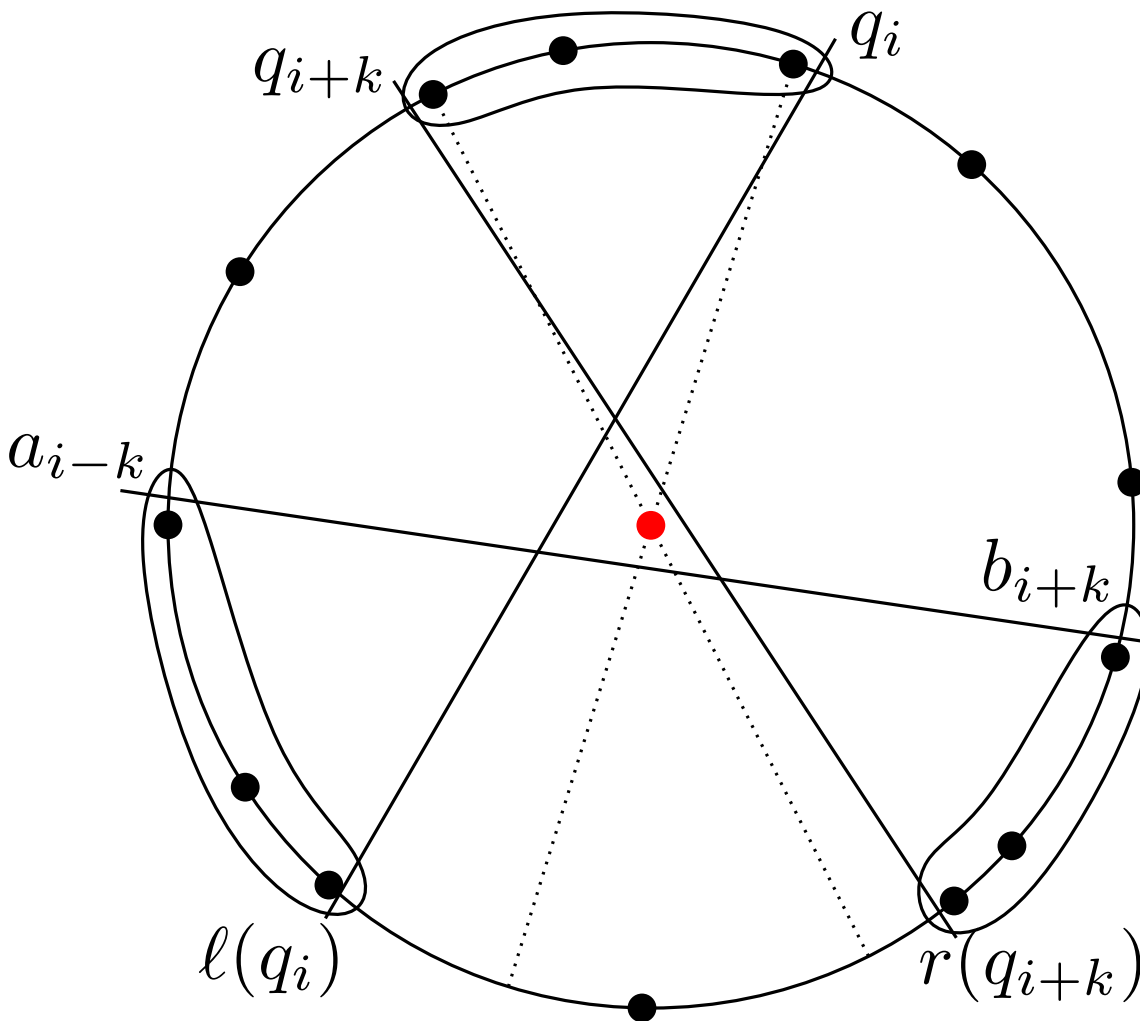
$a_i = \ell(q_i)$, $b_i = r(q_{i+k})$

check if $\{q_i, q_{i+k}\}$,

$\{a_i, a_{i-k}\}$, $\{b_i, b_i + k\}$

enclose origin

The algorithm in the plane



Preprocessing:

1. radial sort
2. compute $\ell(q_i)$'s, $r(q_i)$'s

time $O(n \log n)$

Decide $ED \geq k$:

for each q_i, \dots, q_{i+k} :

$a_i = \ell(q_i)$, $b_i = r(q_{i+k})$

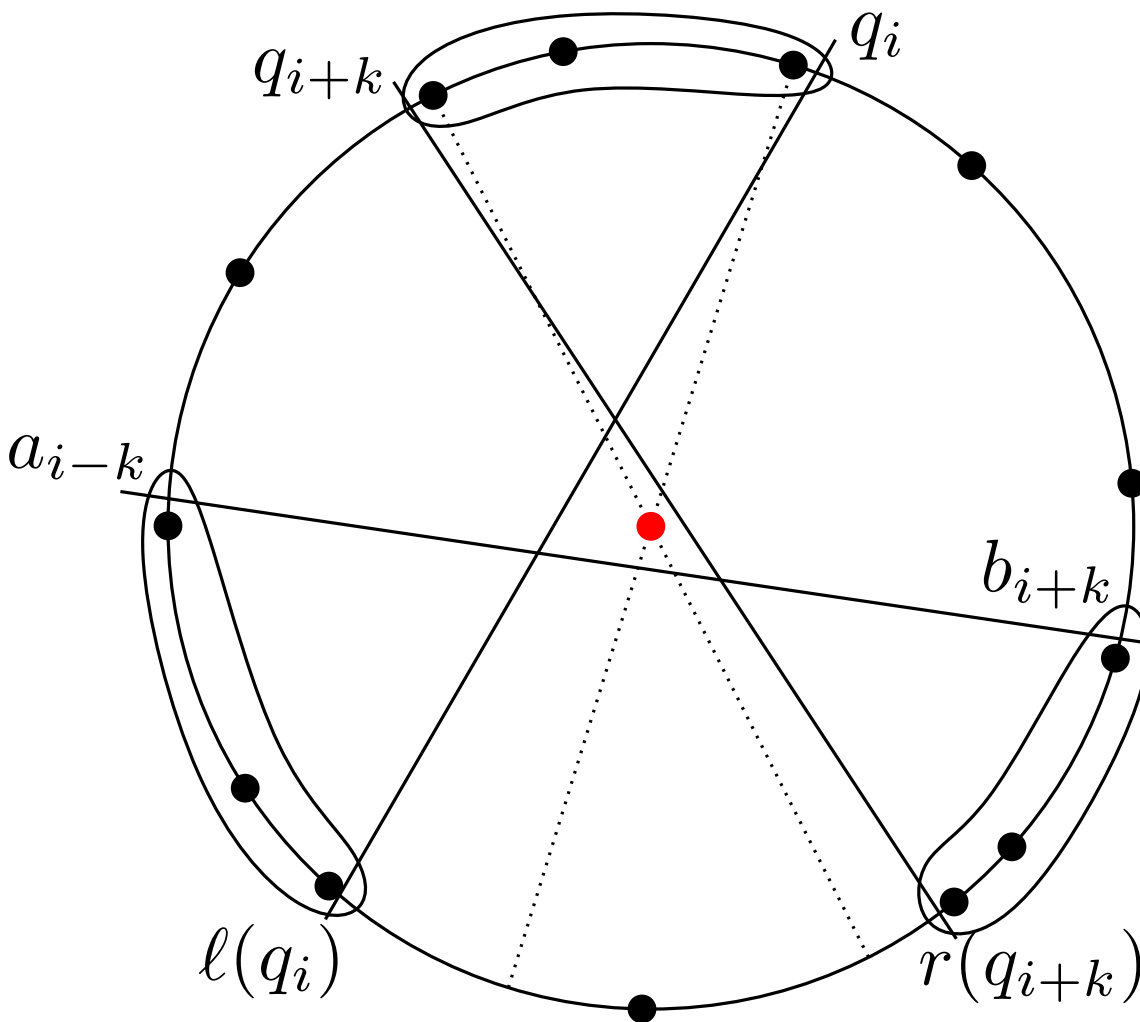
check if $\{q_i, q_{i+k}\}$,

$\{a_i, a_{i-k}\}$, $\{b_i, b_i + k\}$

enclose origin

time $O(n)$

The algorithm in the plane



Preprocessing:

1. radial sort
2. compute $\ell(q_i)$'s, $r(q_i)$'s

time $O(n \log n)$

Decide $ED \geq k$:

for each q_i, \dots, q_{i+k} :

$a_i = \ell(q_i)$, $b_i = r(q_{i+k})$

check if $\{q_i, q_{i+k}\}$,

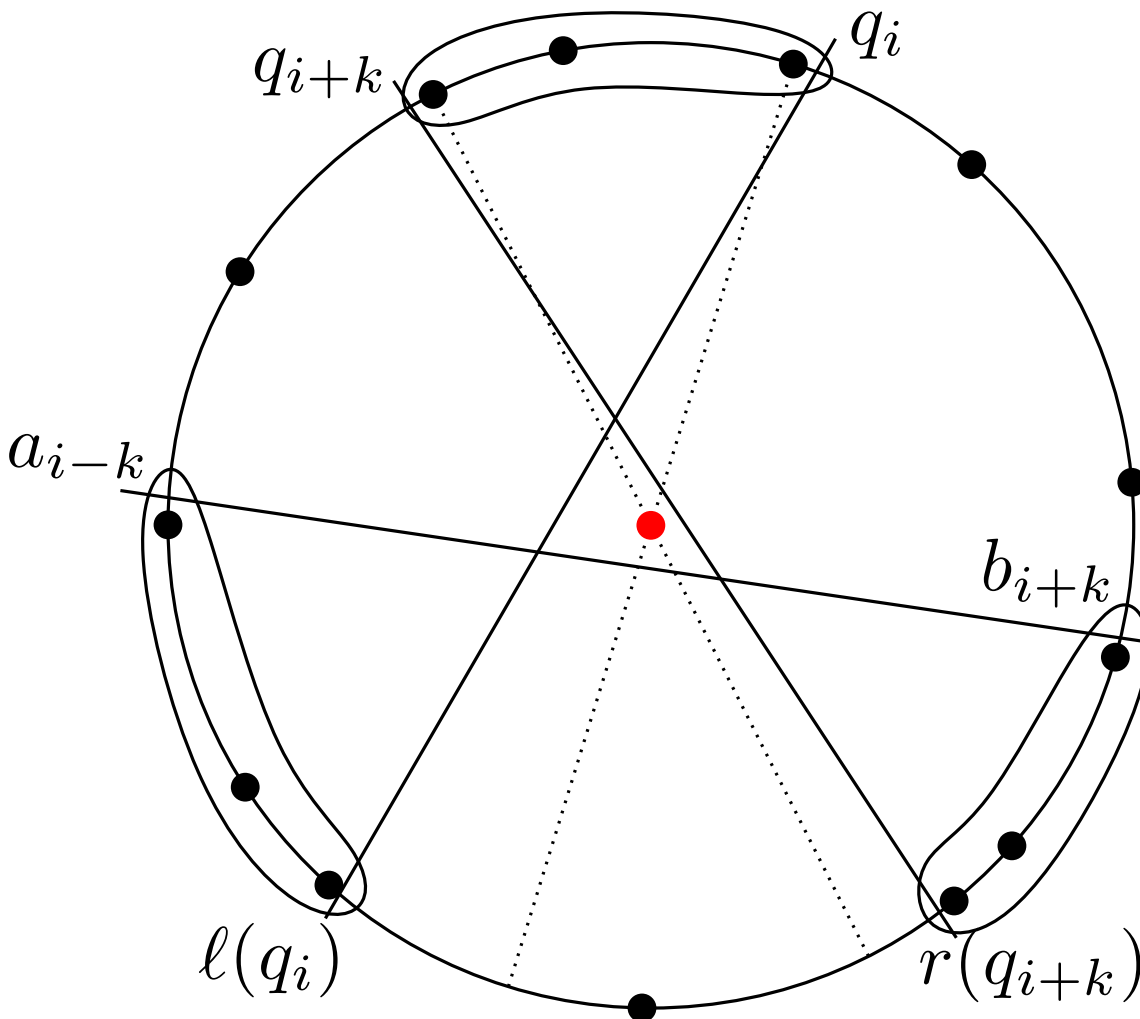
$\{a_i, a_{i-k}\}$, $\{b_i, b_i + k\}$

enclose origin

time $O(n)$

binary search over k

The algorithm in the plane



Total runtime: $O(n \log n)$

Preprocessing:

1. radial sort
2. compute $\ell(q_i)$'s, $r(q_i)$'s

time $O(n \log n)$

Decide $ED \geq k$:

for each q_i, \dots, q_{i+k} :

$a_i = \ell(q_i)$, $b_i = r(q_{i+k})$

check if $\{q_i, q_{i+k}\}$,

$\{a_i, a_{i-k}\}$, $\{b_i, b_i + k\}$

enclose origin

time $O(n)$

binary search over k

Conclusion

Conclusion

We give algorithms for computing enclosing depth:

Conclusion

We give algorithms for computing enclosing depth:

- $O(n \log n)$ in the plane

Conclusion

We give algorithms for computing enclosing depth:

- $O(n \log n)$ in the plane
- $O(n^{d^2})$ in dimension d

Conclusion

We give algorithms for computing enclosing depth:

- $O(n \log n)$ in the plane
- $O(n^{d^2})$ in dimension d

Future directions:

Conclusion

We give algorithms for computing enclosing depth:

- $O(n \log n)$ in the plane
- $O(n^{d^2})$ in dimension d

Future directions:

- lower bound in the plane?

Conclusion

We give algorithms for computing enclosing depth:

- $O(n \log n)$ in the plane
- $O(n^{d^2})$ in dimension d

Future directions:

- lower bound in the plane?
- improved runtime in higher dimensions?

Conclusion

We give algorithms for computing enclosing depth:

- $O(n \log n)$ in the plane
- $O(n^{d^2})$ in dimension d

Future directions:

- lower bound in the plane?
- improved runtime in higher dimensions?
- Algorithms to compute deepest point?

Conclusion

We give algorithms for computing enclosing depth:

- $O(n \log n)$ in the plane
- $O(n^{d^2})$ in dimension d

Future directions:

- lower bound in the plane?
- improved runtime in higher dimensions?
- Algorithms to compute deepest point?

Thank you!

Conclusion

We give algorithms for computing enclosing depth:

- $O(n \log n)$ in the plane
- $O(n^{d^2})$ in dimension d

Future directions:

- lower bound in the plane?
- improved runtime in higher dimensions?
- Algorithms to compute deepest point?

Thank you!