

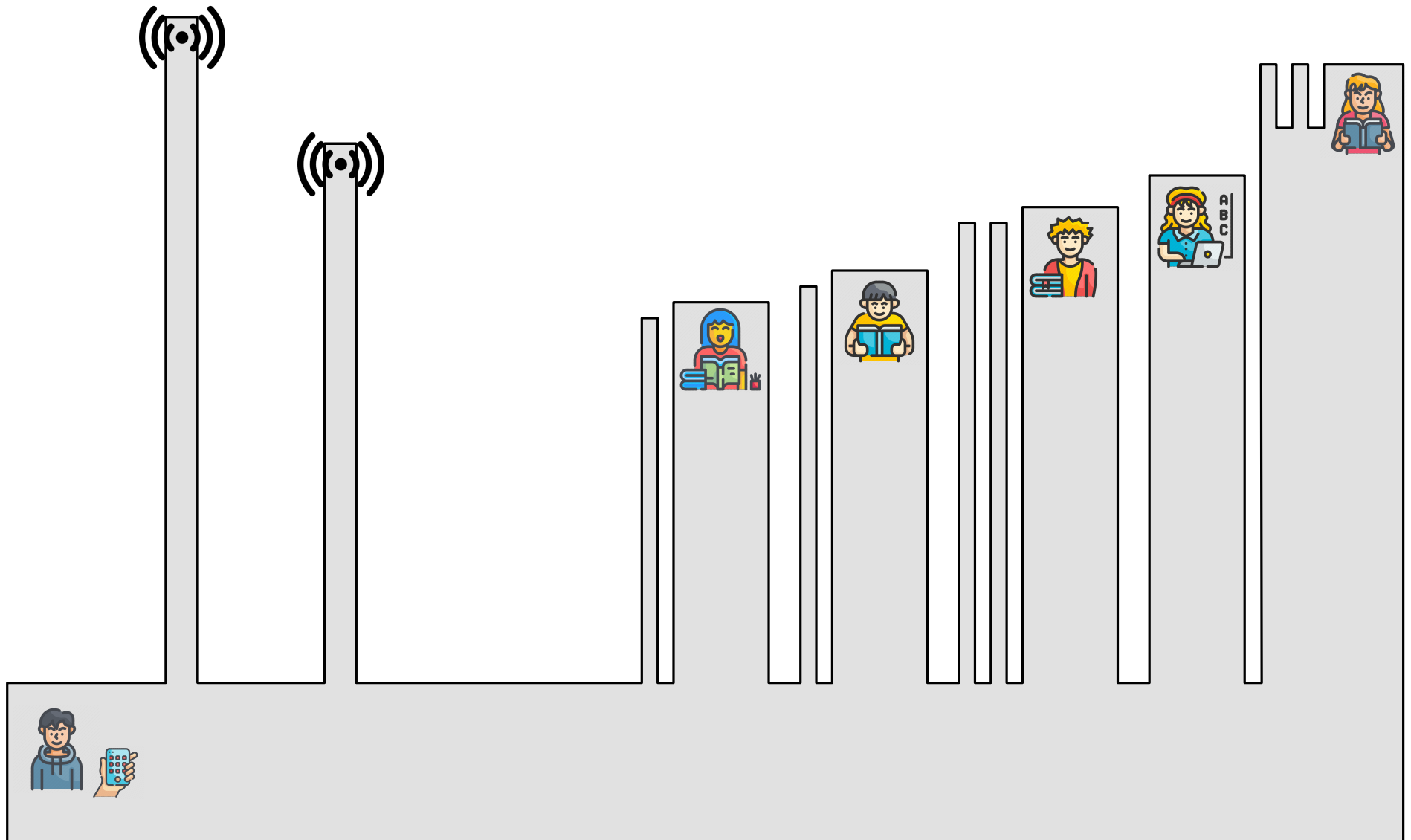
The k -Transmitter Watchman Route Problem is NP-Complete Even in Histograms and Star-Shaped Polygons

Anna Brötzner, Bengt J. Nilsson, Christiane Schmidt

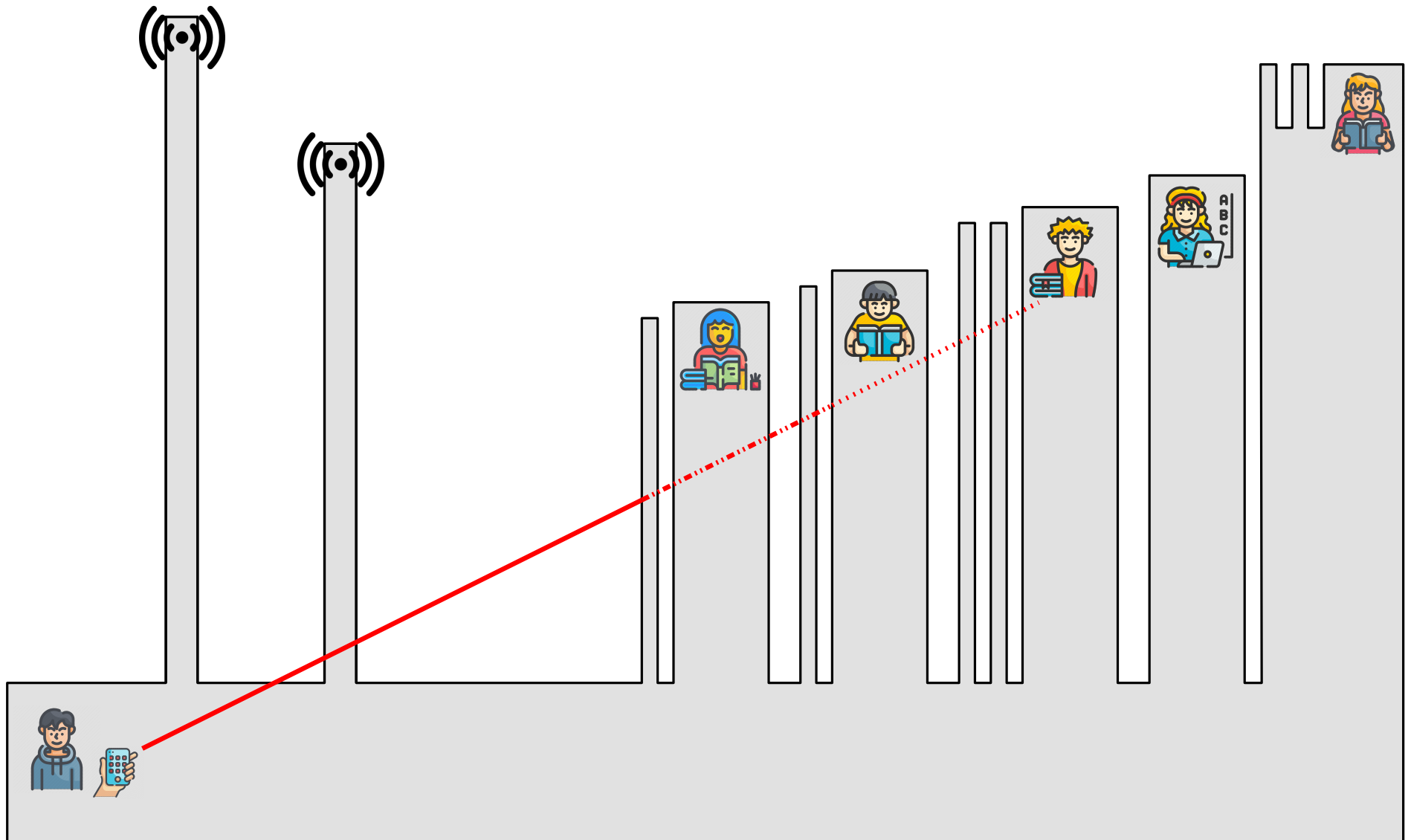
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Route Problem is NP-Complete
Even in Histograms **Hard**
and Star-Shaped Polygons

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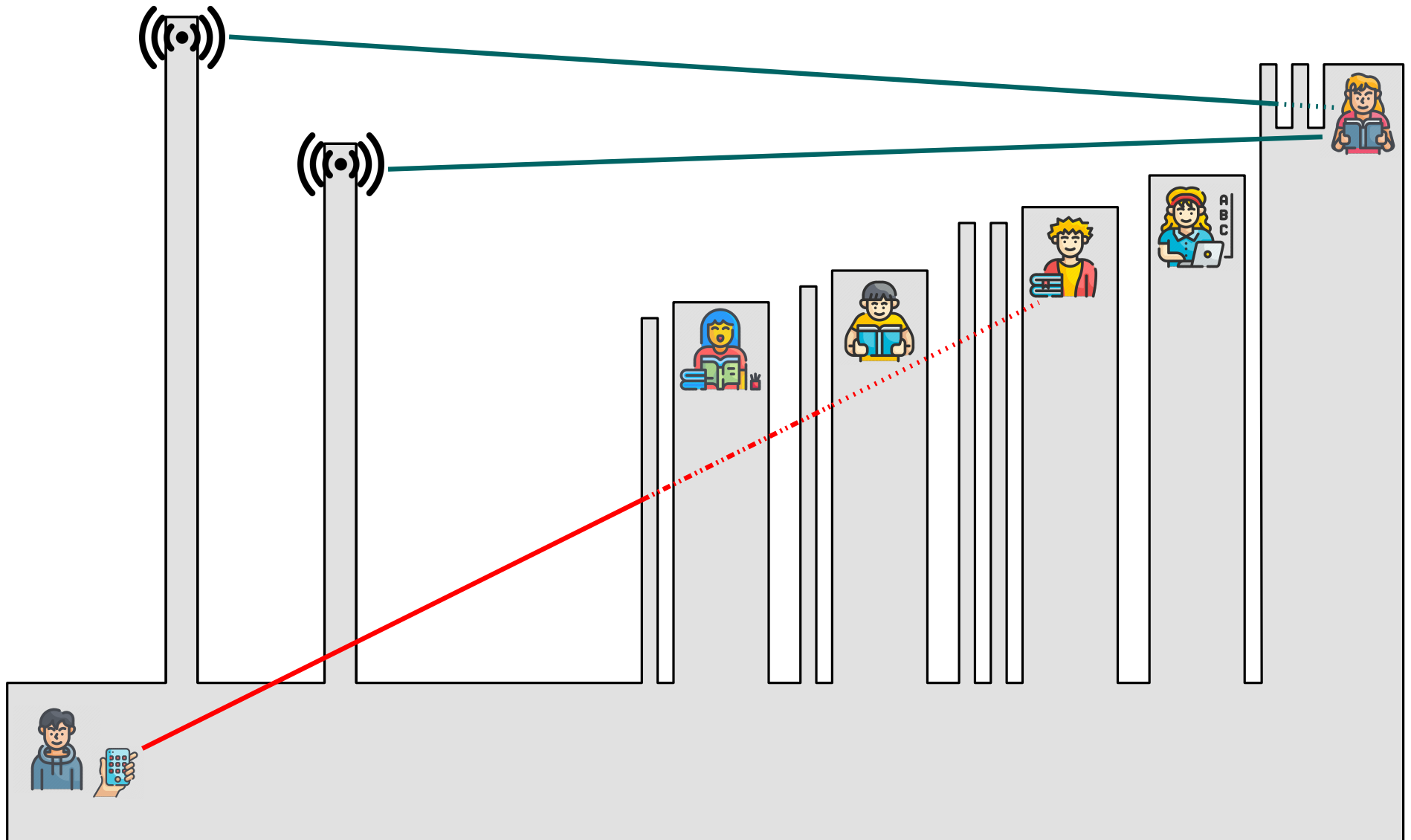
How to Send Party Invitations



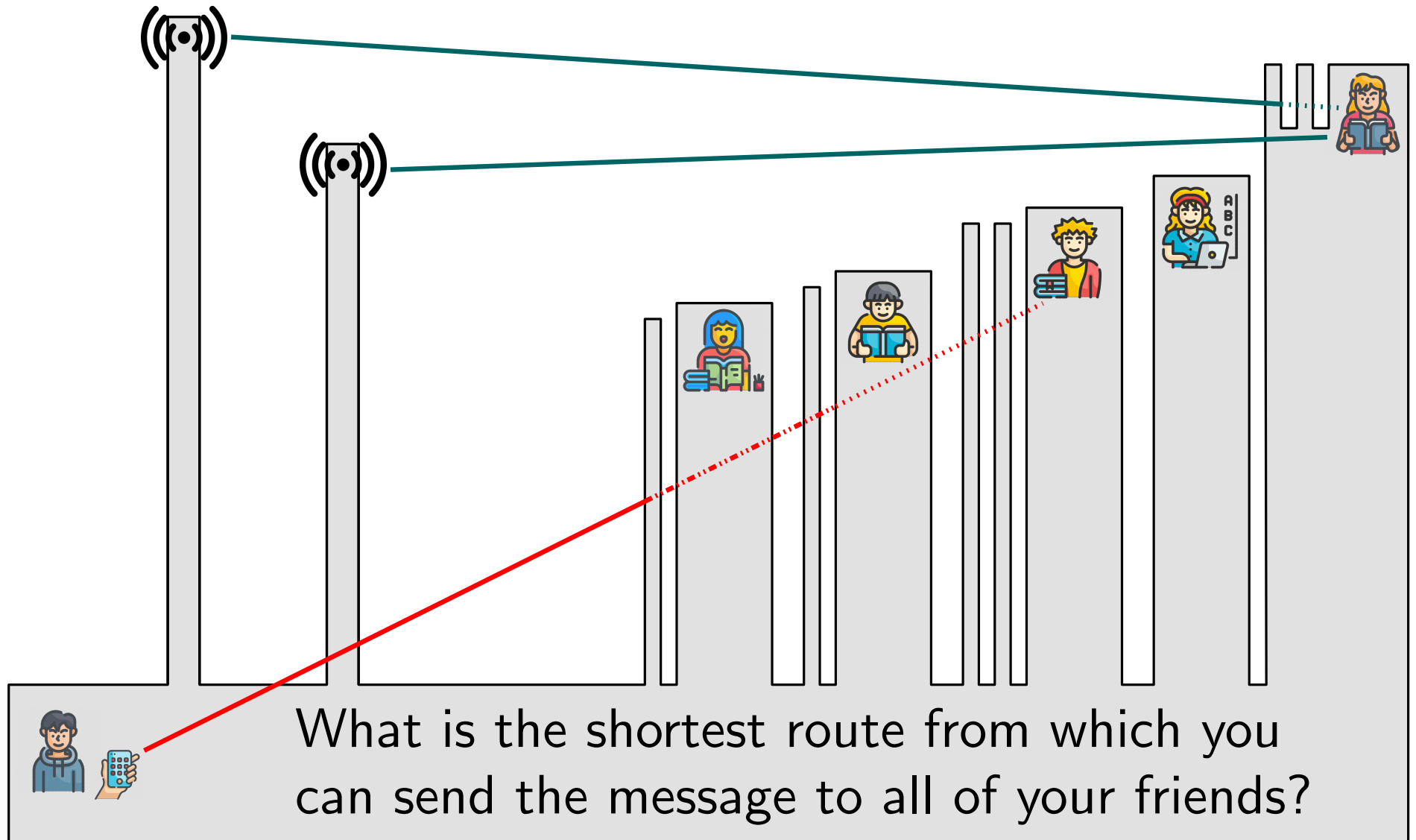
How to Send Party Invitations



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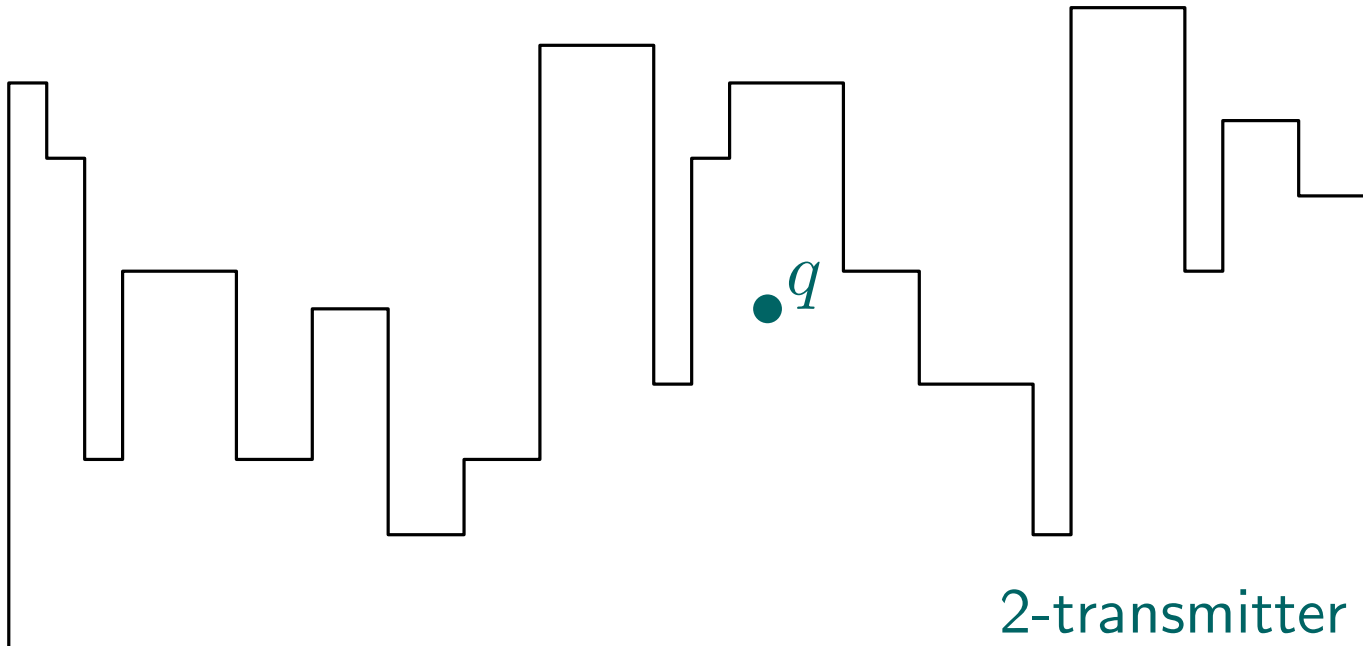


Problem Setup

k -Transmitter q : sees a point p in the polygon if \overline{pq} intersects at most k boundary edges.

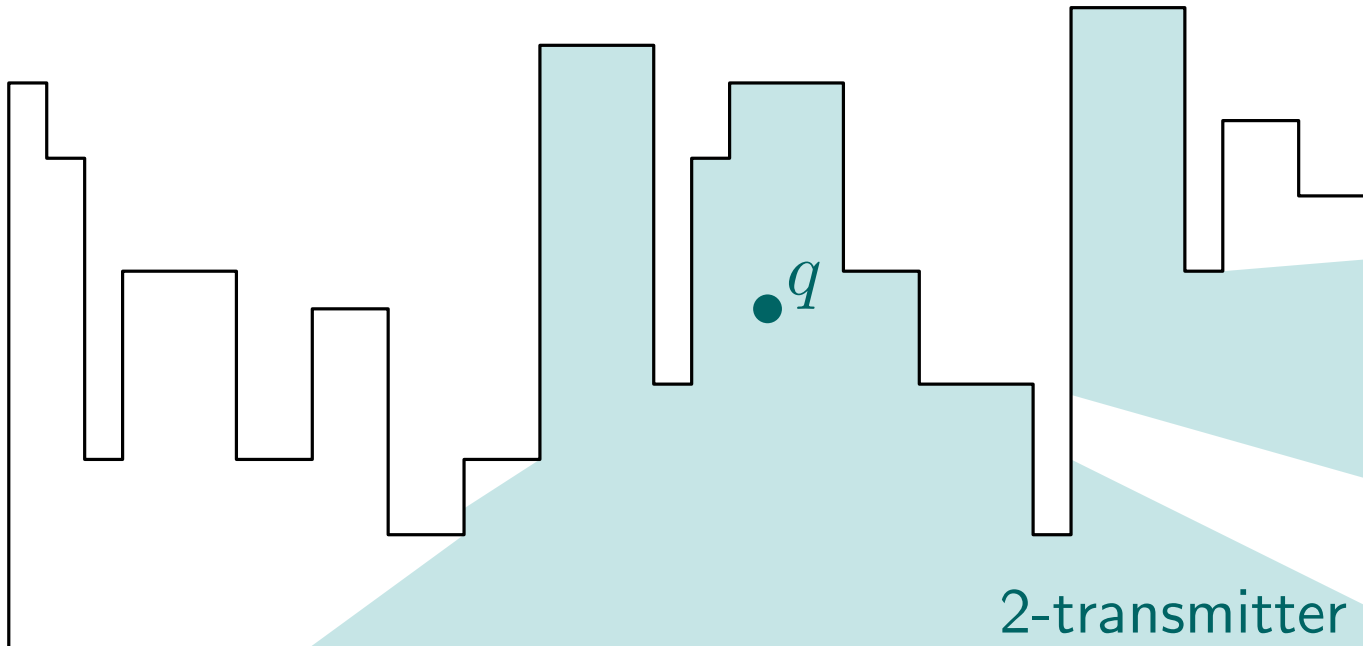
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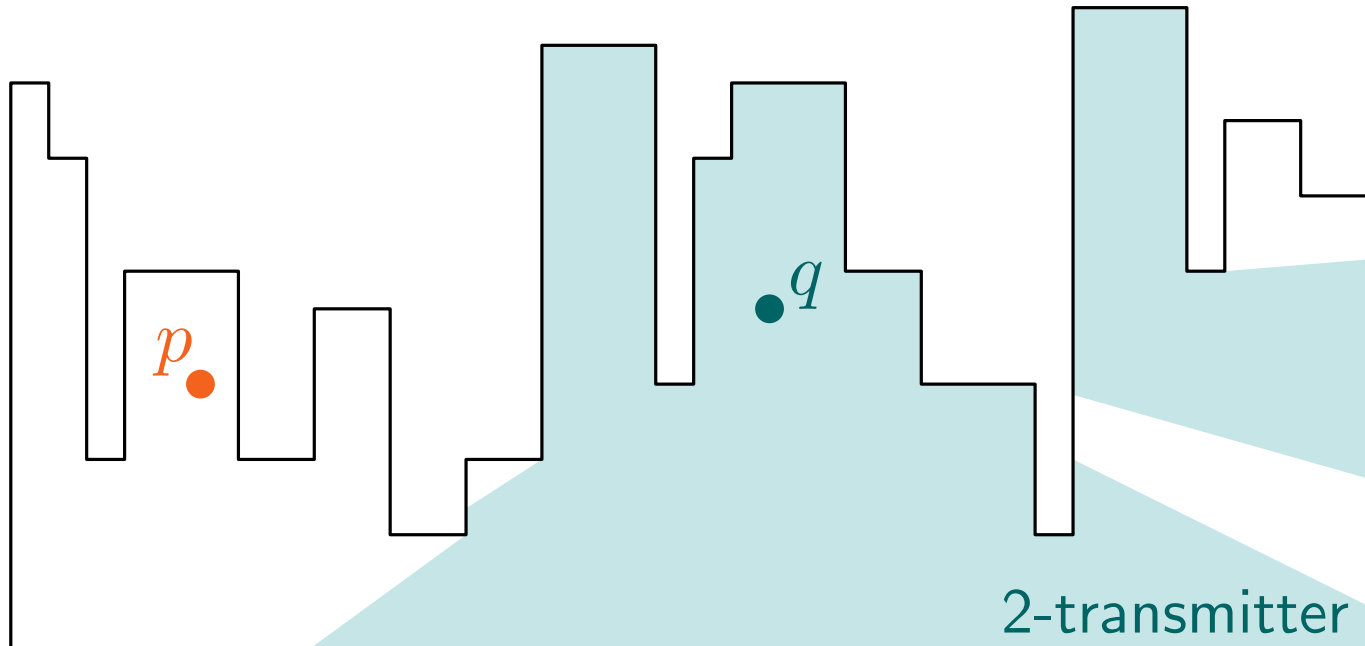
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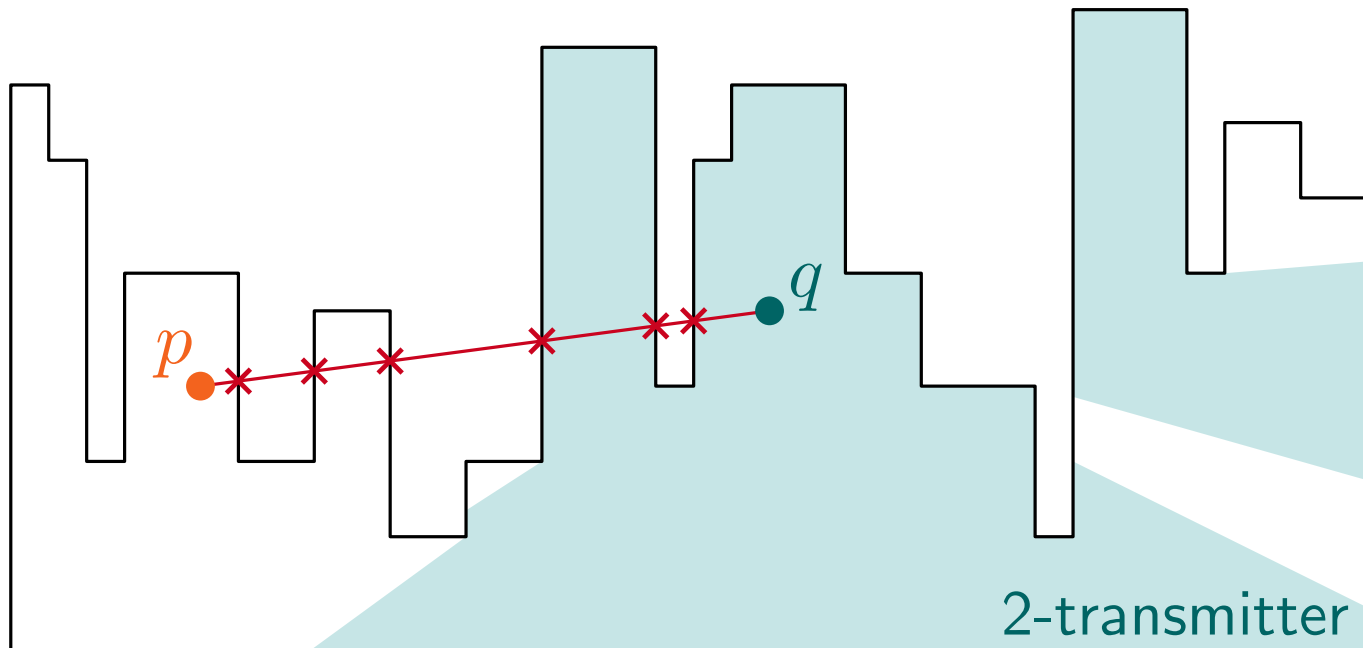
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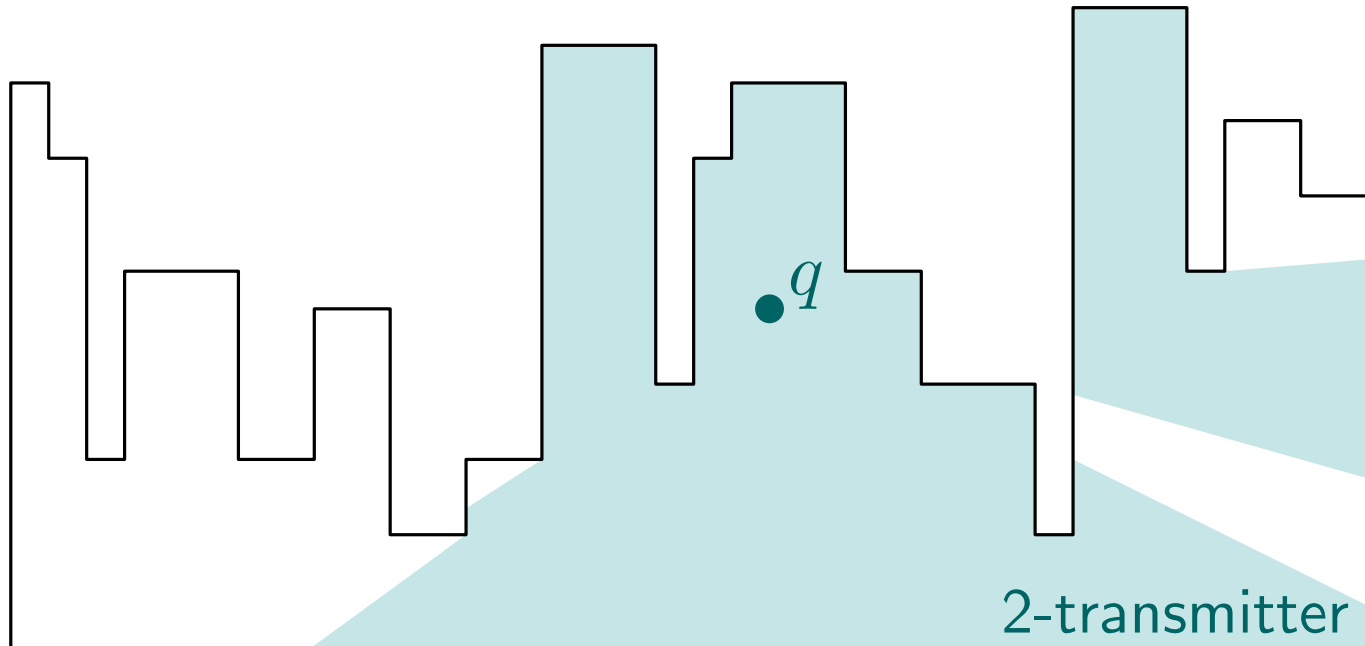
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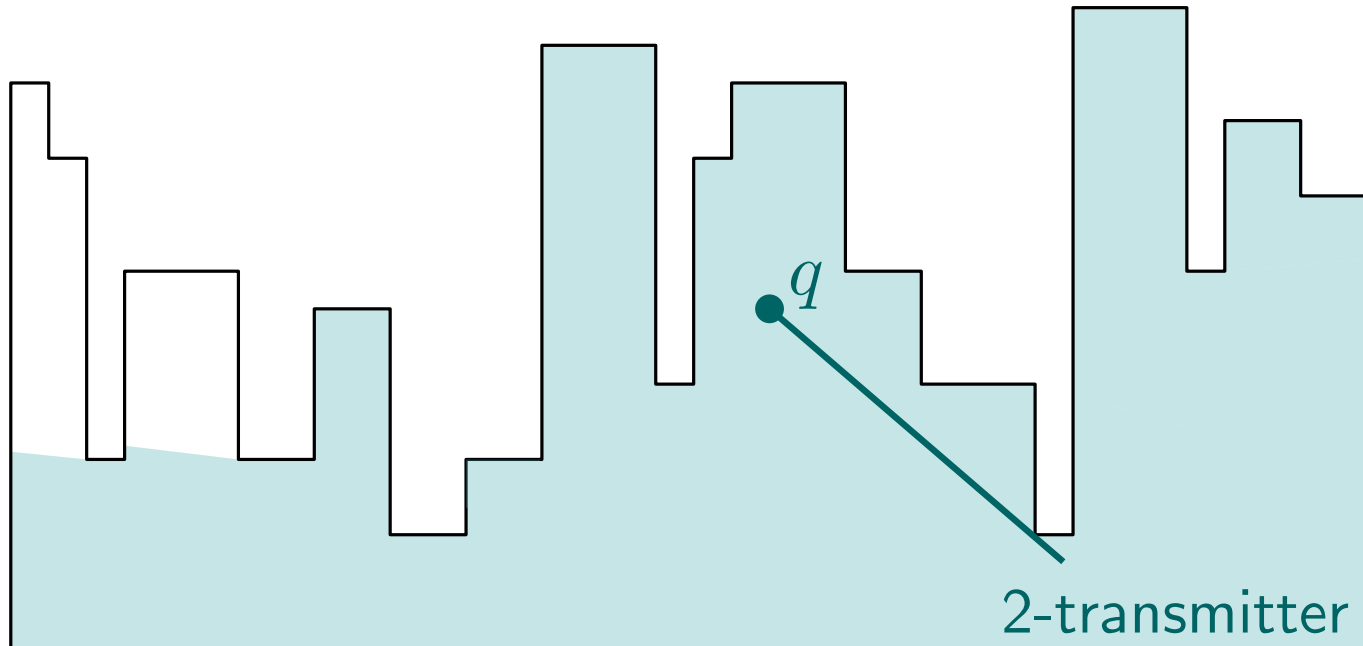
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Watchman: mobile transmitter walking along a route

Problem Setup

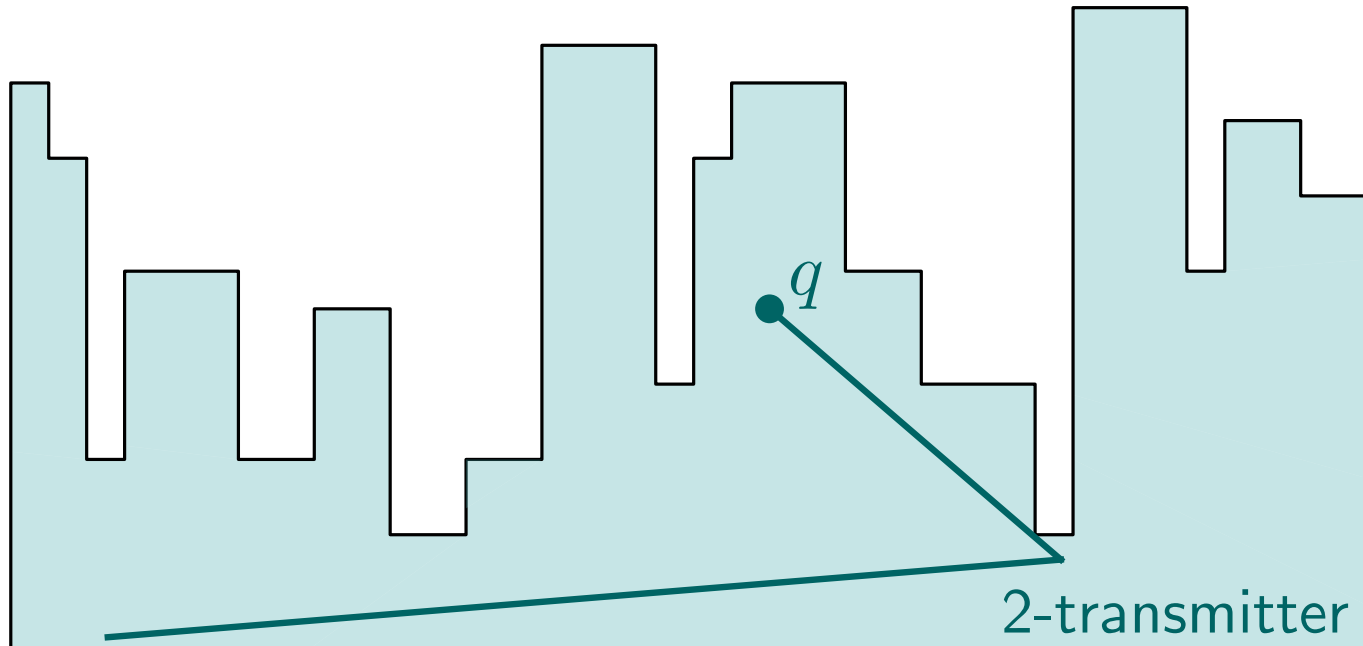
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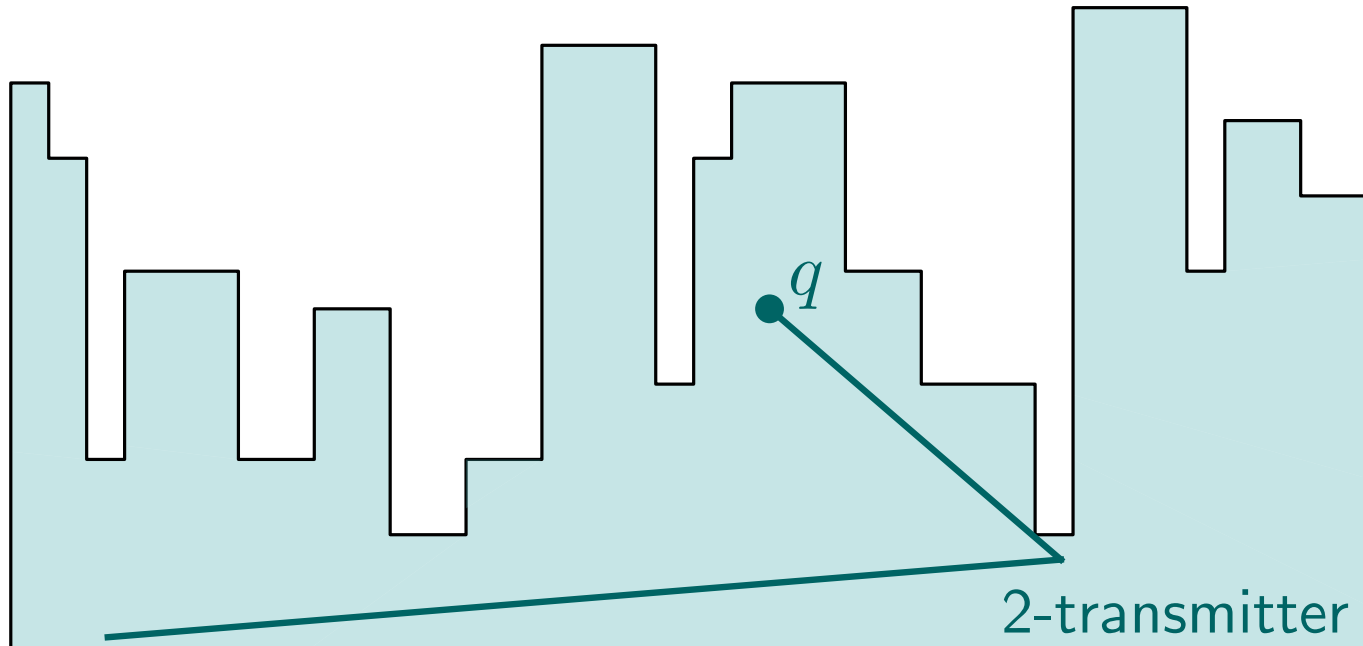
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Watchman: mobile transmitter walking along a route

Our goal: see a set S of points inside a polygon P

k -Transmitter WRP

Watchman Route Problem with Starting Point:

Given a polygon P with n vertices, a starting point s in P , and a set of interior points S in P , find a minimum length watchman route that starts at s and lies within P such that all points in S are visible from the route.

k -Transmitter WRP

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Watchman Route Problem with Starting Point:

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k -visible

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Theorem. *The k -Transmitter Watchman Route Problem for a given discrete set of points to be guarded is NP-hard both with and without a fixed starting point and cannot be approximated to within a logarithmic factor. [N.,S. 2022]*

k -Transmitter WRP

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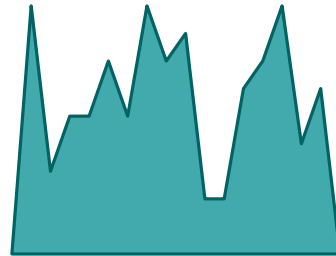


Histogram

k -Transmitter WRP



Histogram

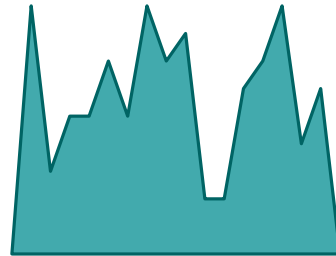


Uni-monotone polygons
(aka monotone mountains aka Alps)

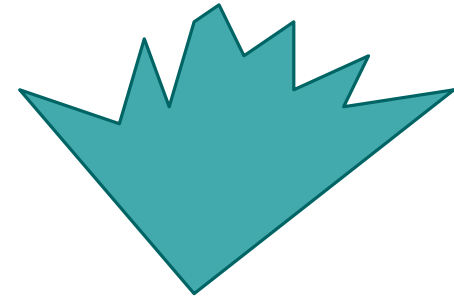
k -Transmitter WRP



Histogram



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Star-shaped polygons

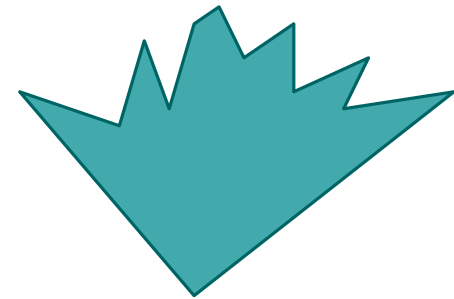
k -Transmitter WRP



Histogram



Uni-monotone polygons
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Star-shaped polygons

Theorem. *For any $k \geq 2$, k -TrWRP(S, P, s) is NP-hard for histograms, uni-monotone polygons, and star-shaped polygons, and cannot be approximated within a logarithmic factor $c \log n$, for any $c > 0$.*

NP-Hardness for Histograms

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Reduction from Set Cover

NP-Hardness for Histograms

Reduction from Set Cover

Set Cover: Given a universe $\mathcal{U} = \{ \text{👤}, \text{👩}, \text{👦}, \text{👧}, \text{👶} \}$ and a family \mathcal{R} of subsets of \mathcal{U} , find a subfamily $\mathcal{C} \subseteq \mathcal{R}$ that contains all elements of \mathcal{U} and is of minimum cardinality.

NP-Hardness for Histograms

Reduction from Set Cover

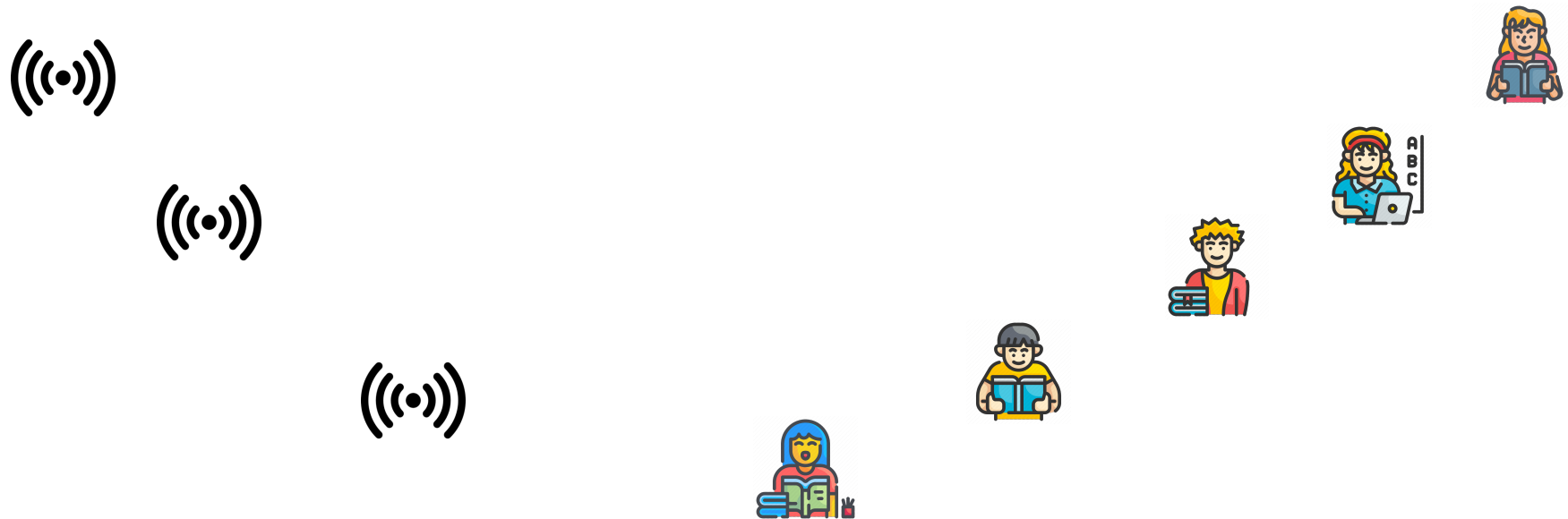
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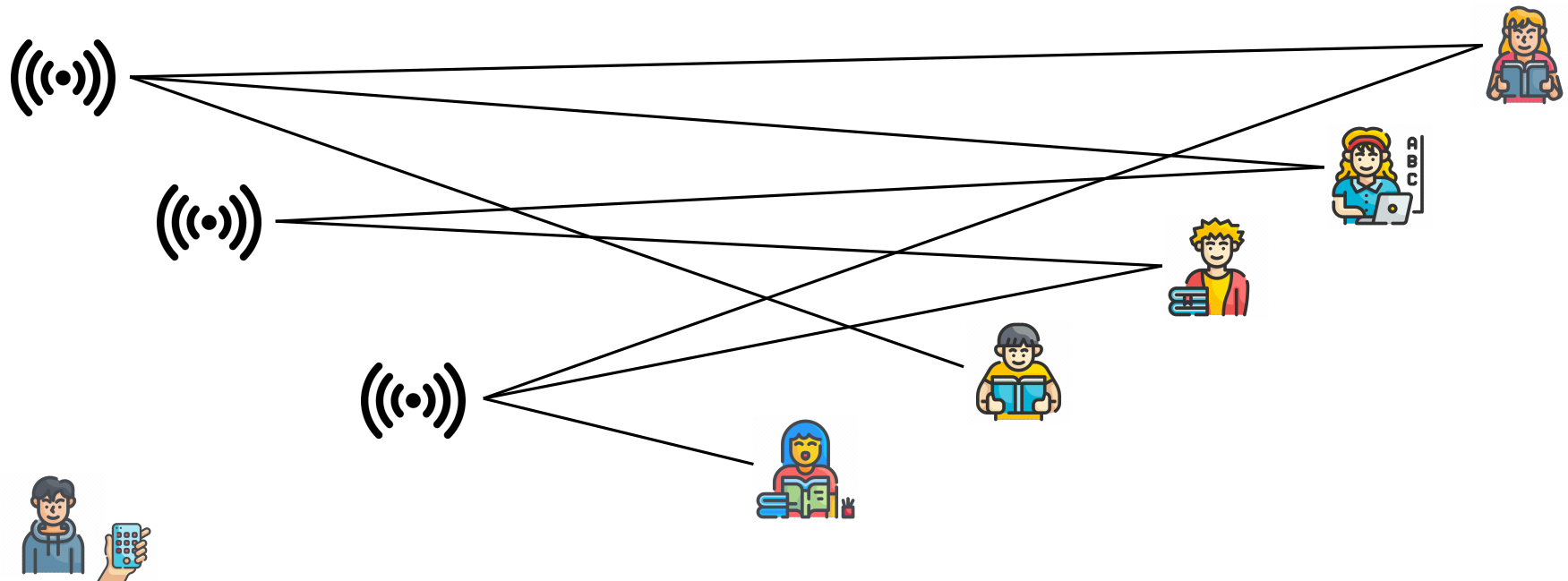
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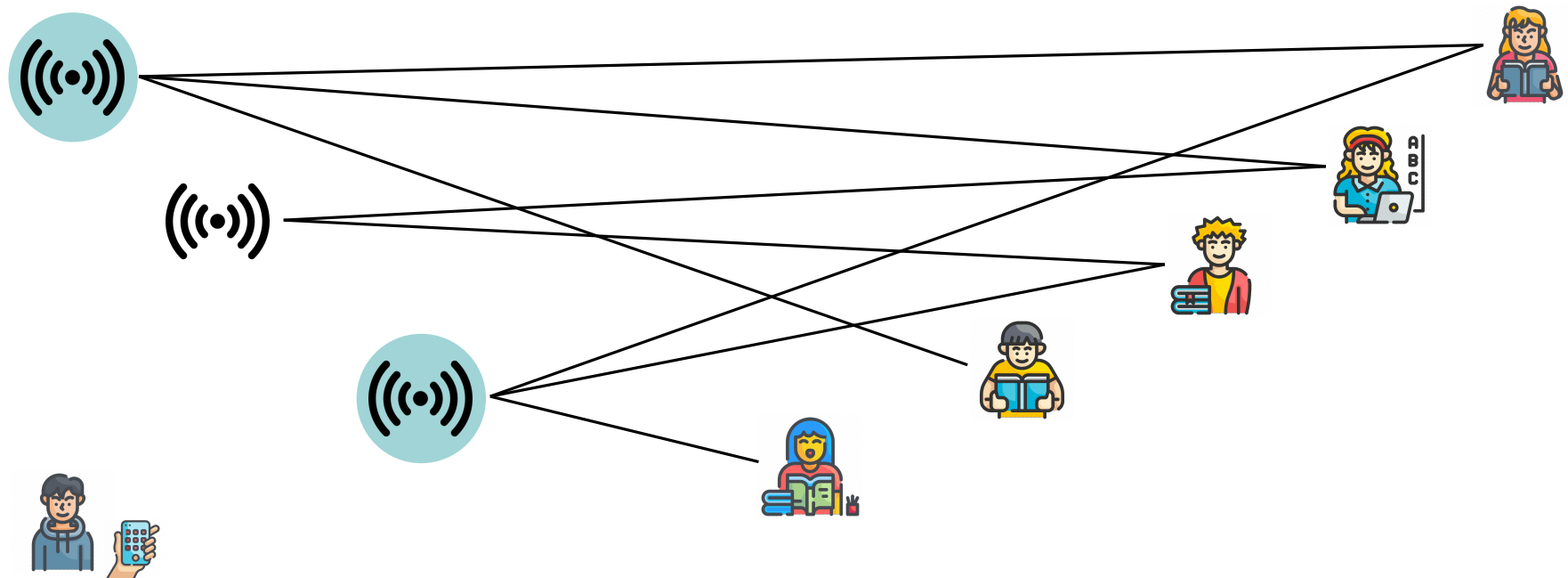
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NP-Hardness for Histograms

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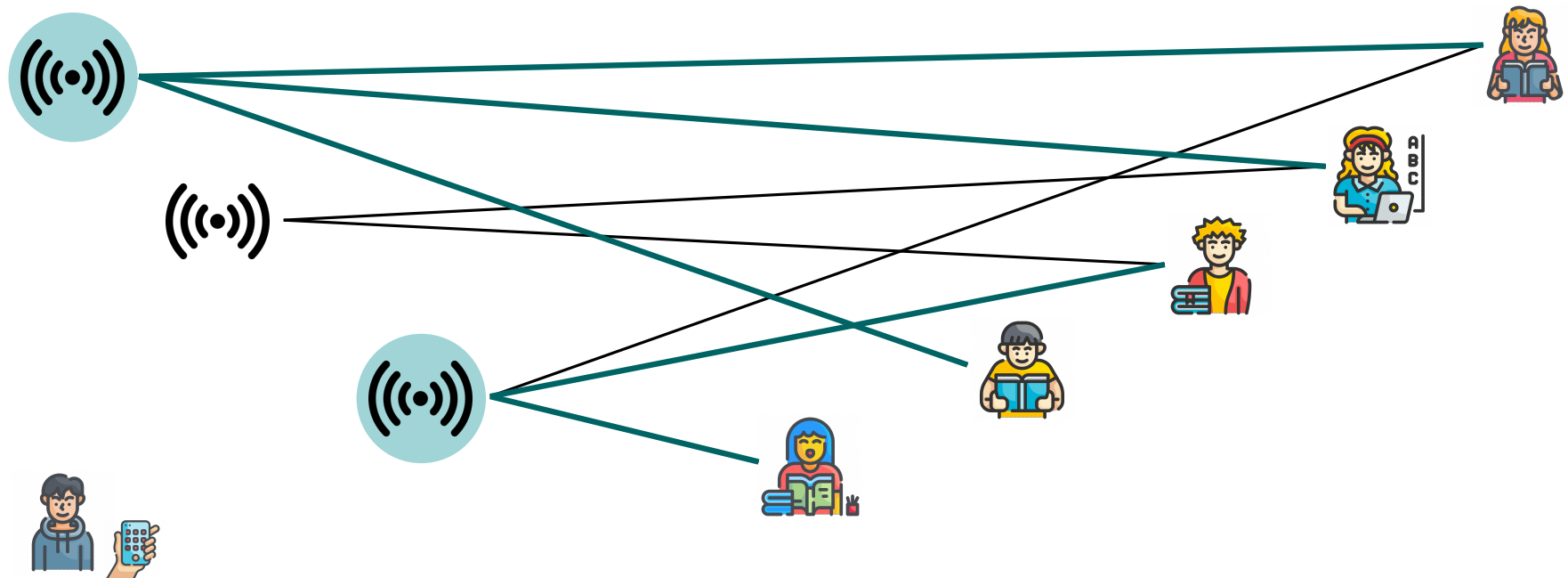
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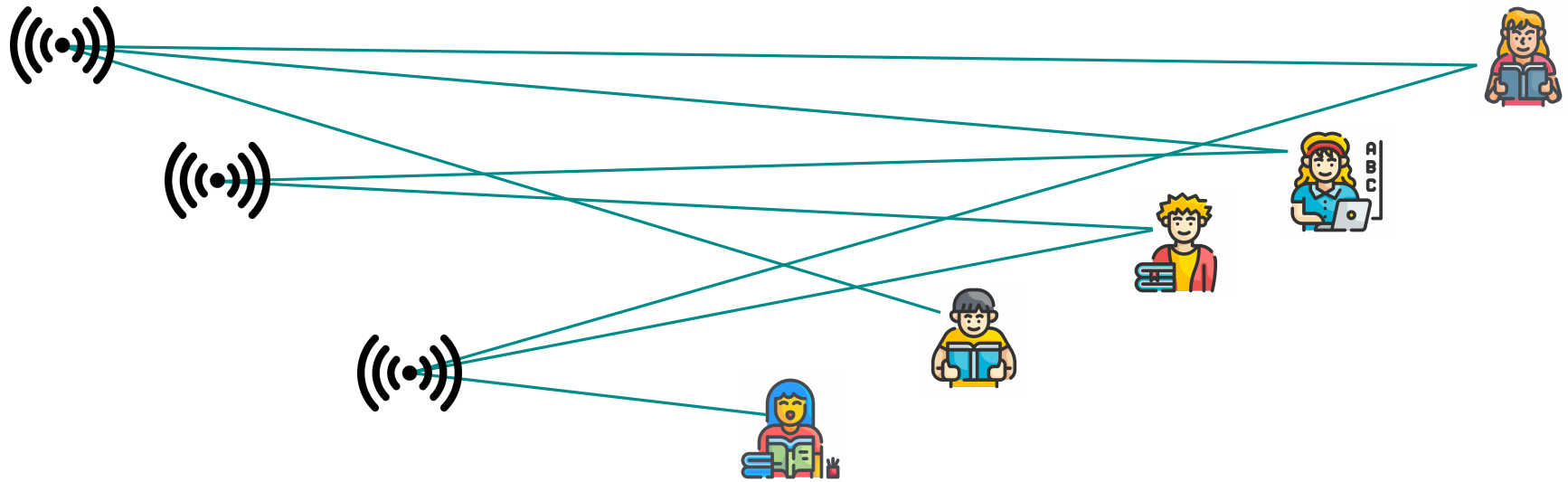
NP-Hardness for Histograms

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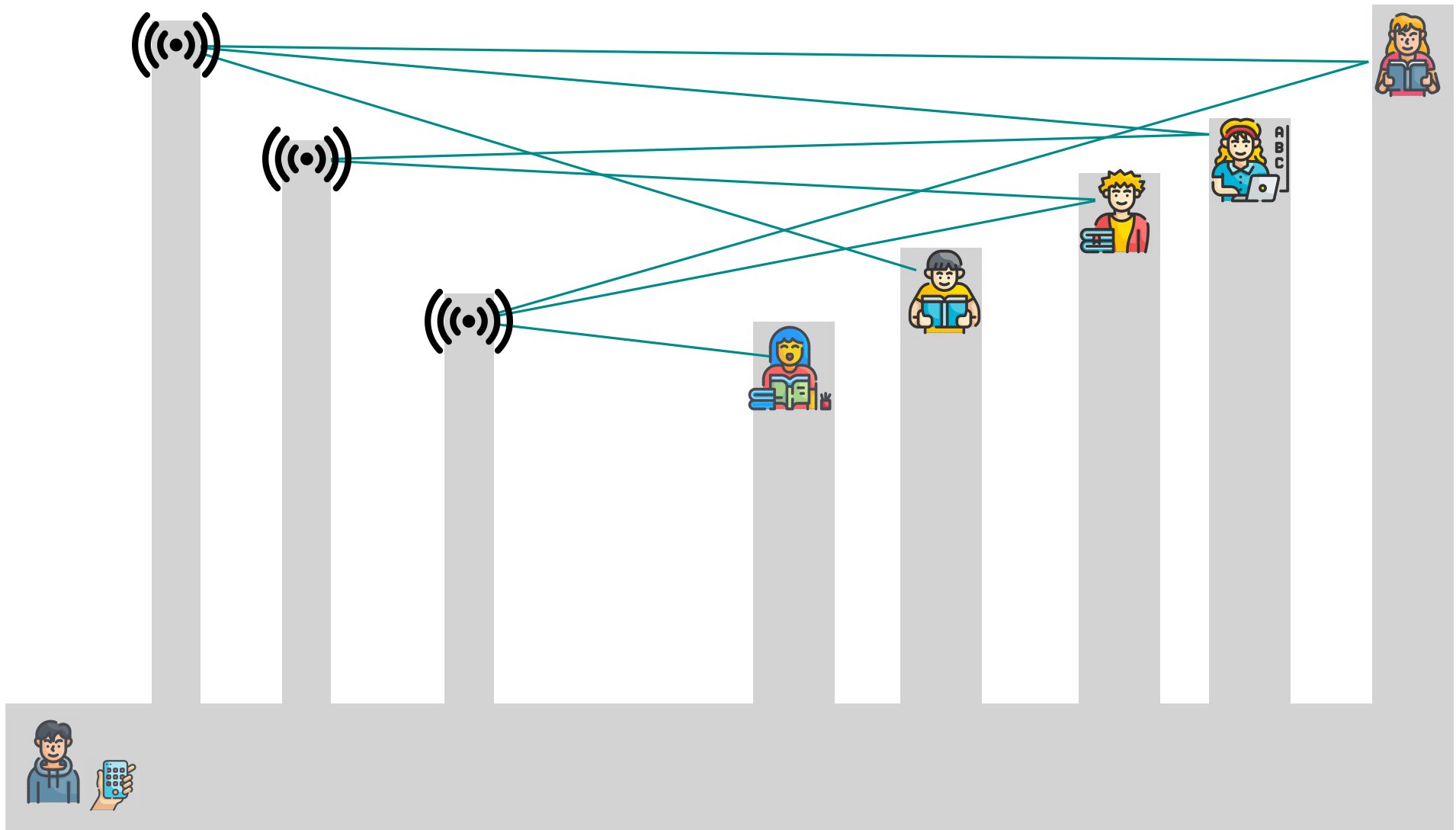
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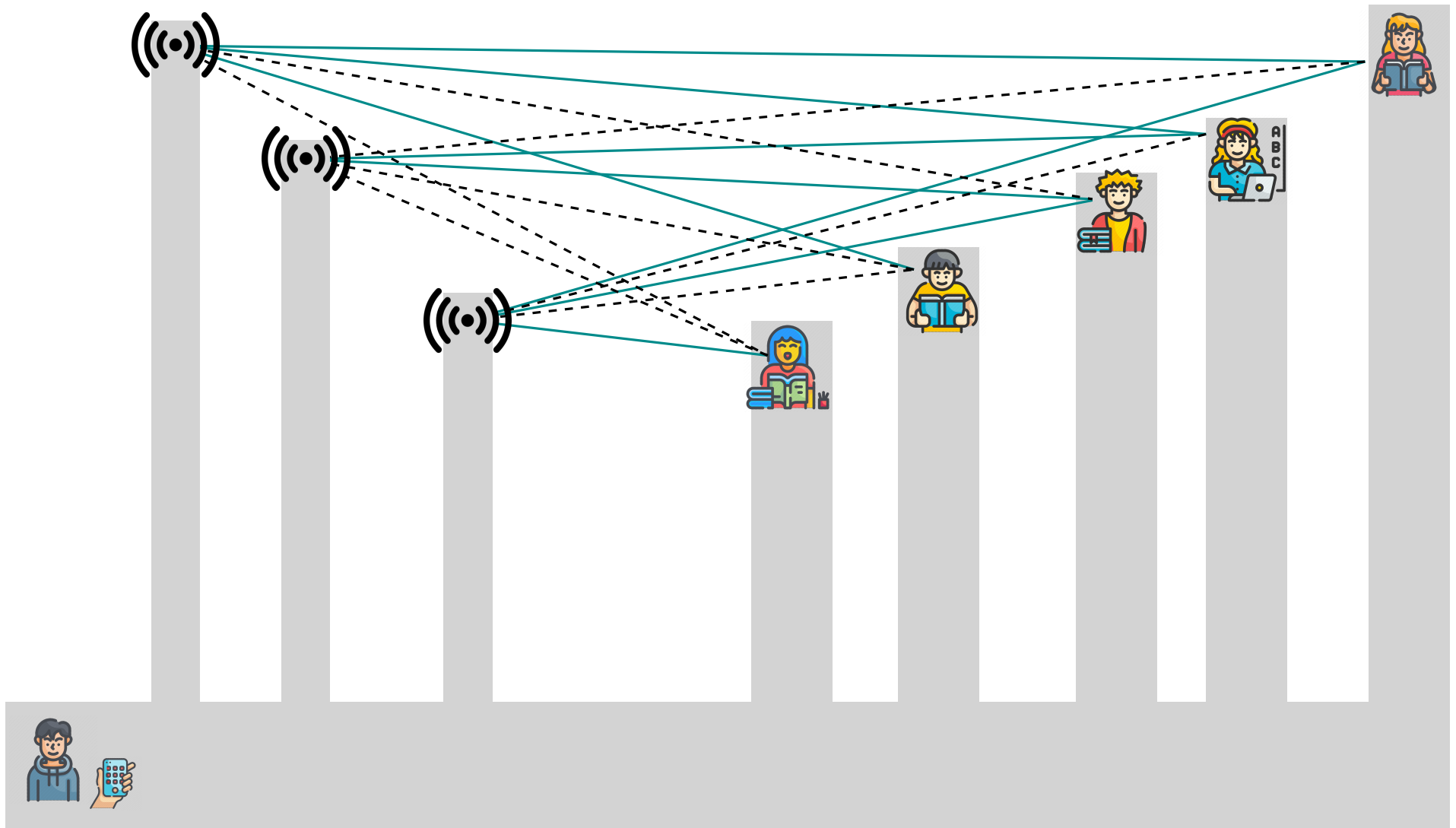
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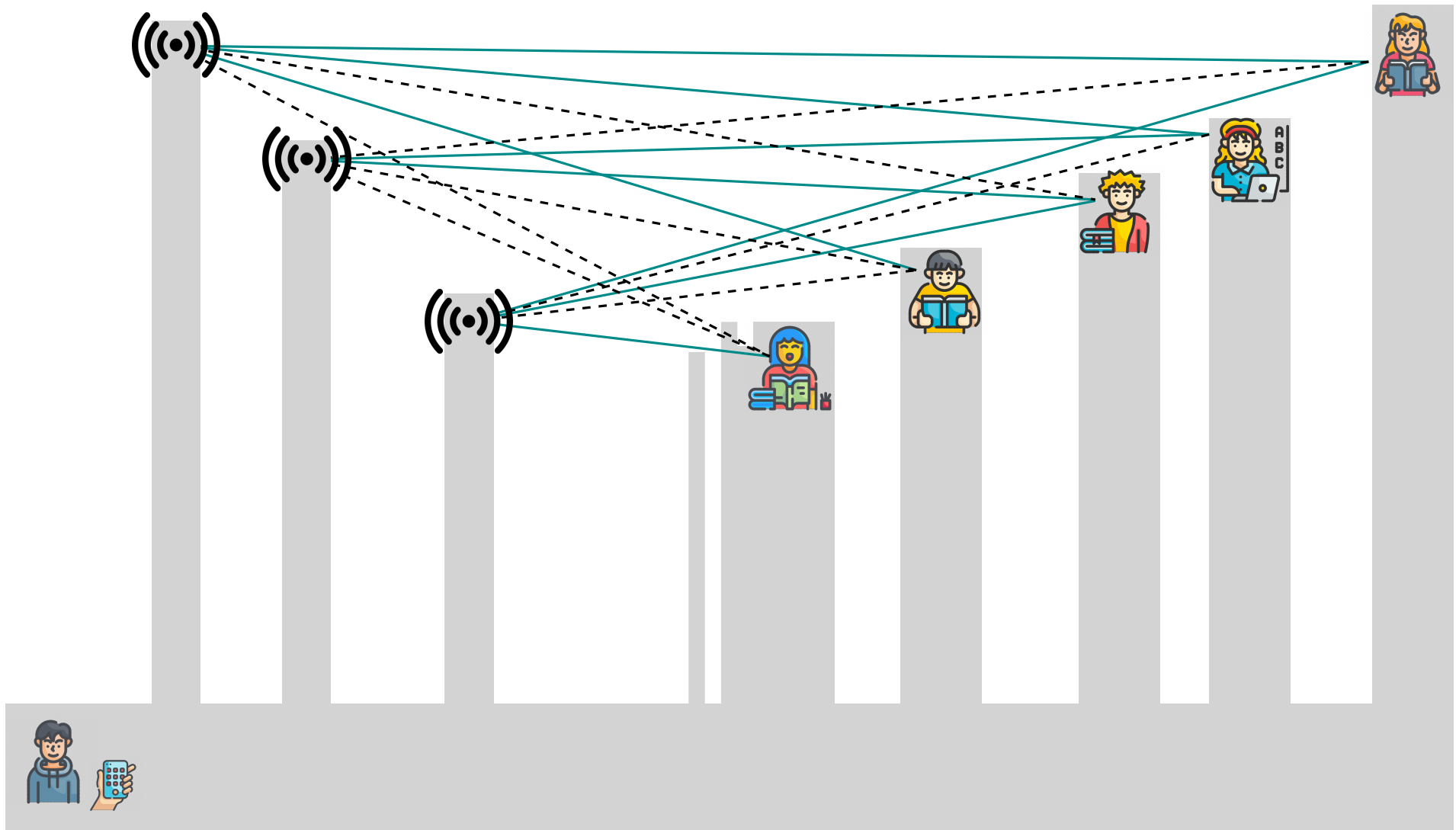
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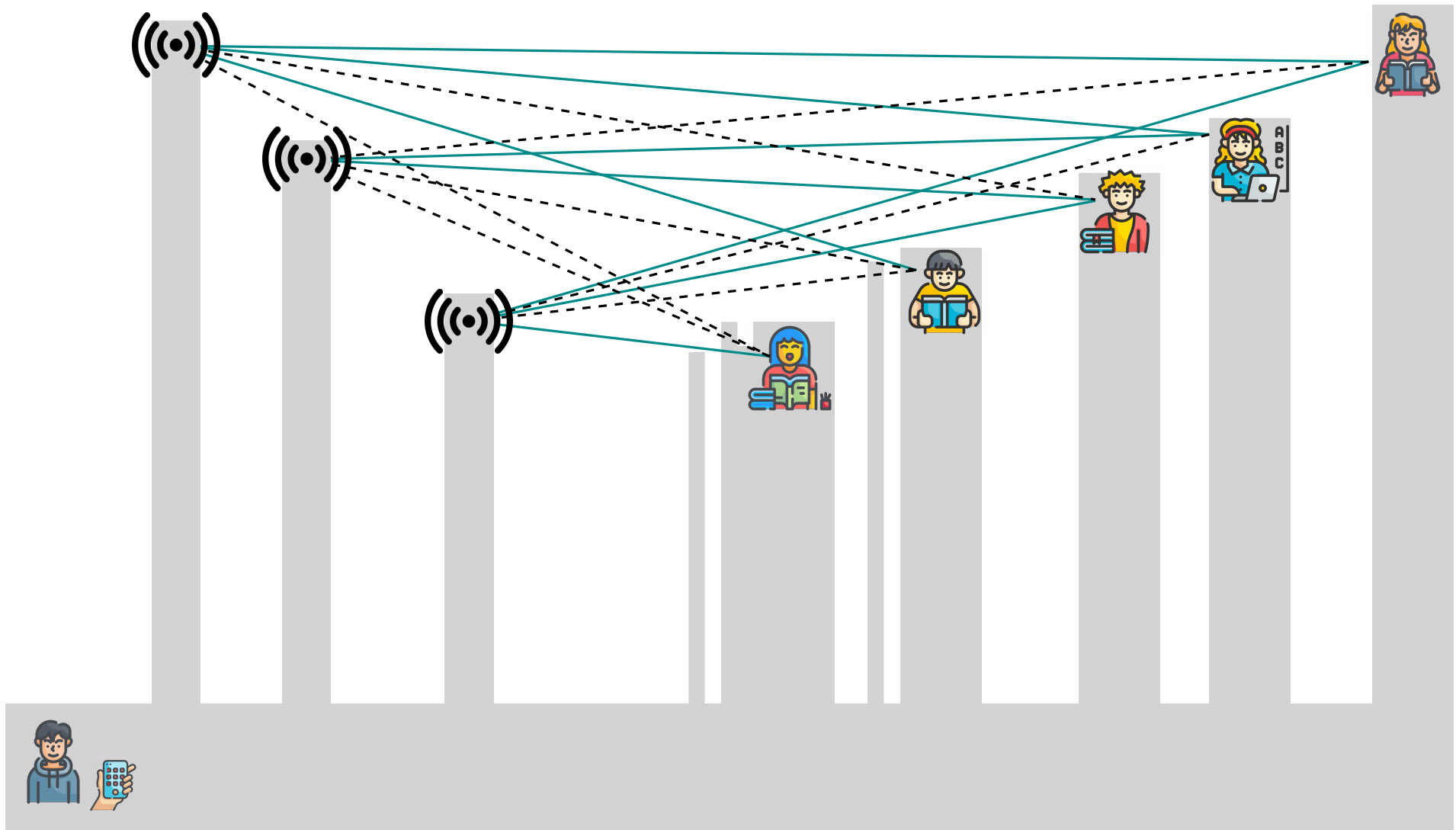
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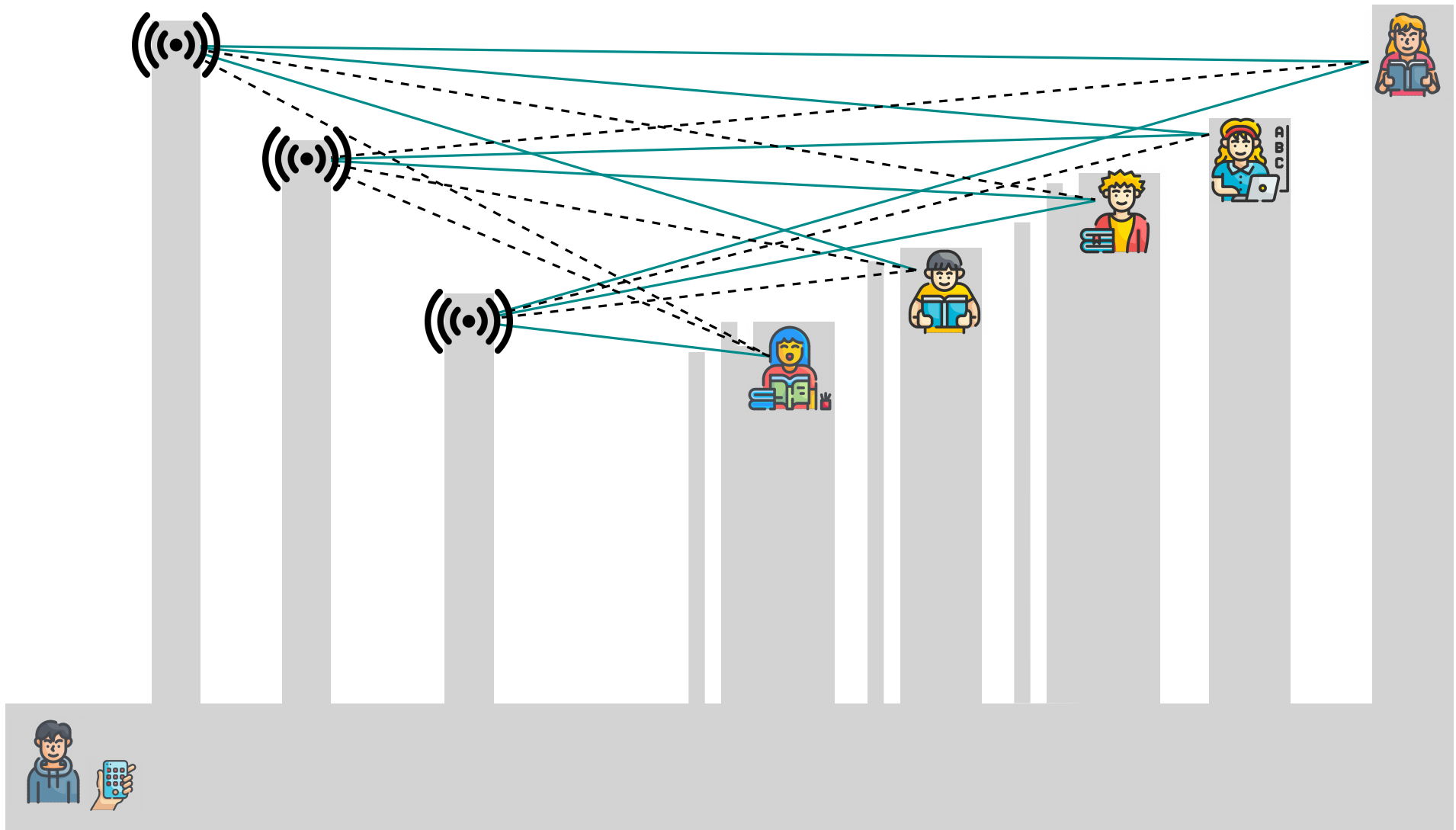
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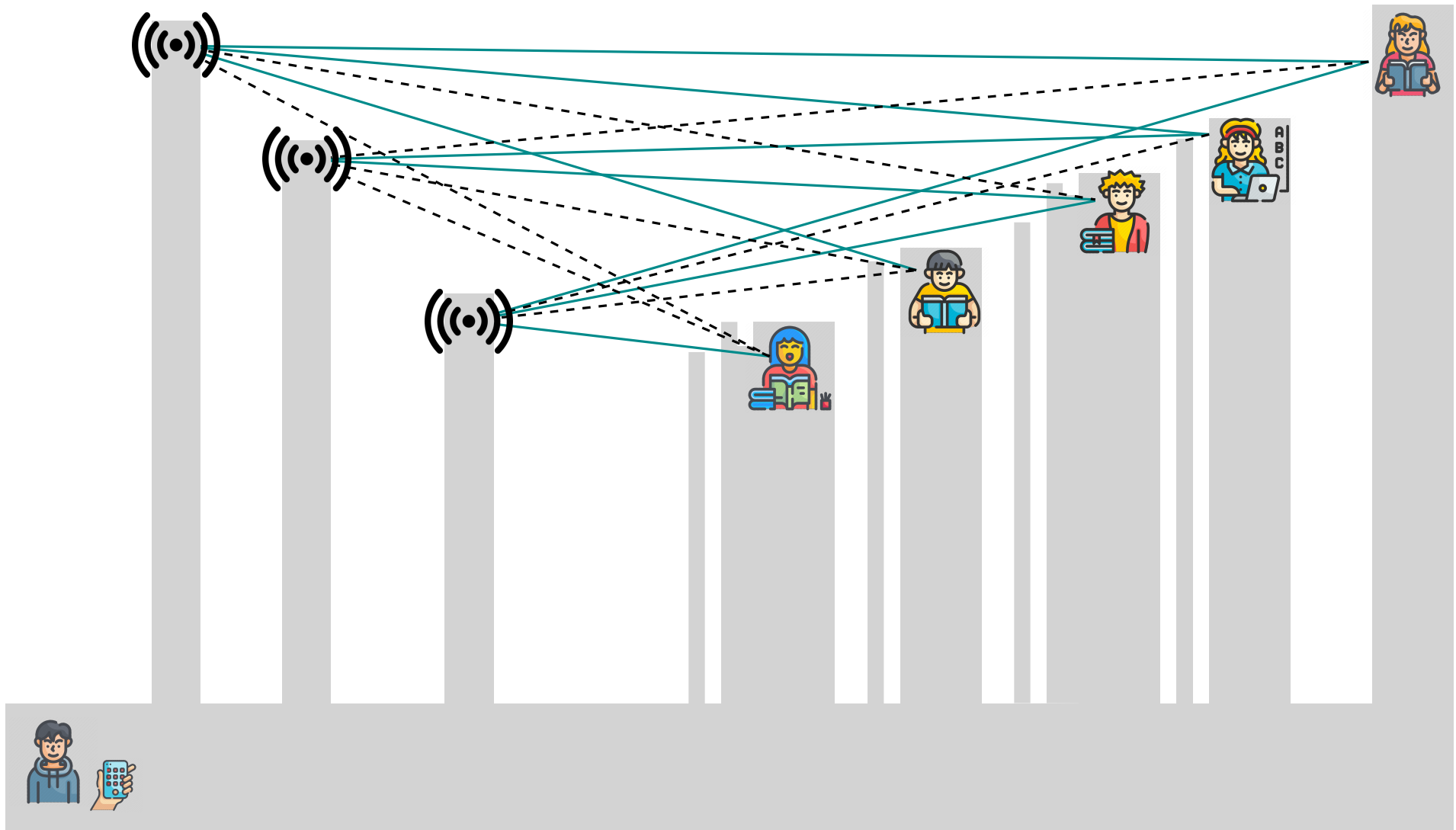
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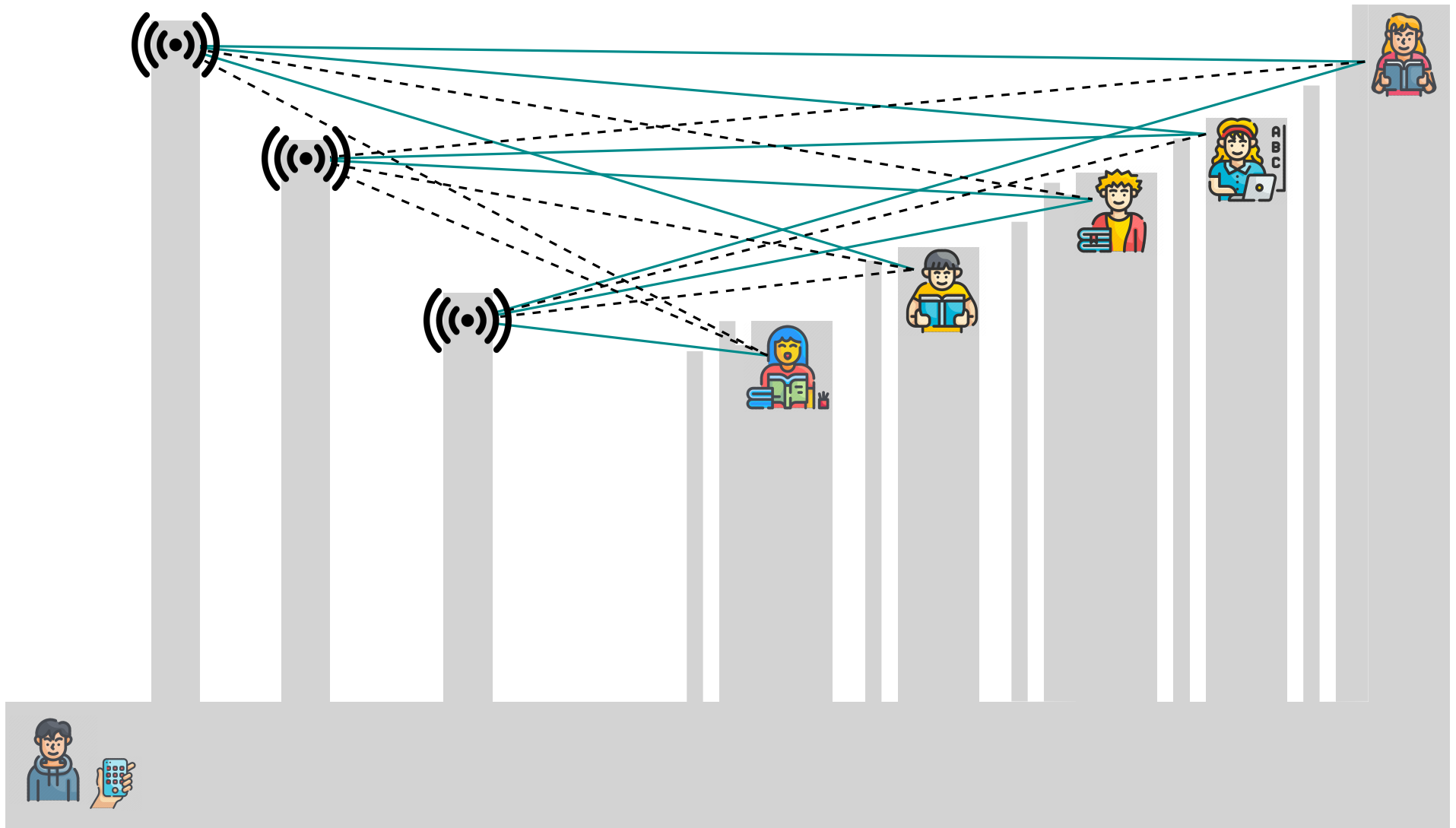
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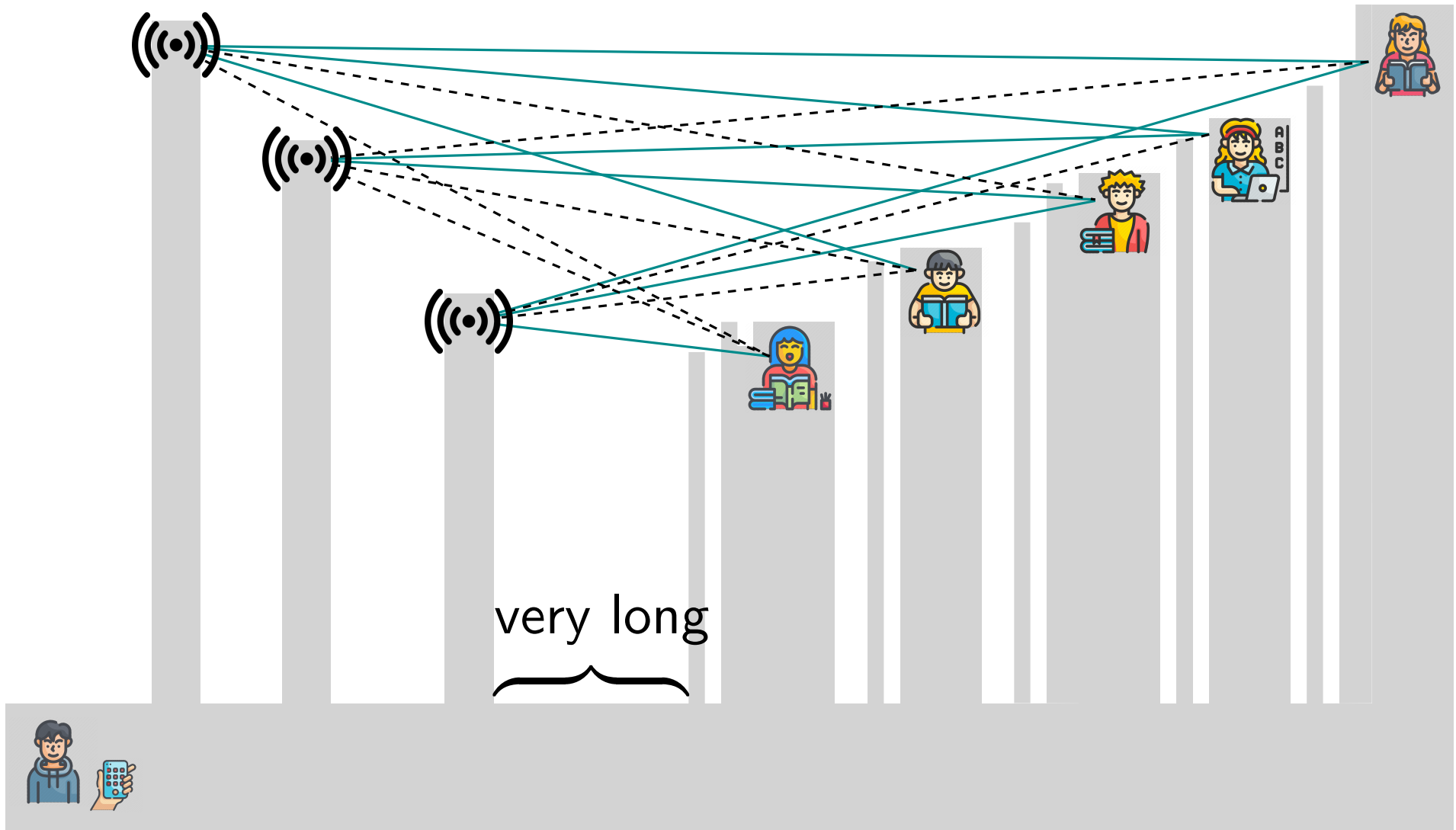
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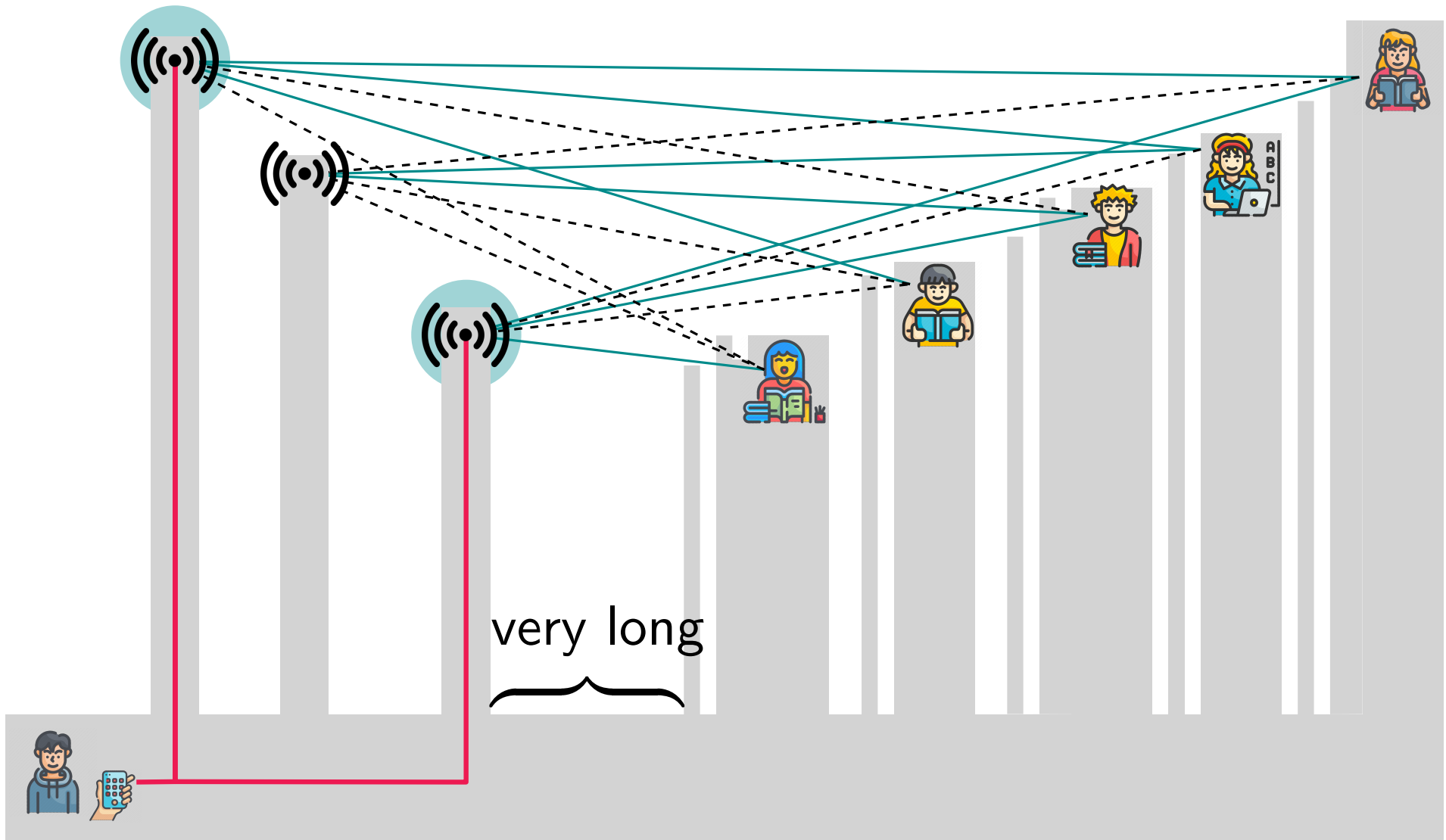
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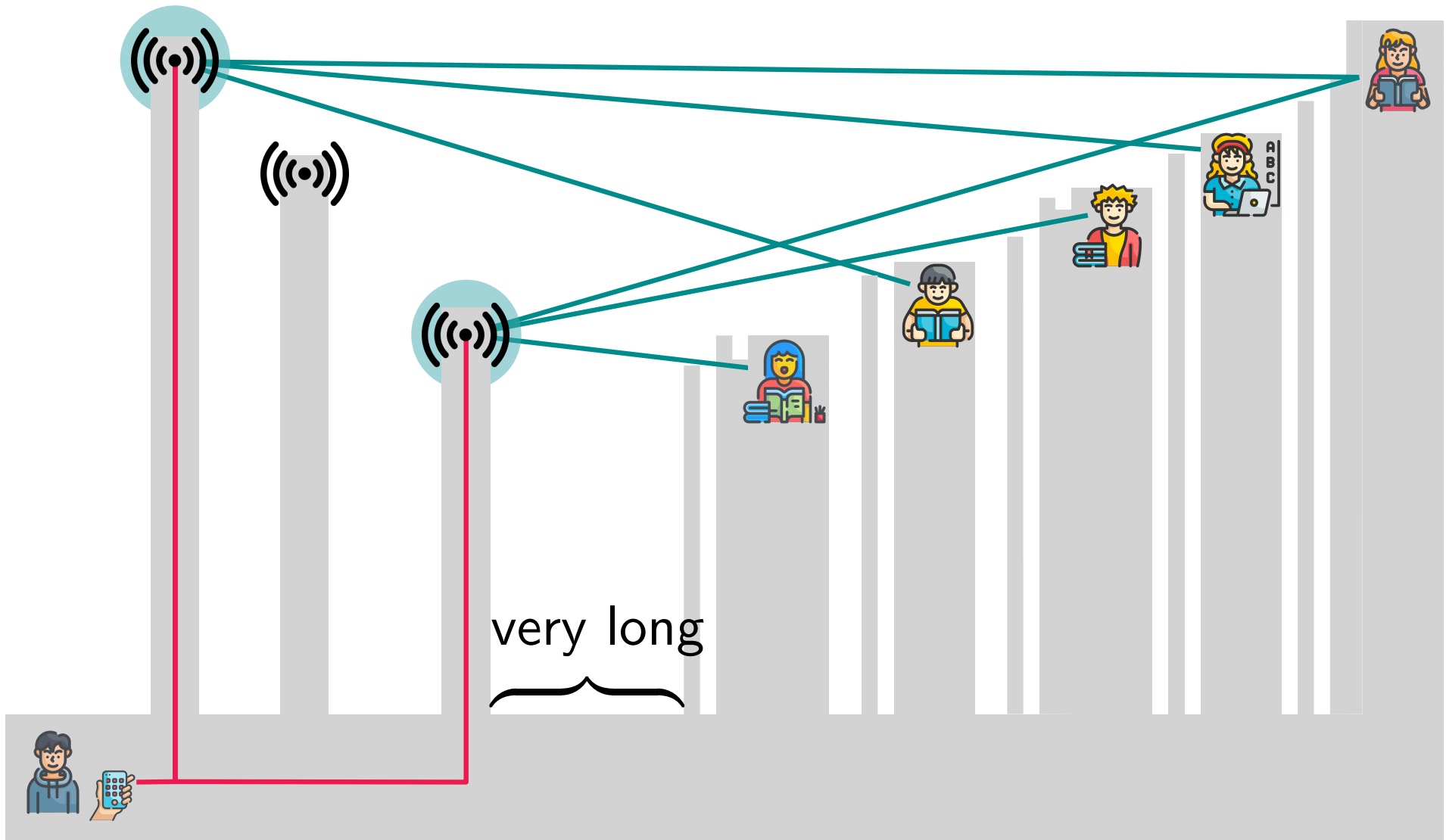
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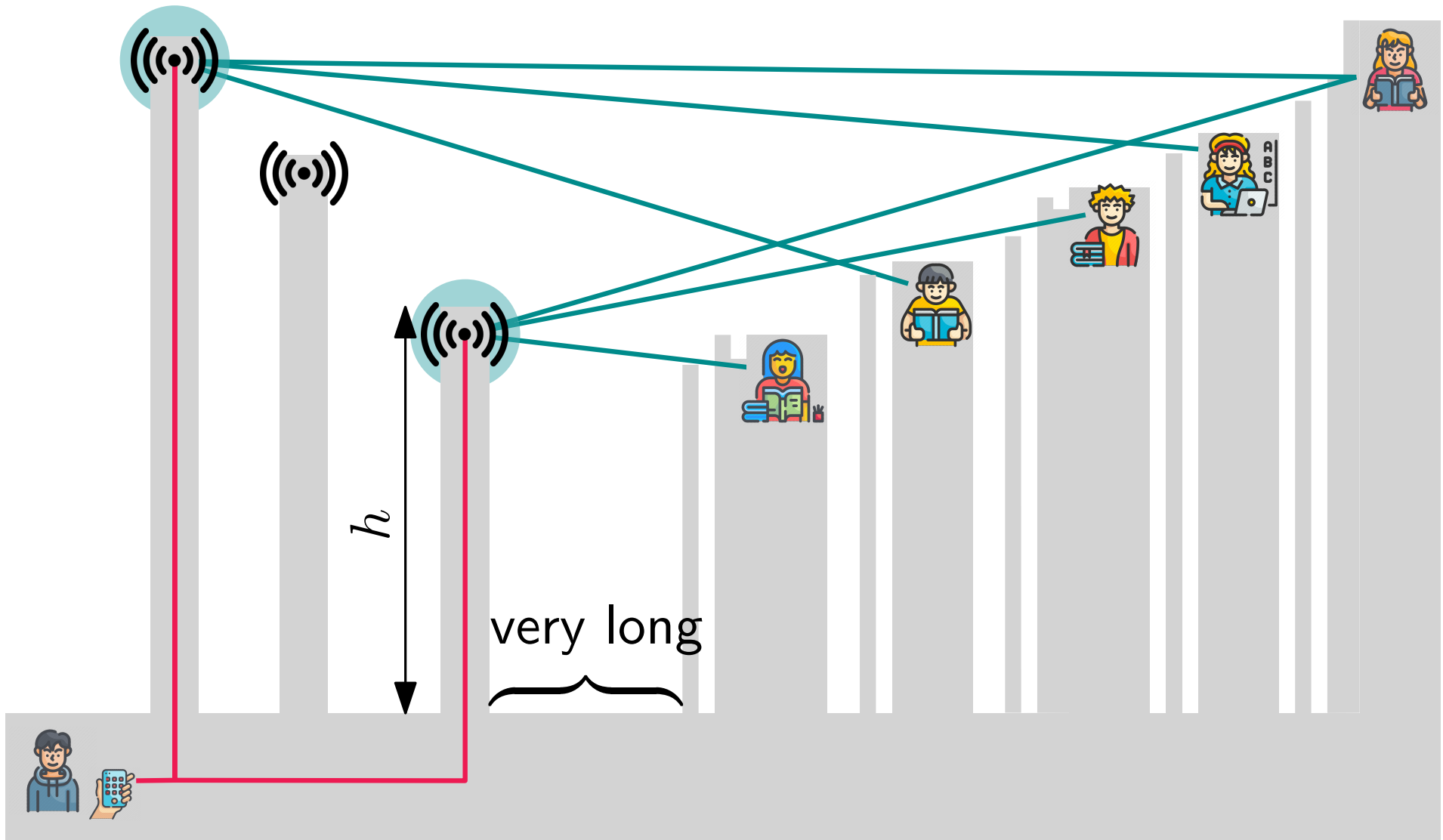
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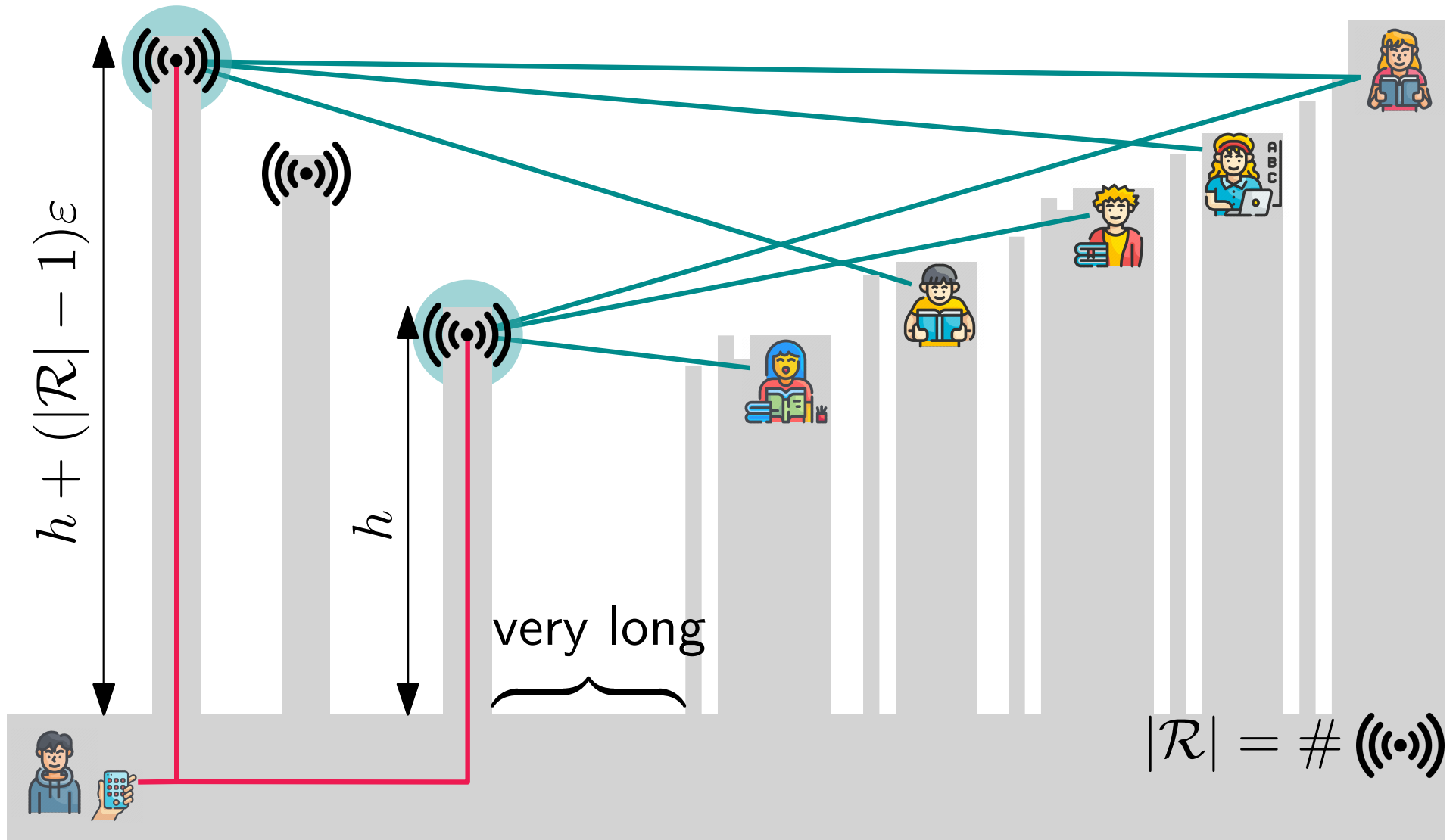
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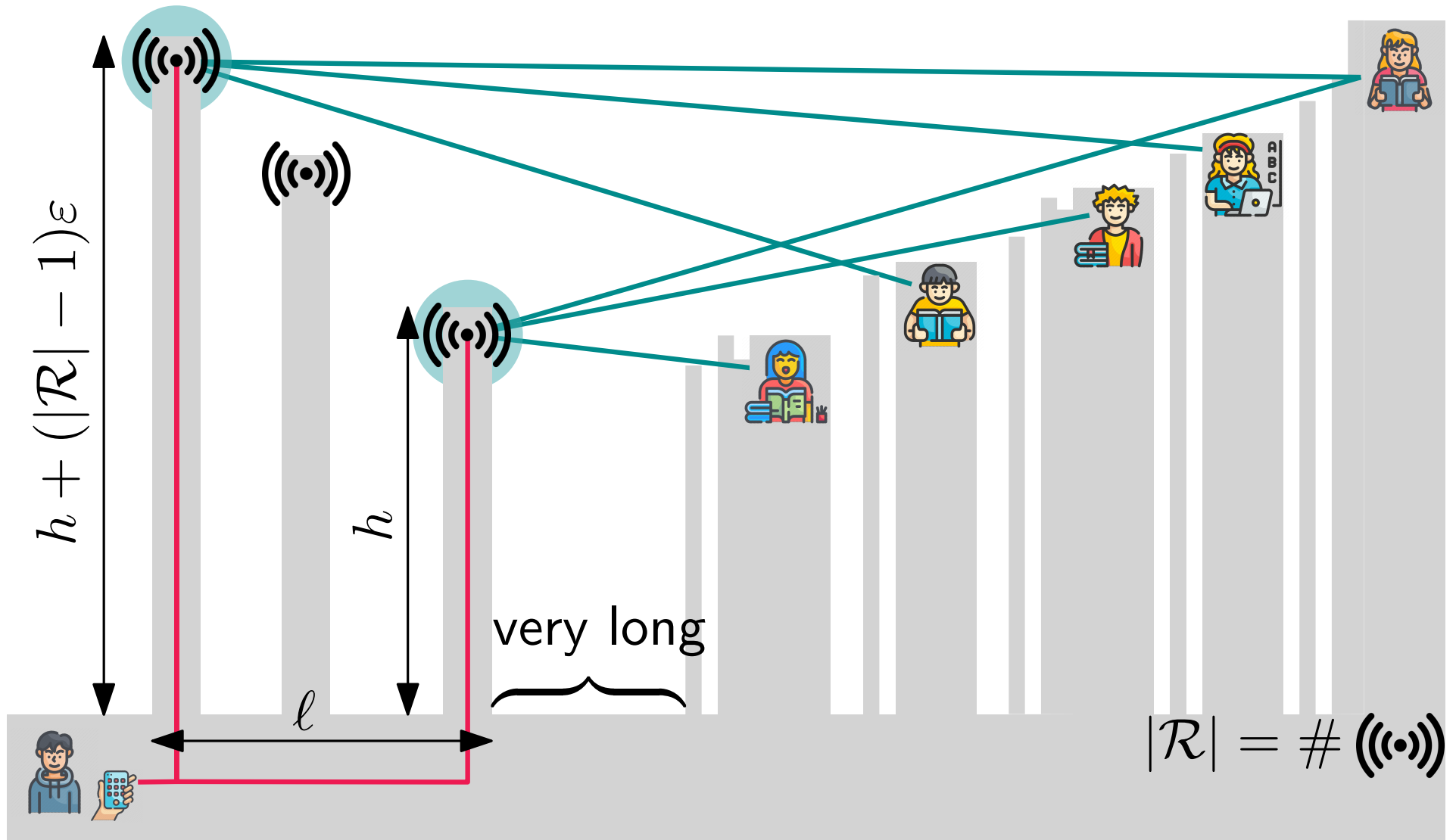
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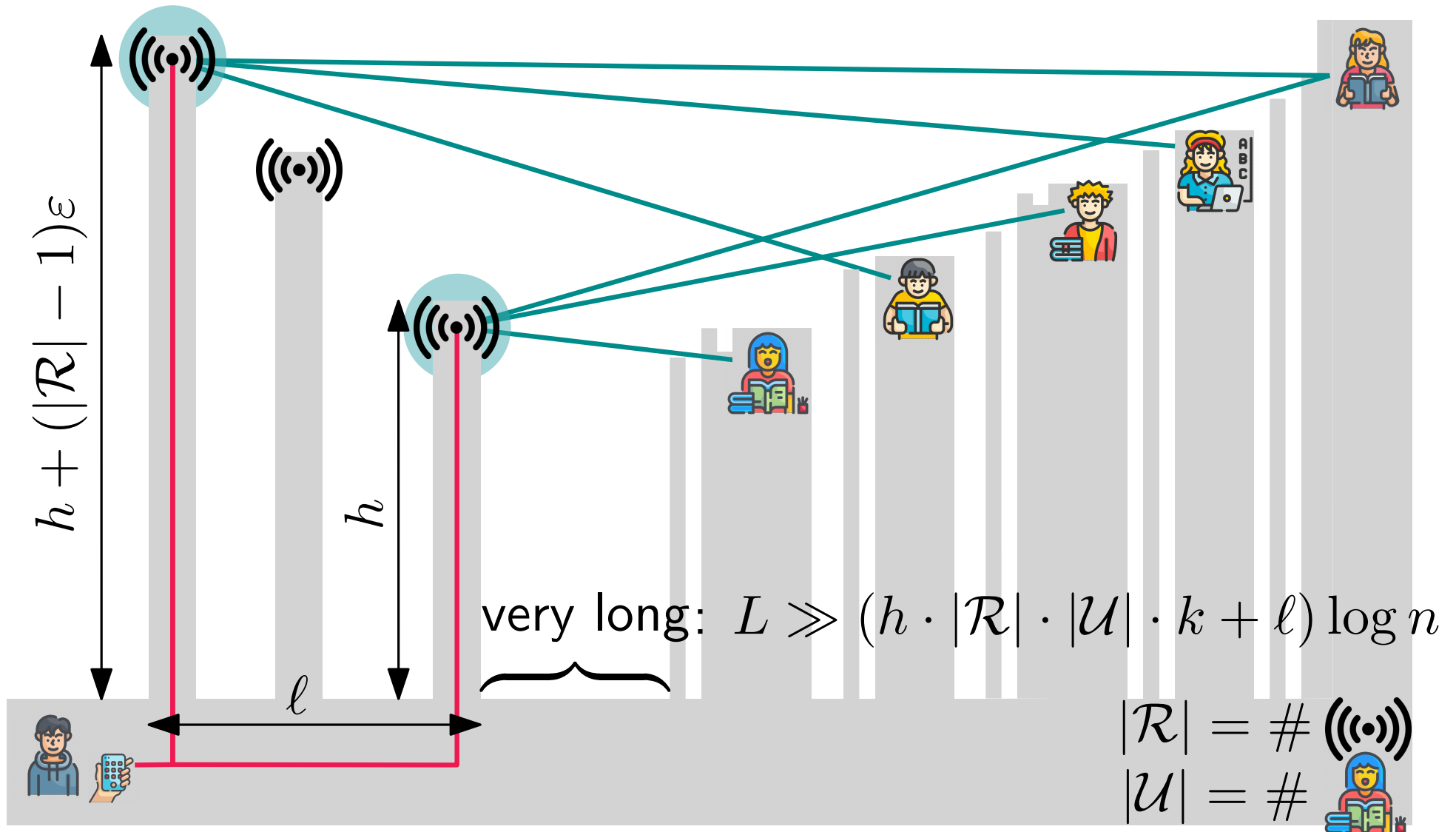
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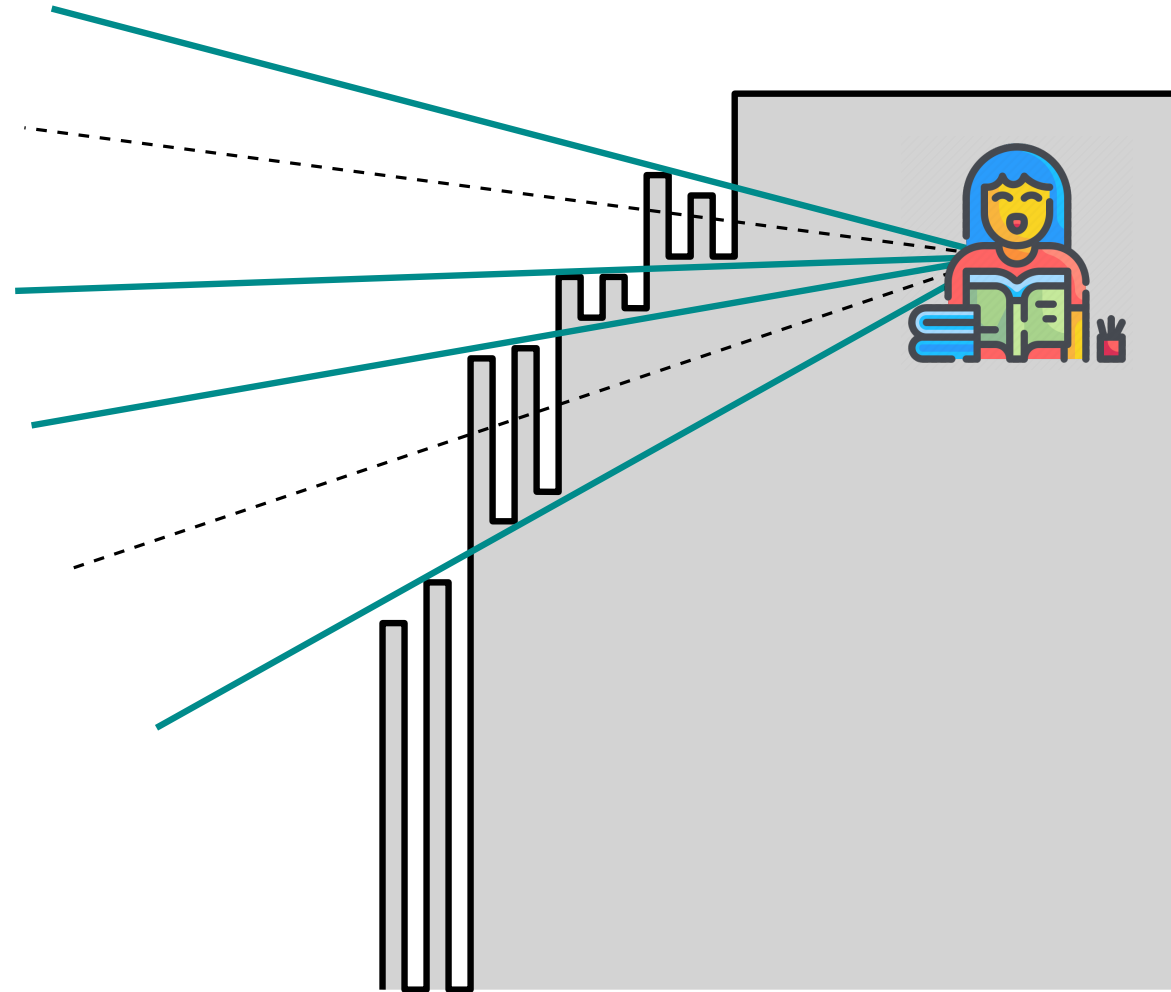


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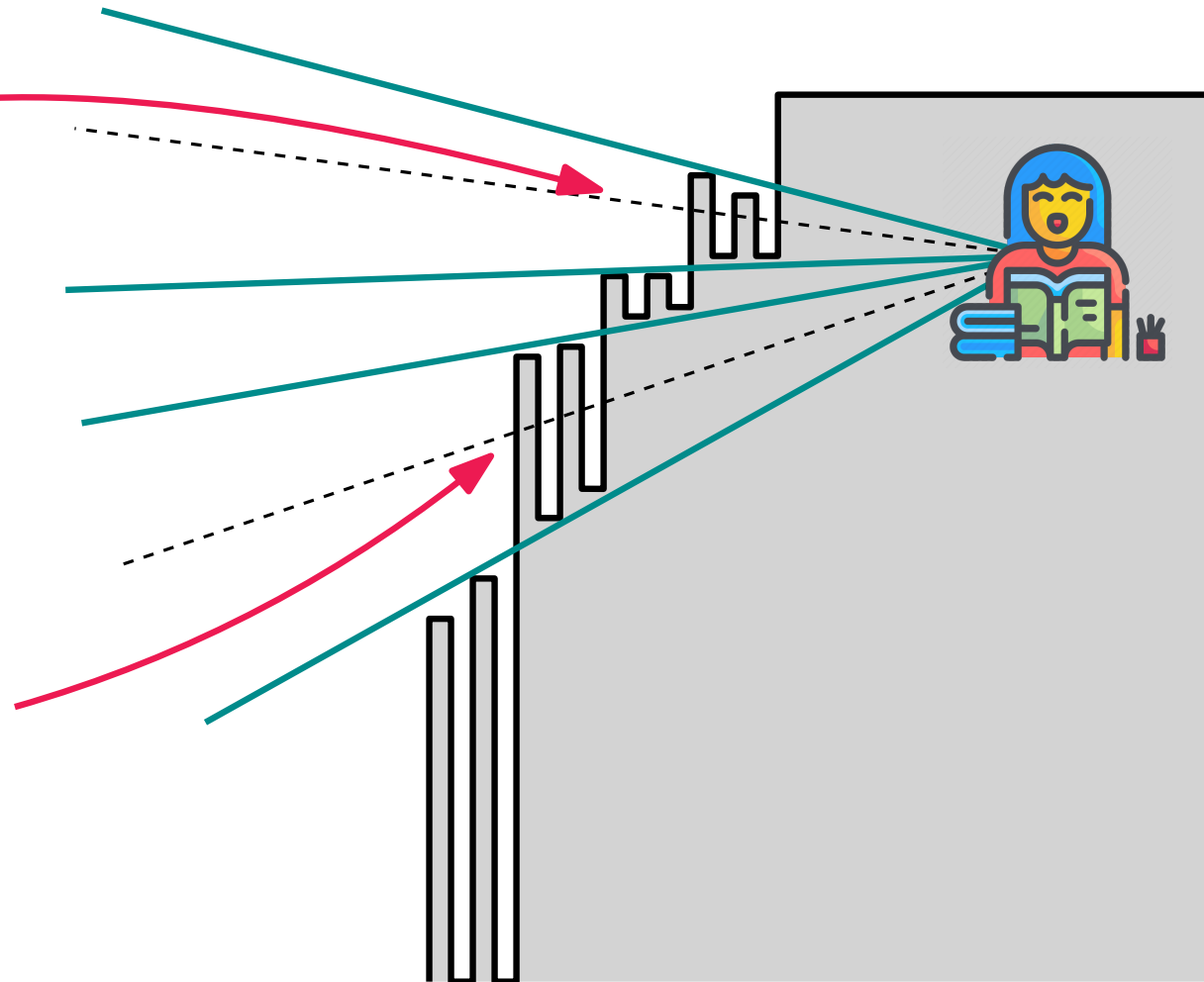
block visibility



NP-Hardness for Histograms

block visibility

- for every line of non-visibility

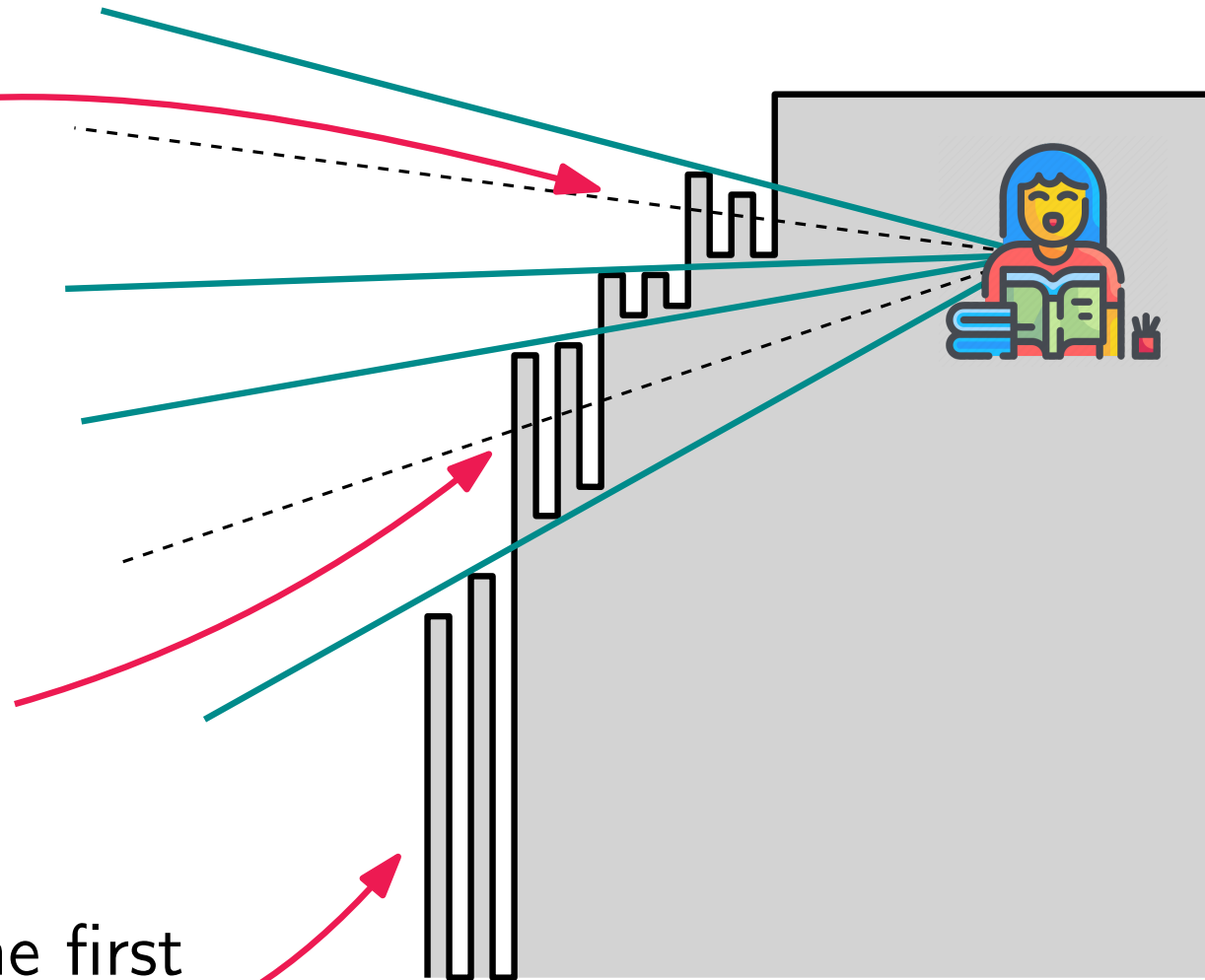


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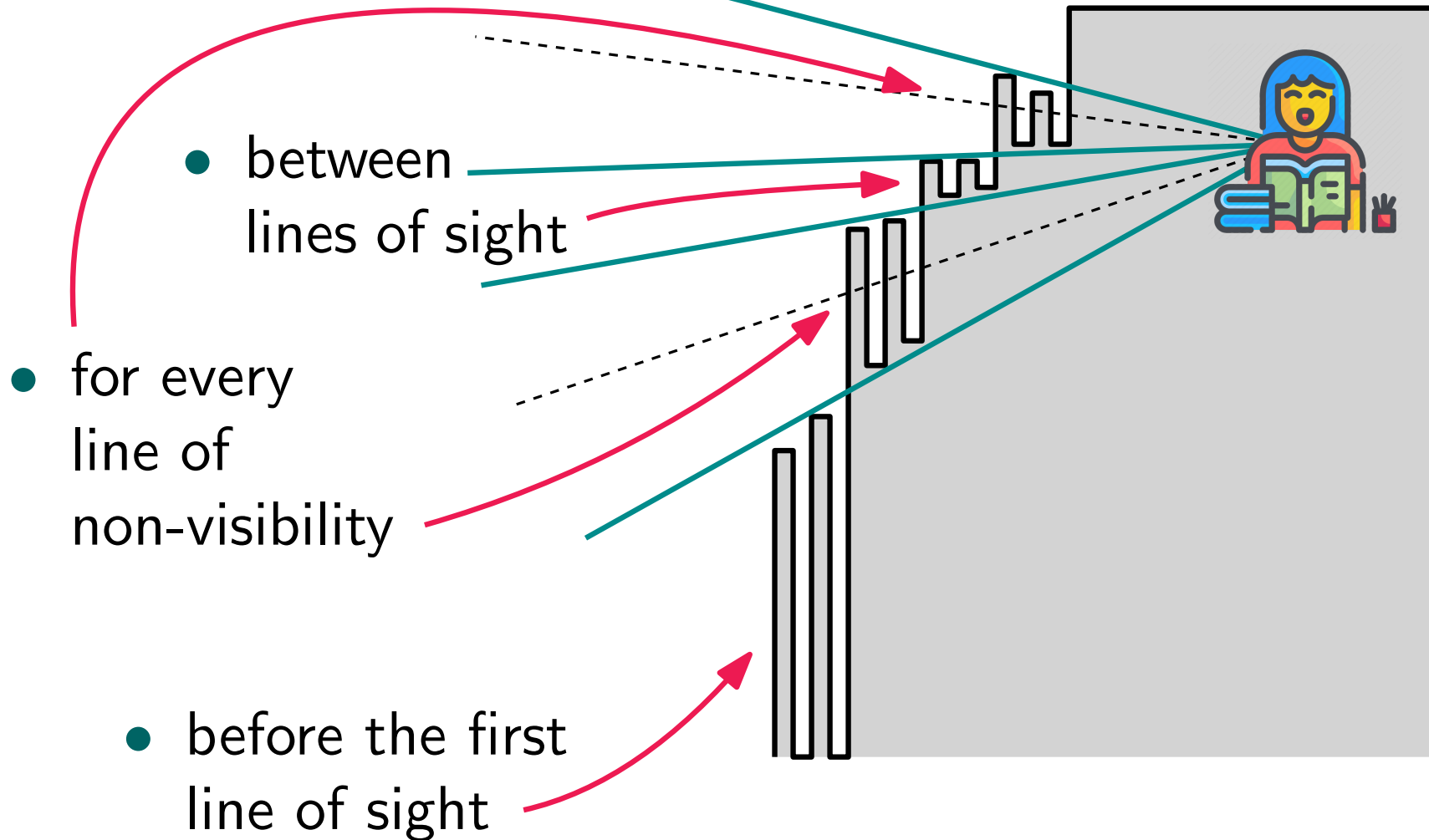
- for every line of non-visibility

- before the first line of sight



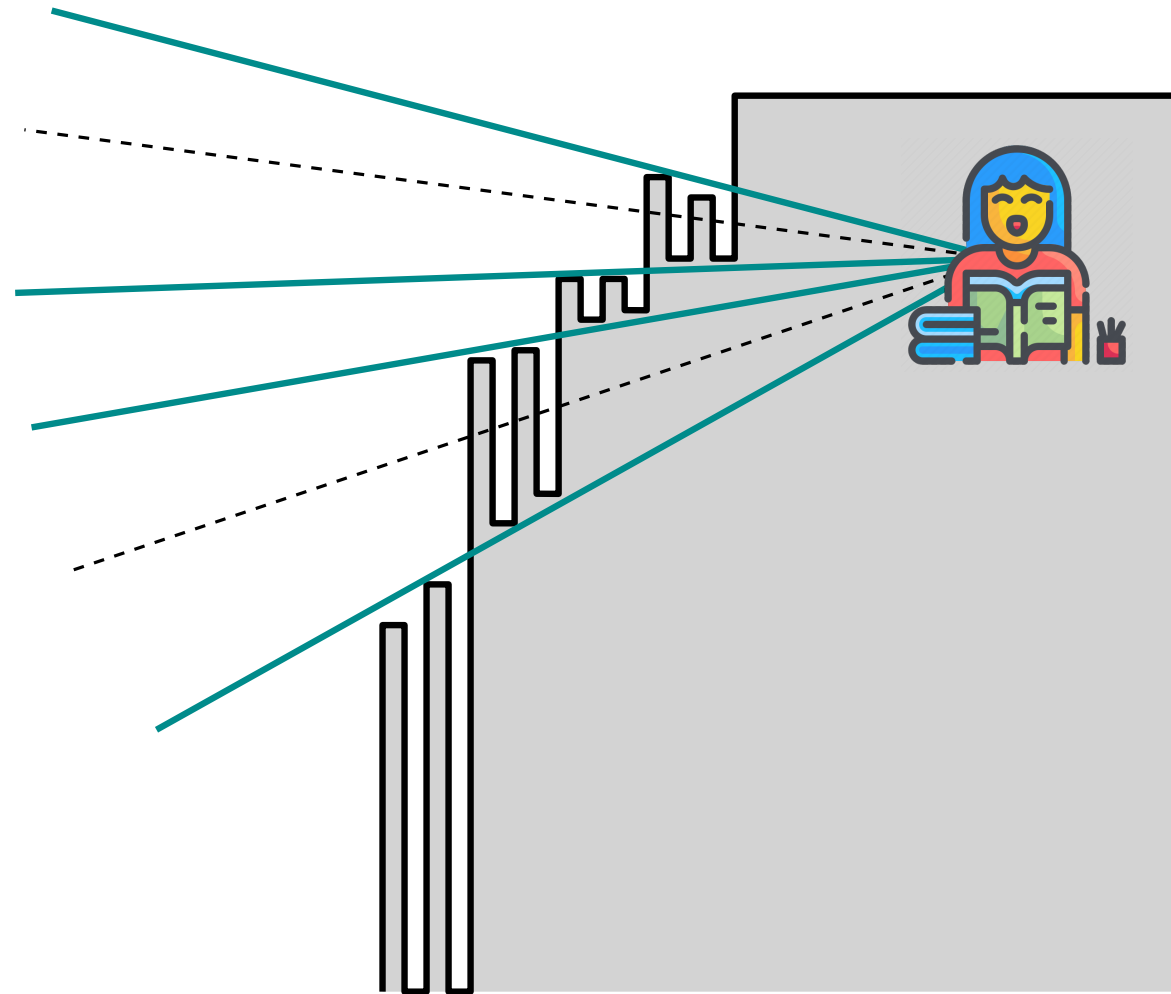
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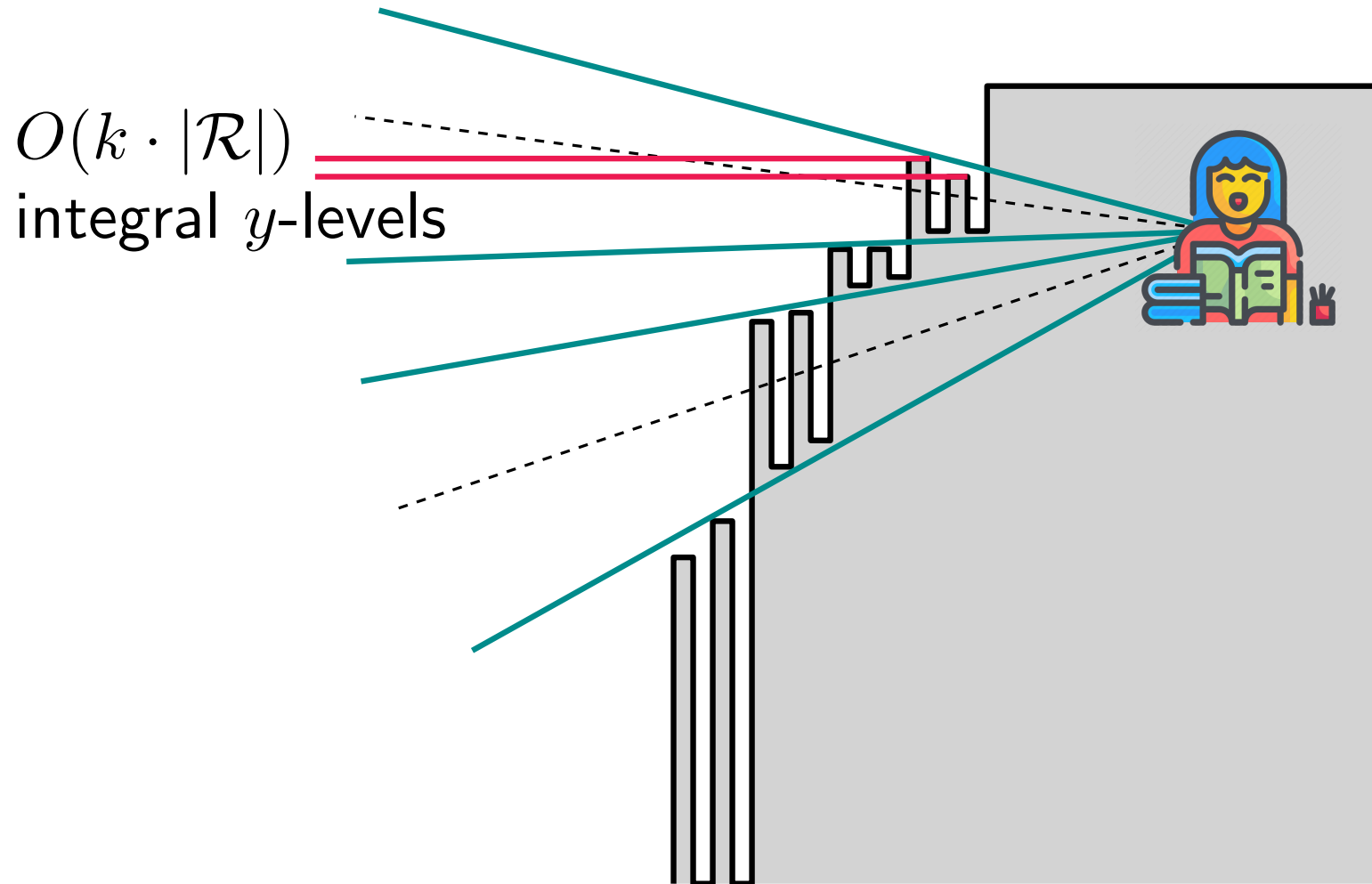
NP-Hardness for Histograms

Integer Coordinates



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Integer Coordinates



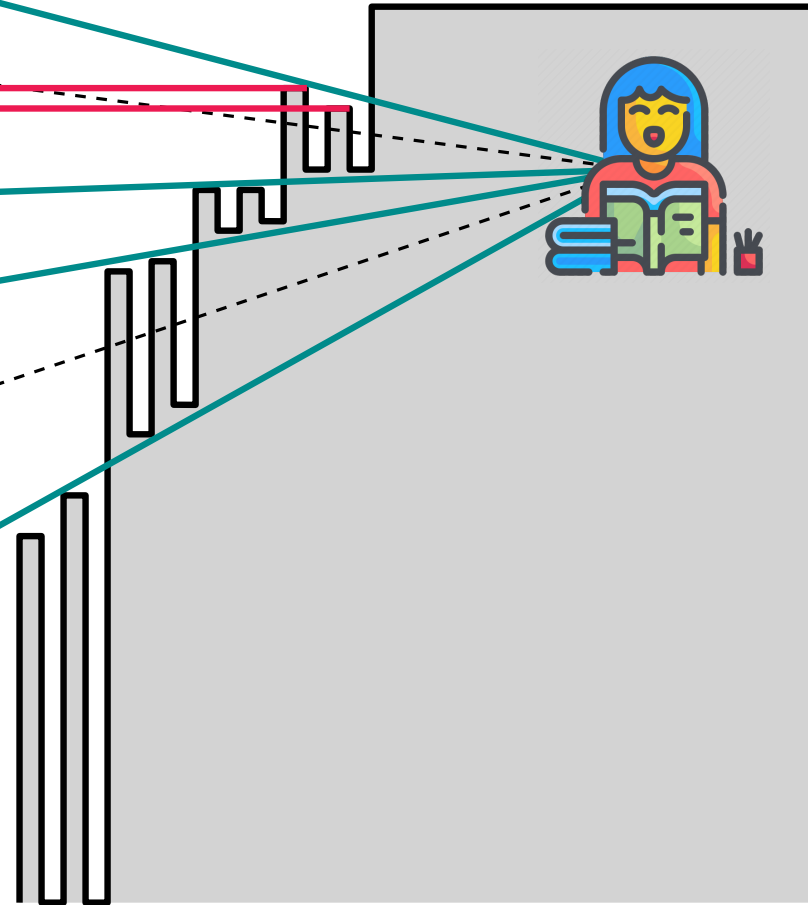
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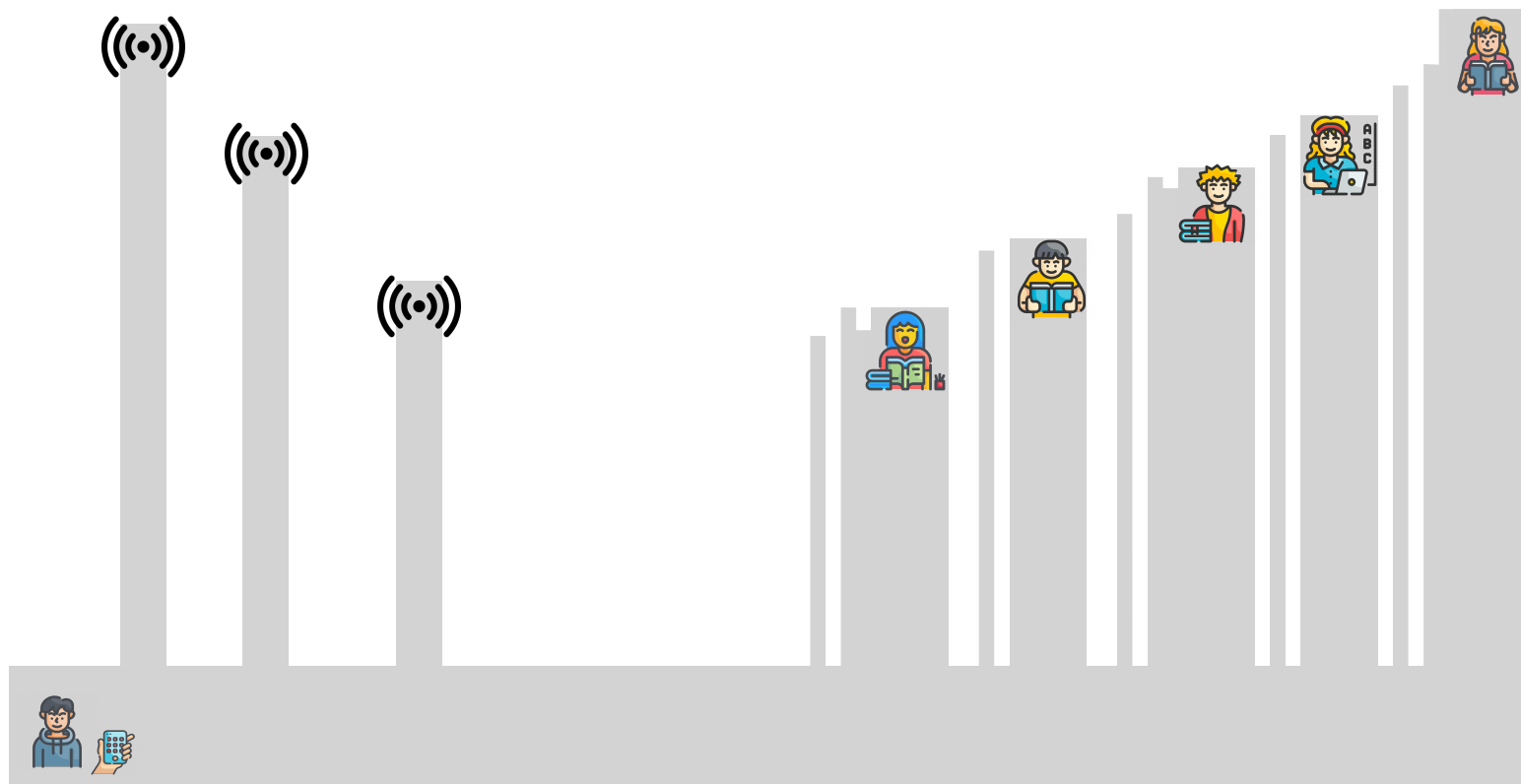
$O(k \cdot |\mathcal{R}|)$
integral y -levels



fit polygon into grid
with coordinates 0 to
 $O(k^2 \cdot |\mathcal{U}| \cdot |\mathcal{R}|^2)$

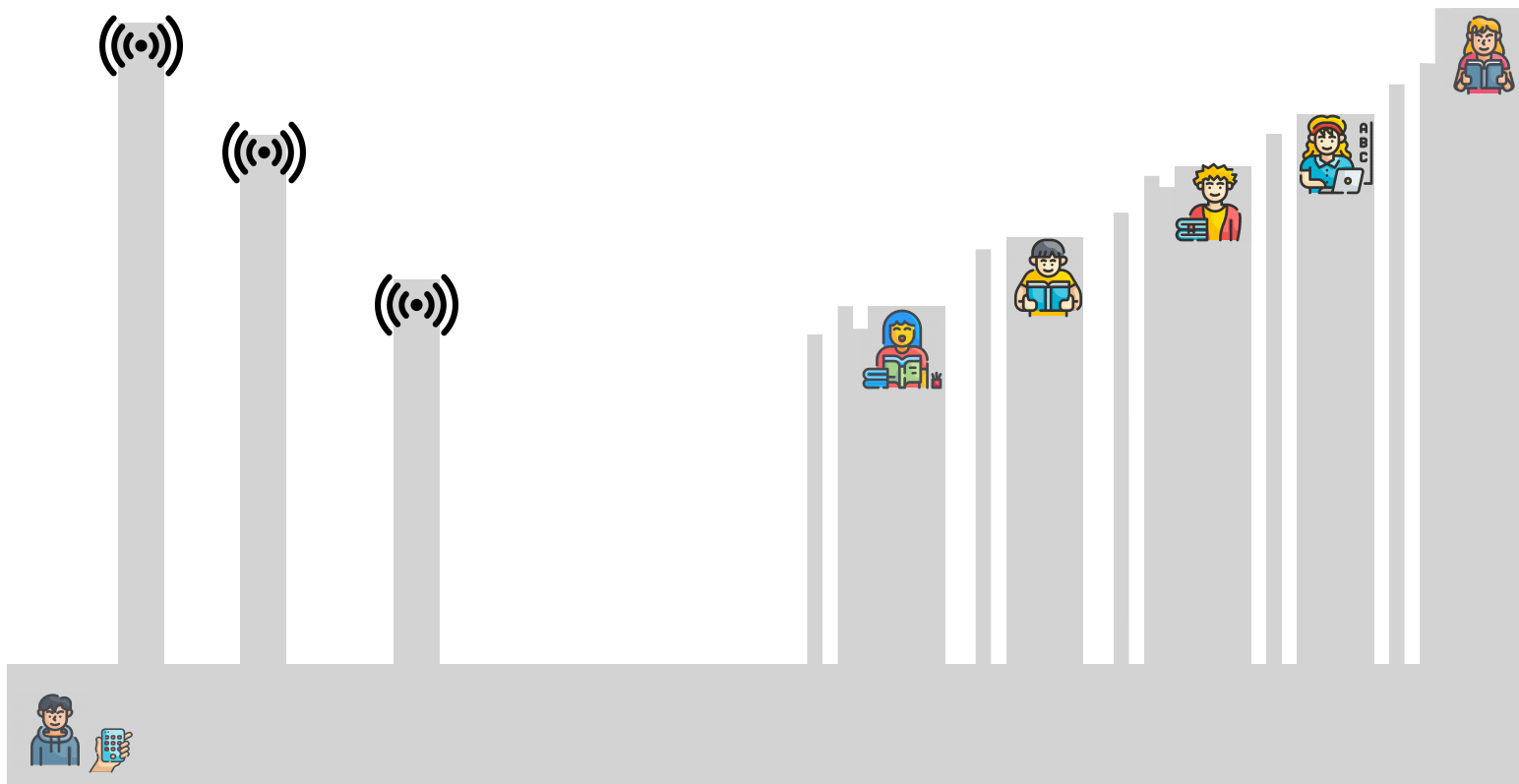


Inapproximability



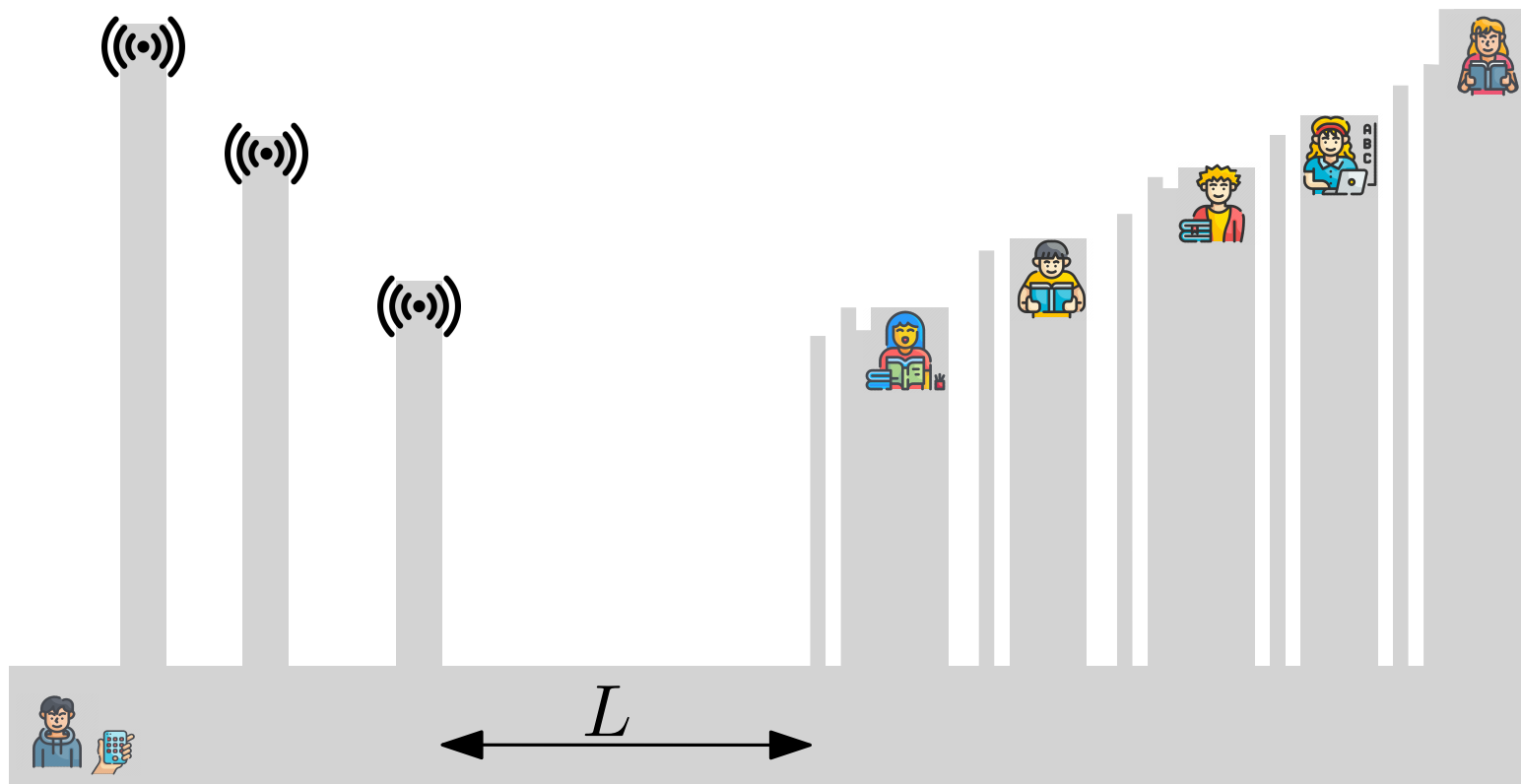
Inapproximability

- **Set Cover** cannot be approximated to within a factor $(1 - o(1)) \ln |\mathcal{U}|$ in polynomial time (unless $P = NP$).



Inapproximability

- **Set Cover** cannot be approximated to within a factor $(1 - o(1)) \ln |\mathcal{U}|$ in polynomial time (unless $P = NP$).
- Length of the corridor $L \gg (h \cdot |\mathcal{R}| \cdot |\mathcal{U}| \cdot k + \ell) \log n$

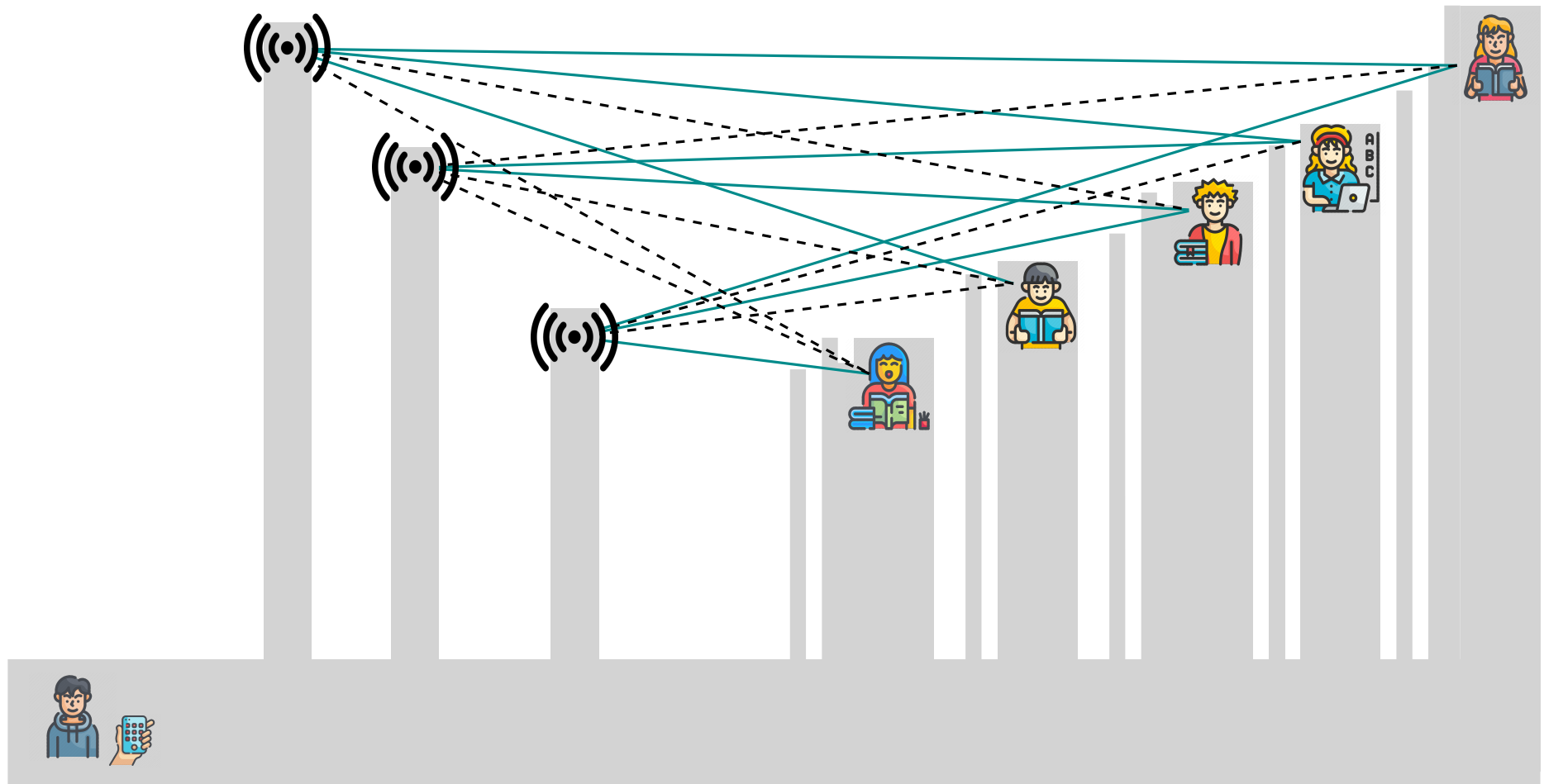


NP-Hardness for Histograms

-without a fixed starting point

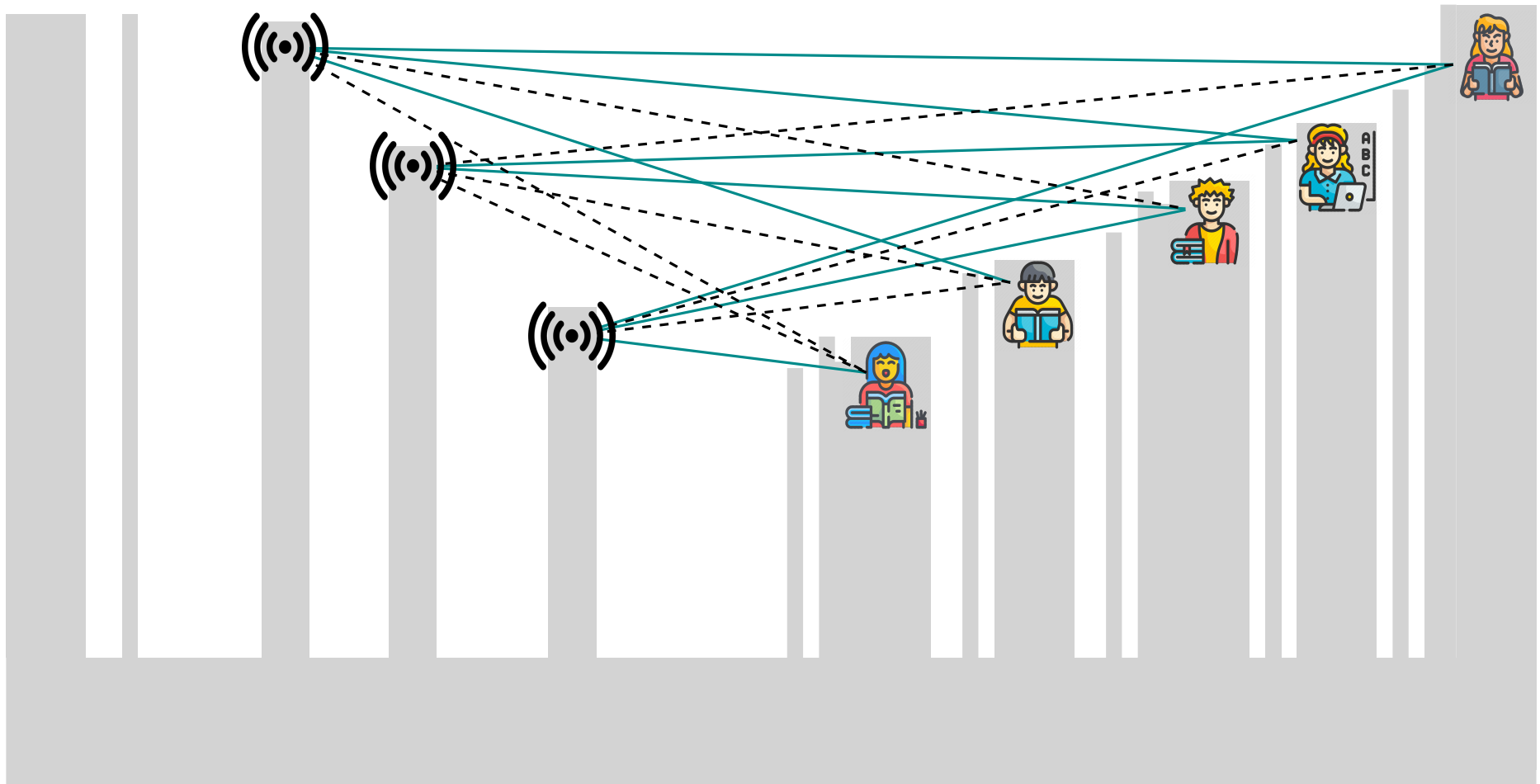
NP-Hardness for Histograms

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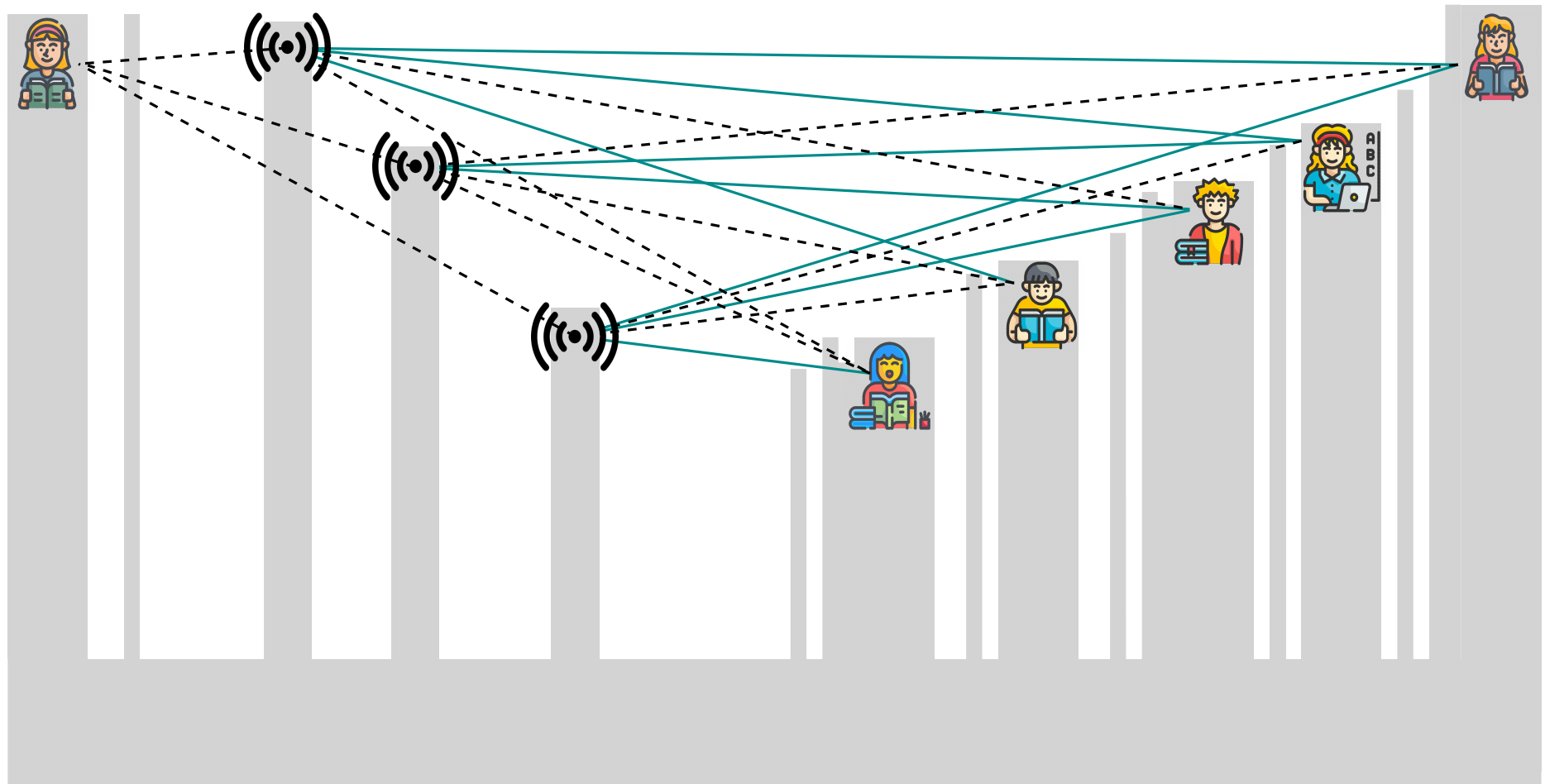
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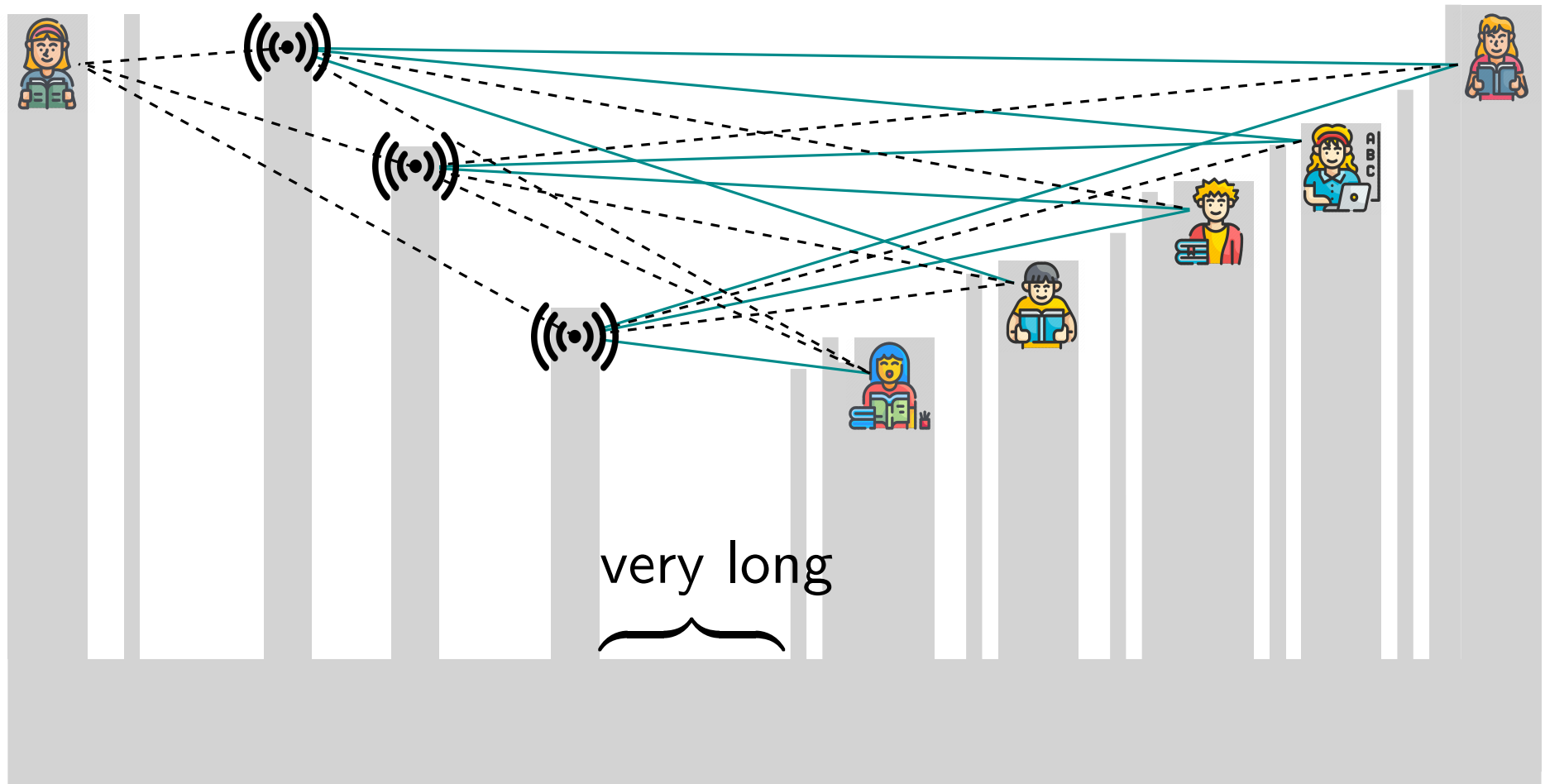
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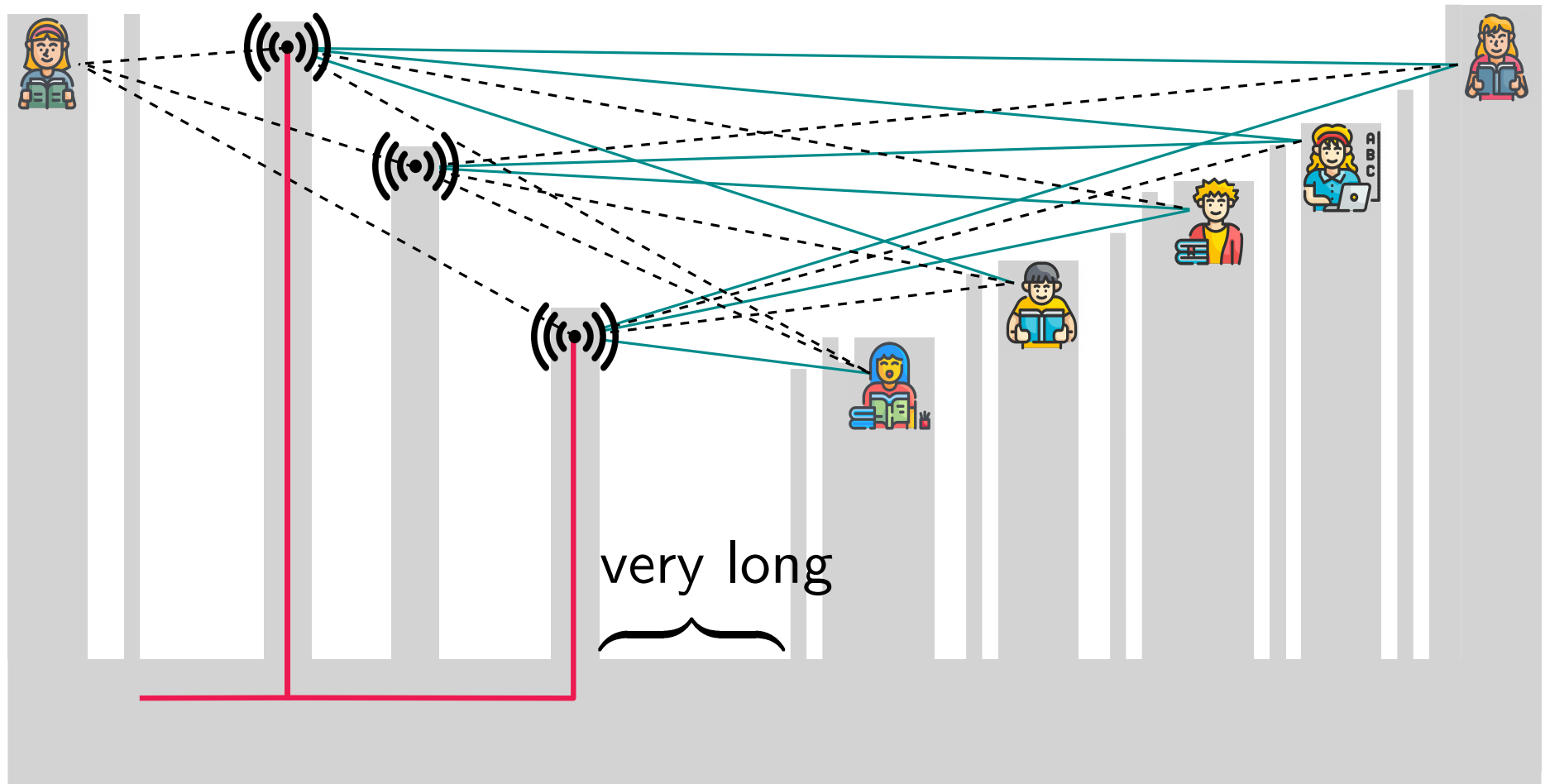
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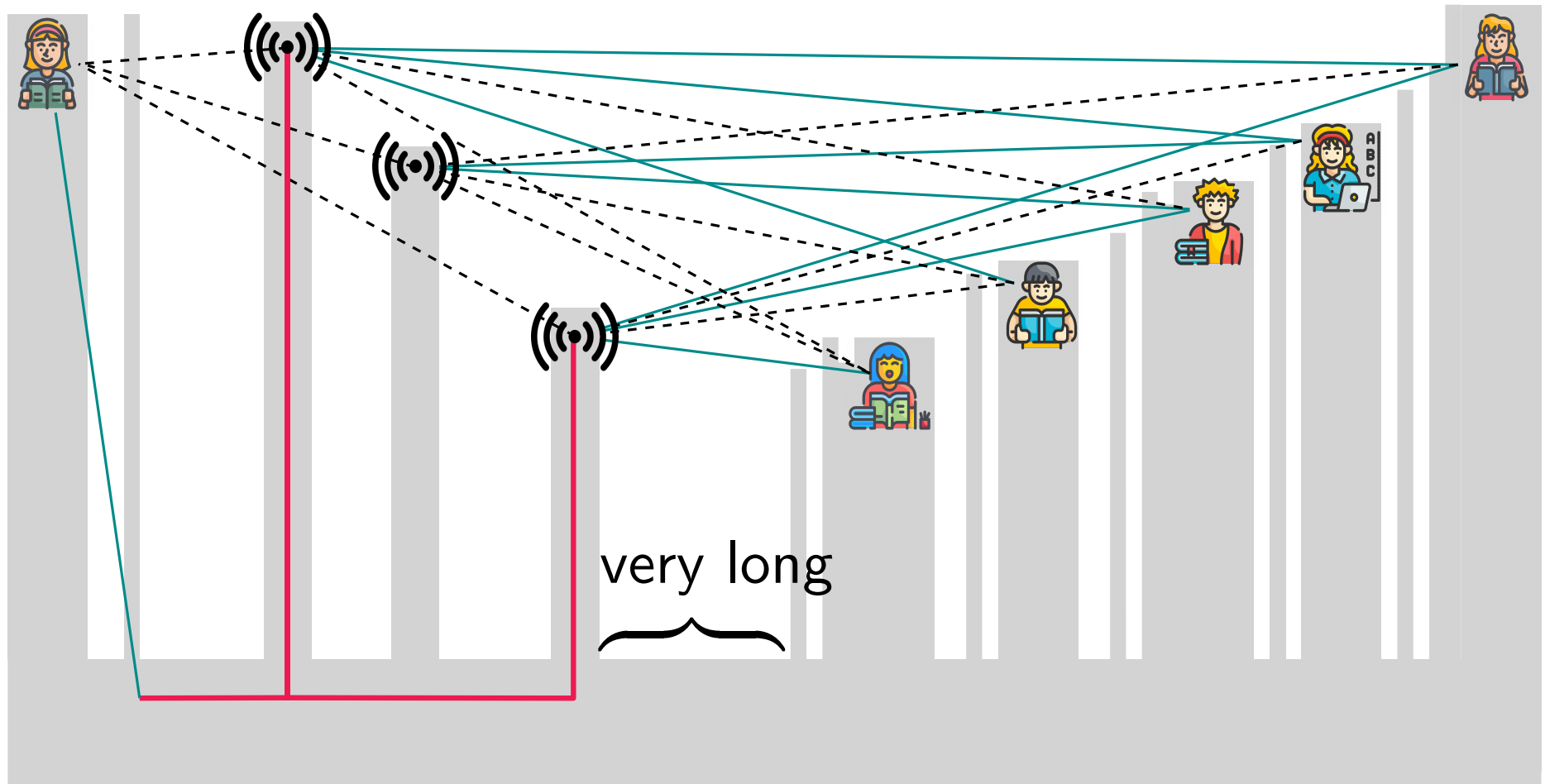
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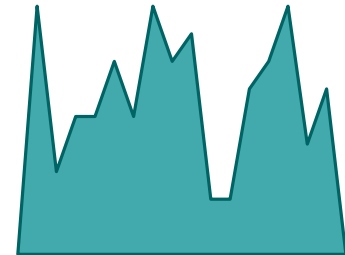


Uni-Monotone Polygons

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Polygon P is called *uni-monotone* if

- it is *x-monotone*: any vertical line intersects P in at most one connected component
- either the upper or the lower chain is a horizontal segment

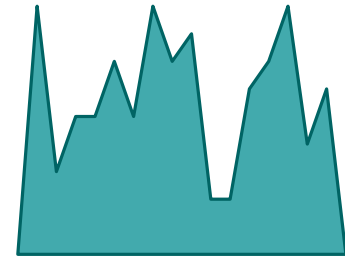


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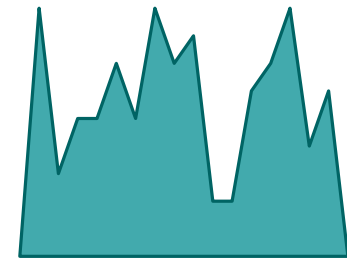


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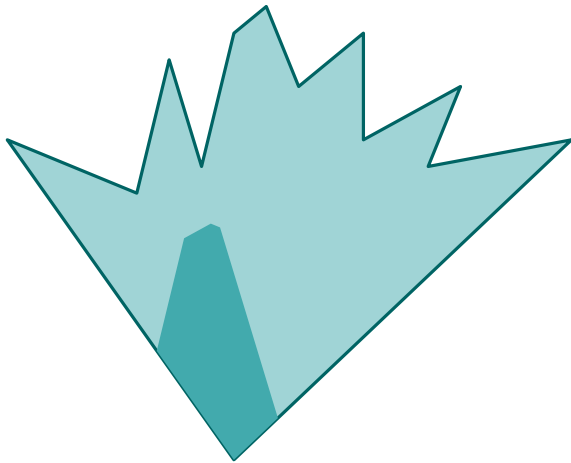


Corollary. For any $k \geq 2$, k -TrWRP(S, P, s) and k -TrWRP(S, P) are NP-hard for uni-monotone polygons and cannot be approximated within a logarithmic factor $c \log n$, for any $c > 0$.

Star-Shaped Polygons

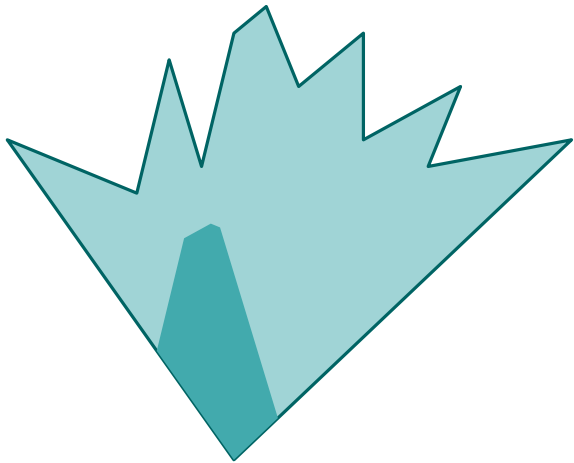
Star-Shaped Polygons

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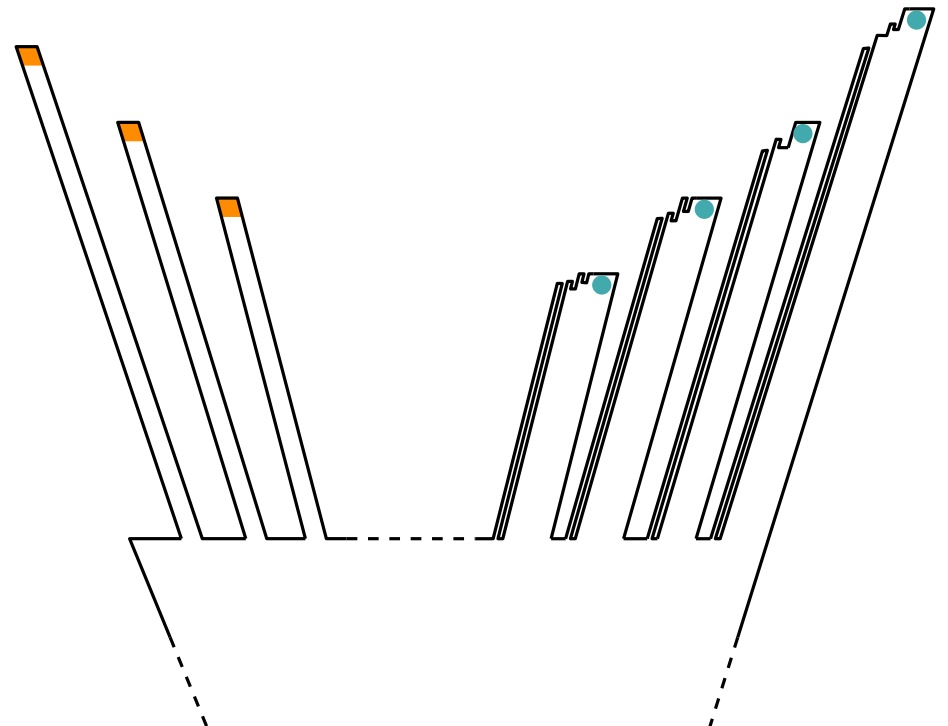


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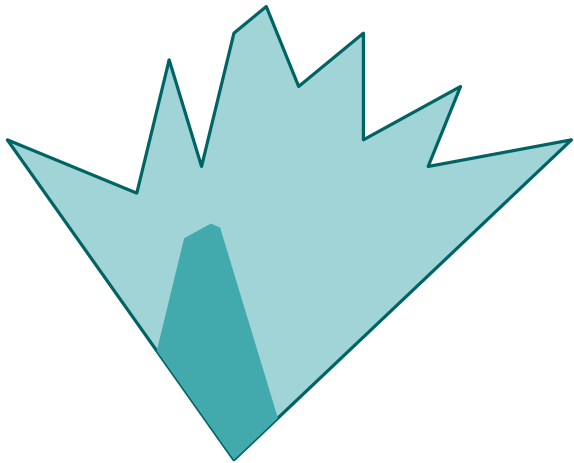


Modification to histogram:
slightly stretch it

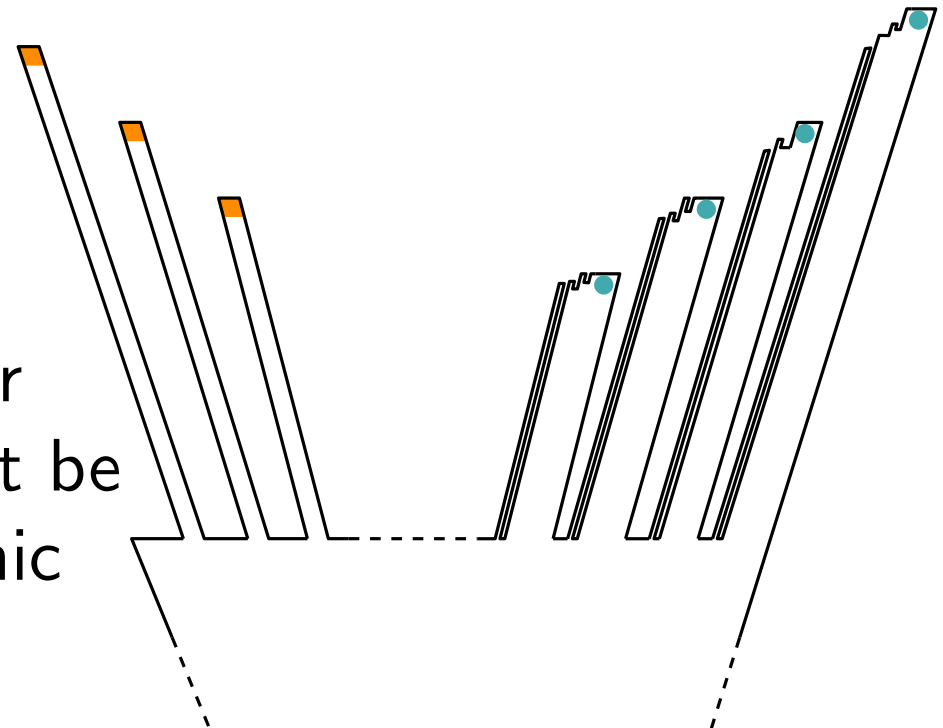


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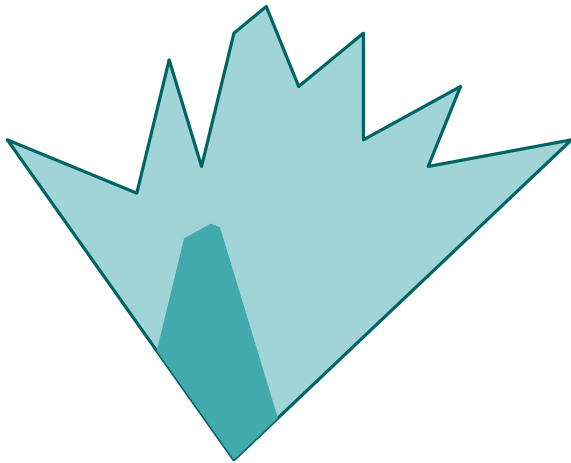
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Corollary. For any $k \geq 2$, k -TrWRP(S, P, s) is NP-hard for star-shaped polygons and cannot be approximated within a logarithmic factor $c \log n$, for any $c > 0$.

Star-Shaped Polygons

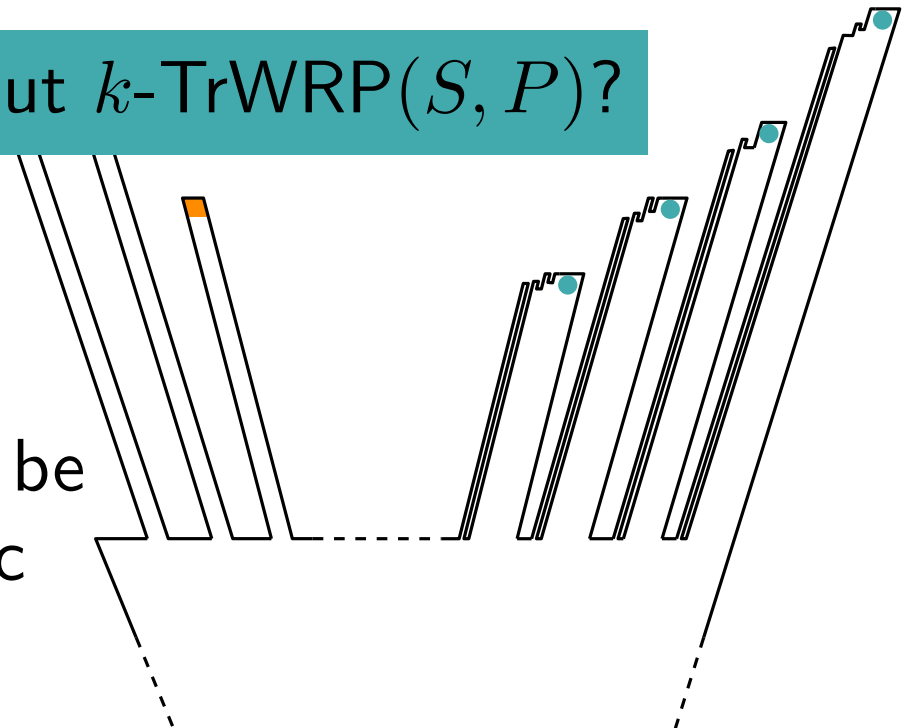
A polygon P is *star-shaped* if it contains a region, called the *kernel*, from which every point in P is 0-seen.



Modification to histogram:
slightly stretch it

What about k -TrWRP(S, P)?

Corollary. For any $k \geq 2$,
 k -TrWRP(S, P, s) is NP-hard for
star-shaped polygons and cannot be
approximated within a logarithmic
factor $c \log n$, for any $c > 0$.



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 - ▷ uni-monotone polygons
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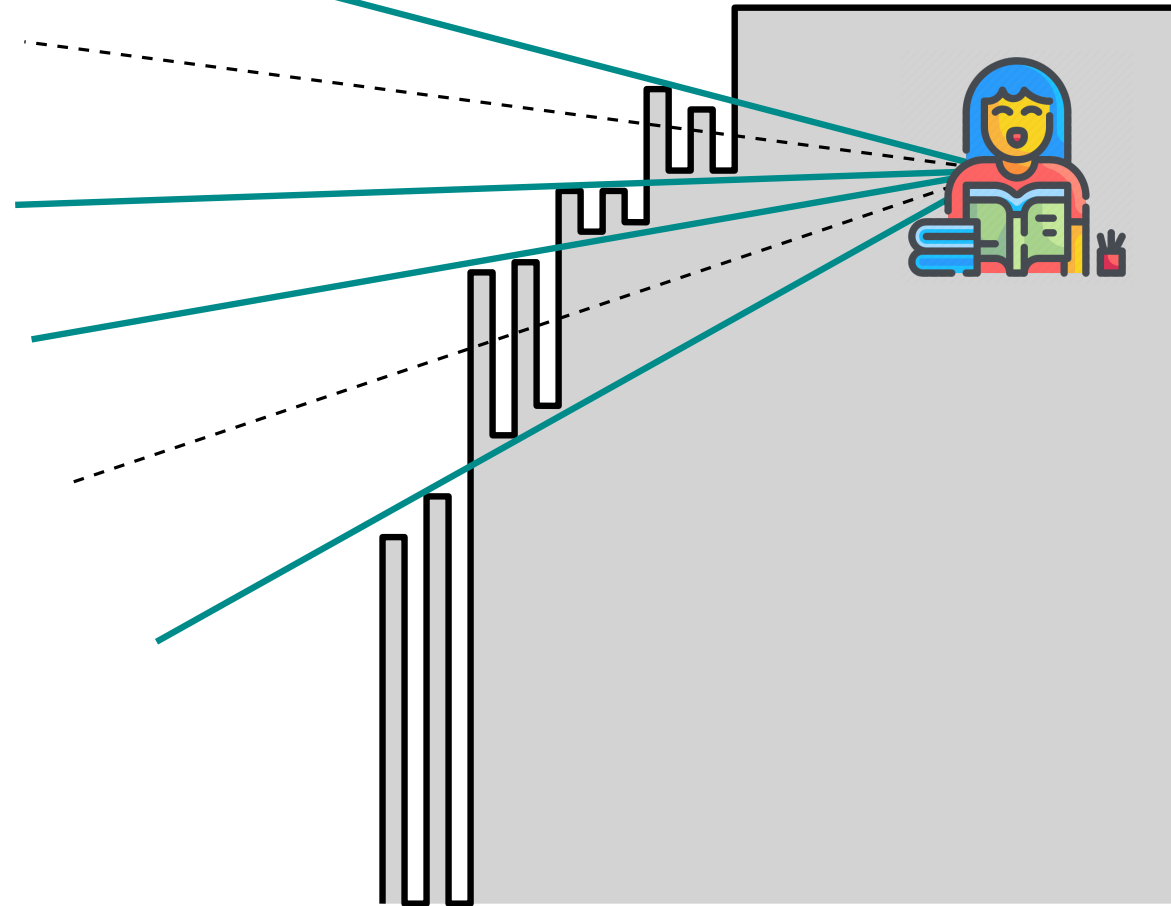
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- What about NP-completeness? Or $\exists\mathbb{R}$ -hardness?

NP-Hardness for Histograms

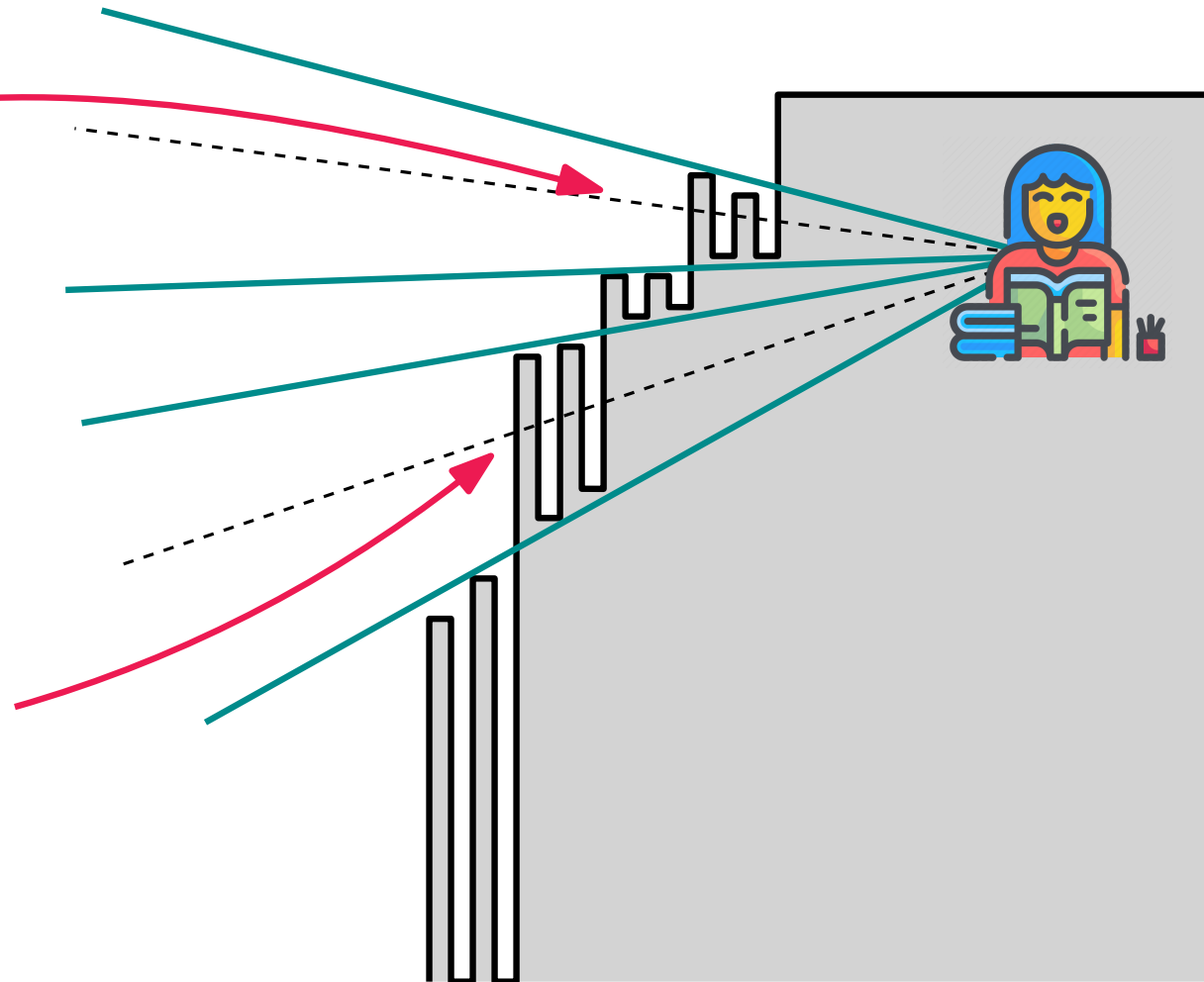
block visibility



NP-Hardness for Histograms

block visibility

- for every line of non-visibility

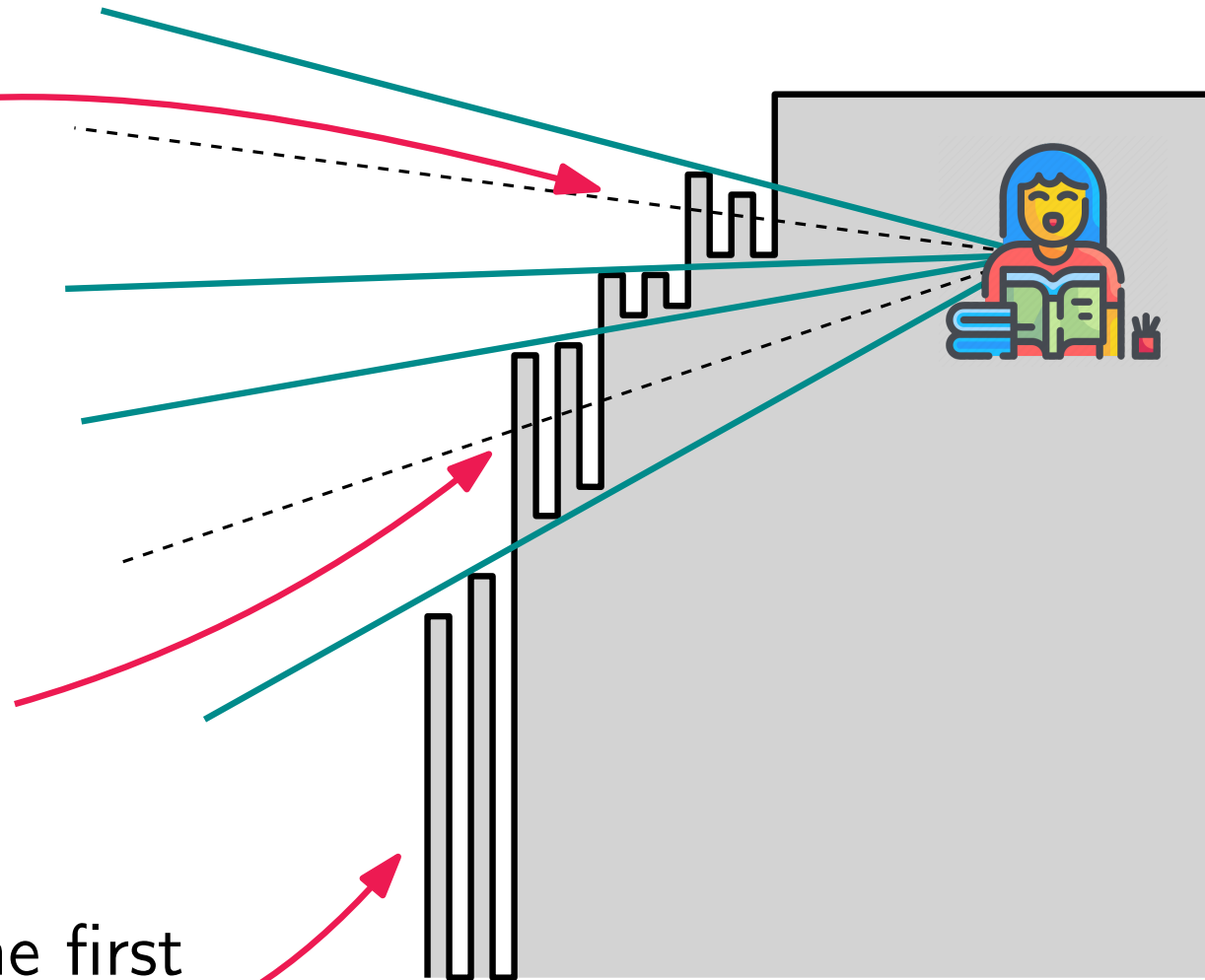


NP-Hardness for Histograms

block visibility

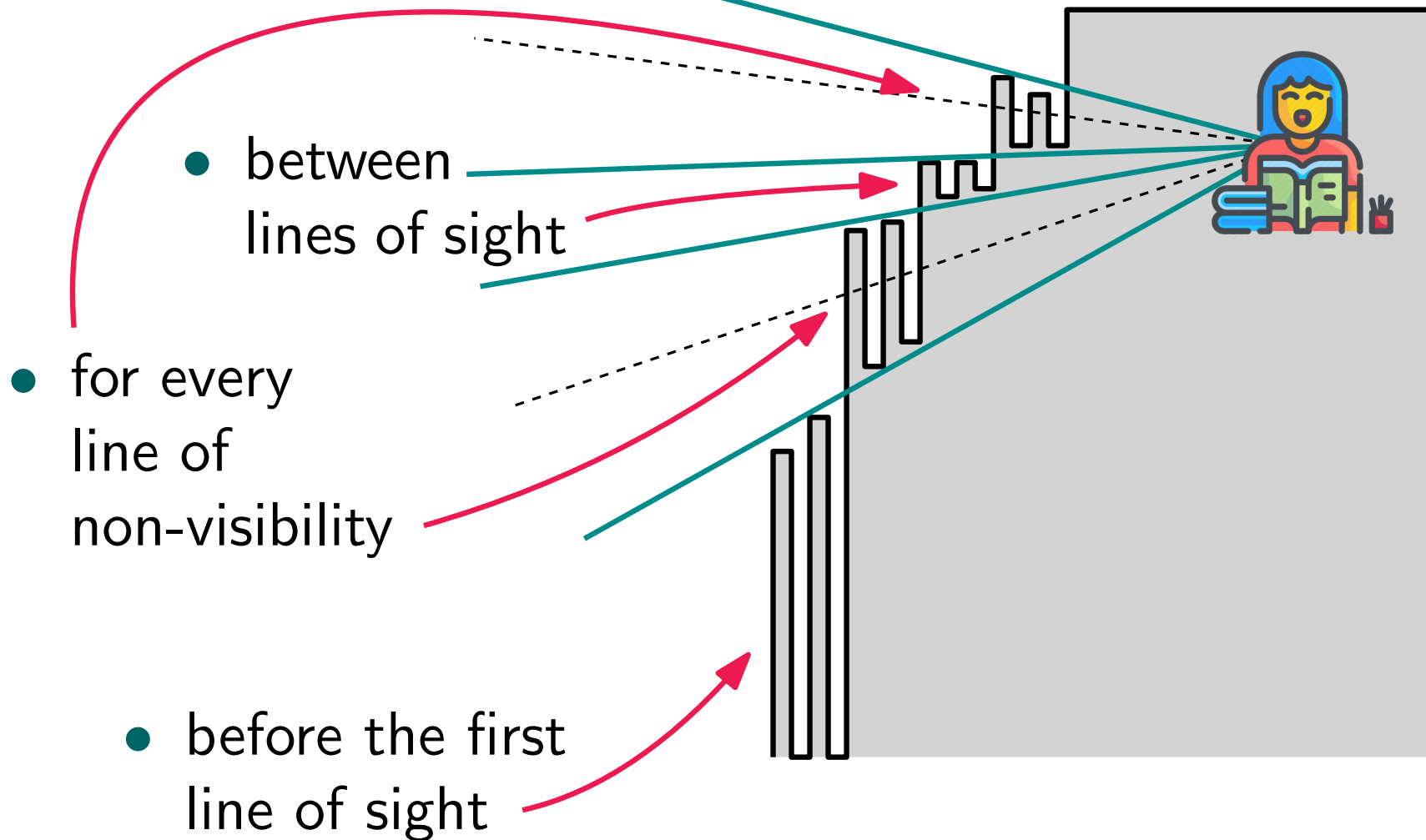
- for every line of non-visibility

- before the first line of sight



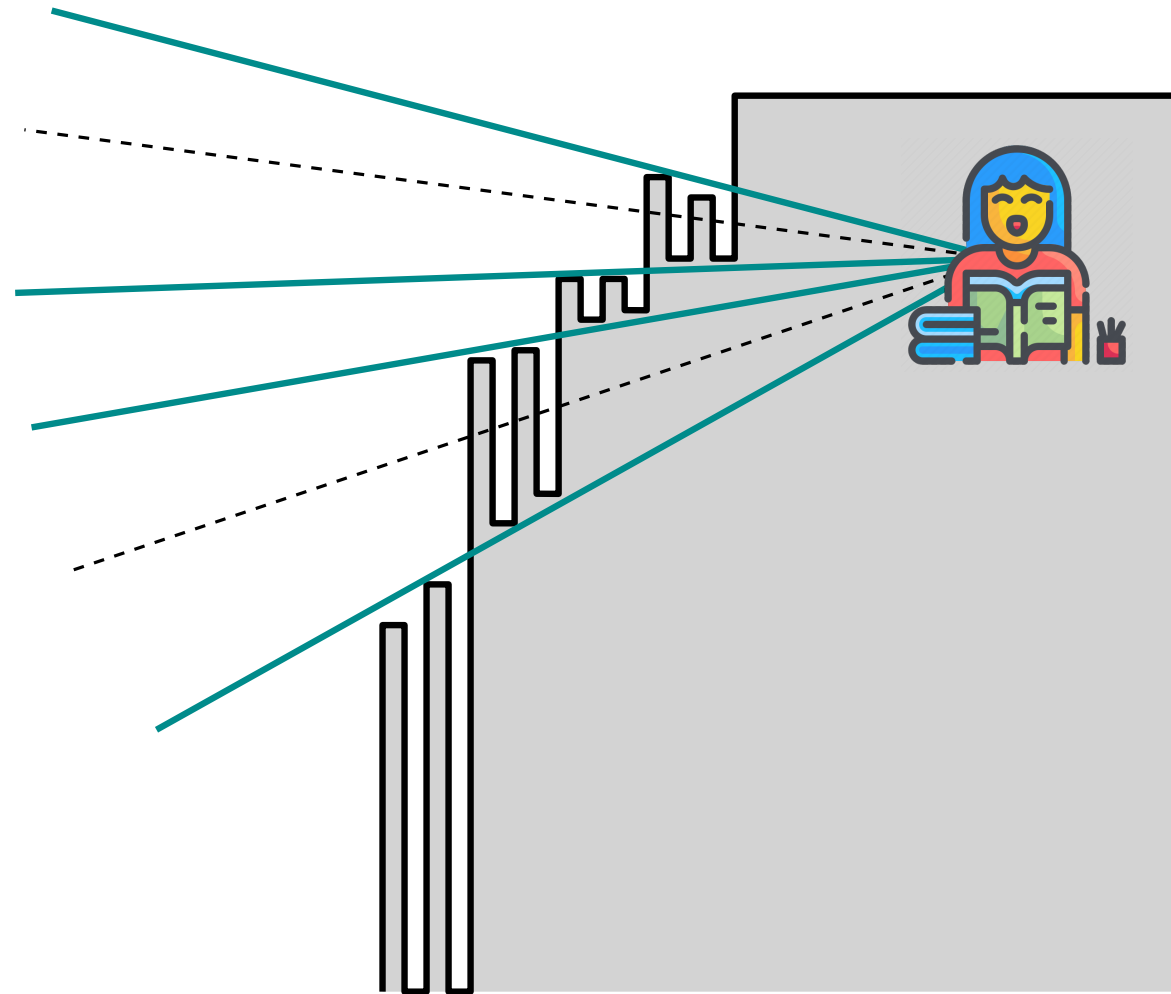
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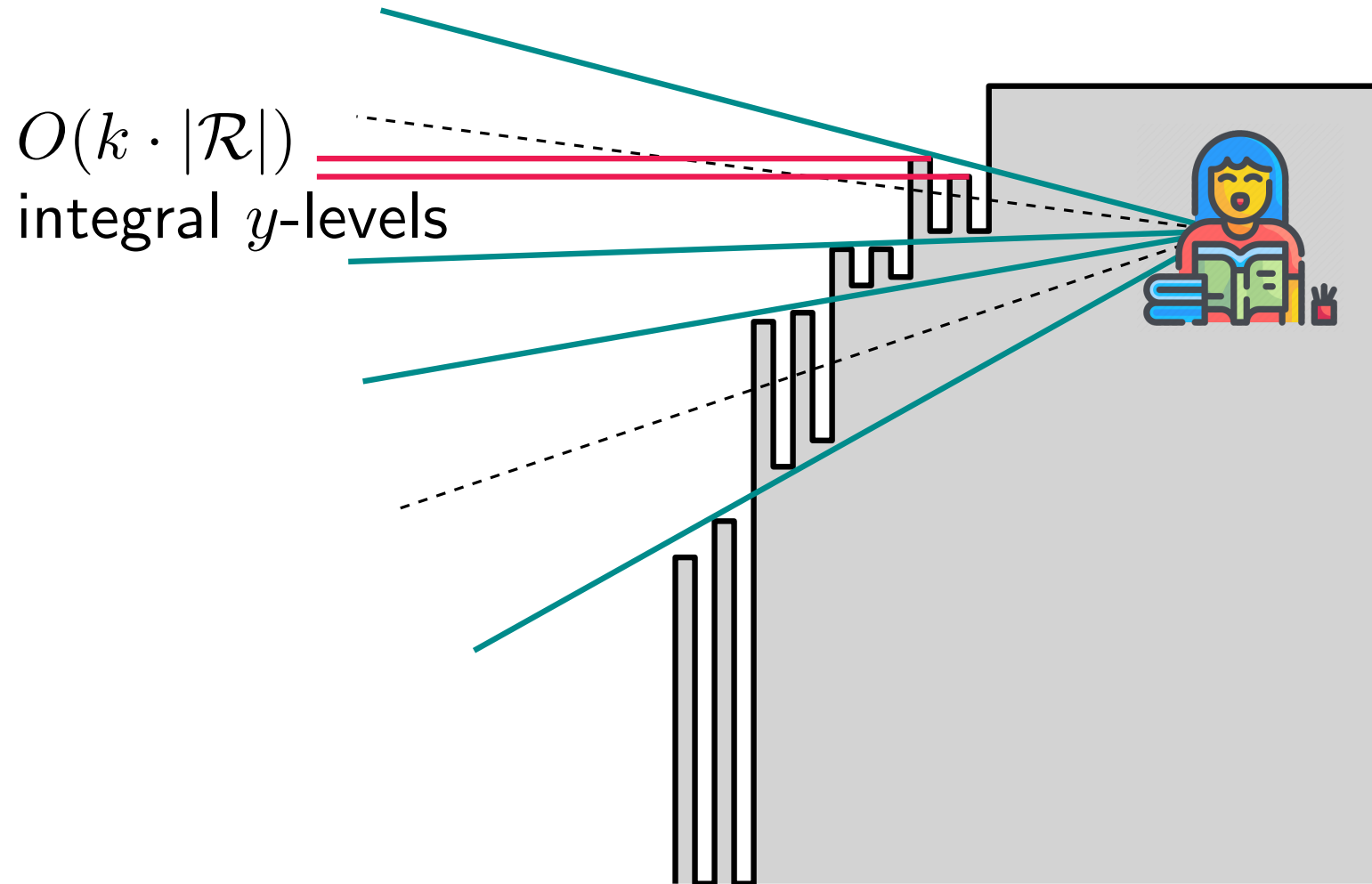
NP-Hardness for Histograms

Integer Coordinates



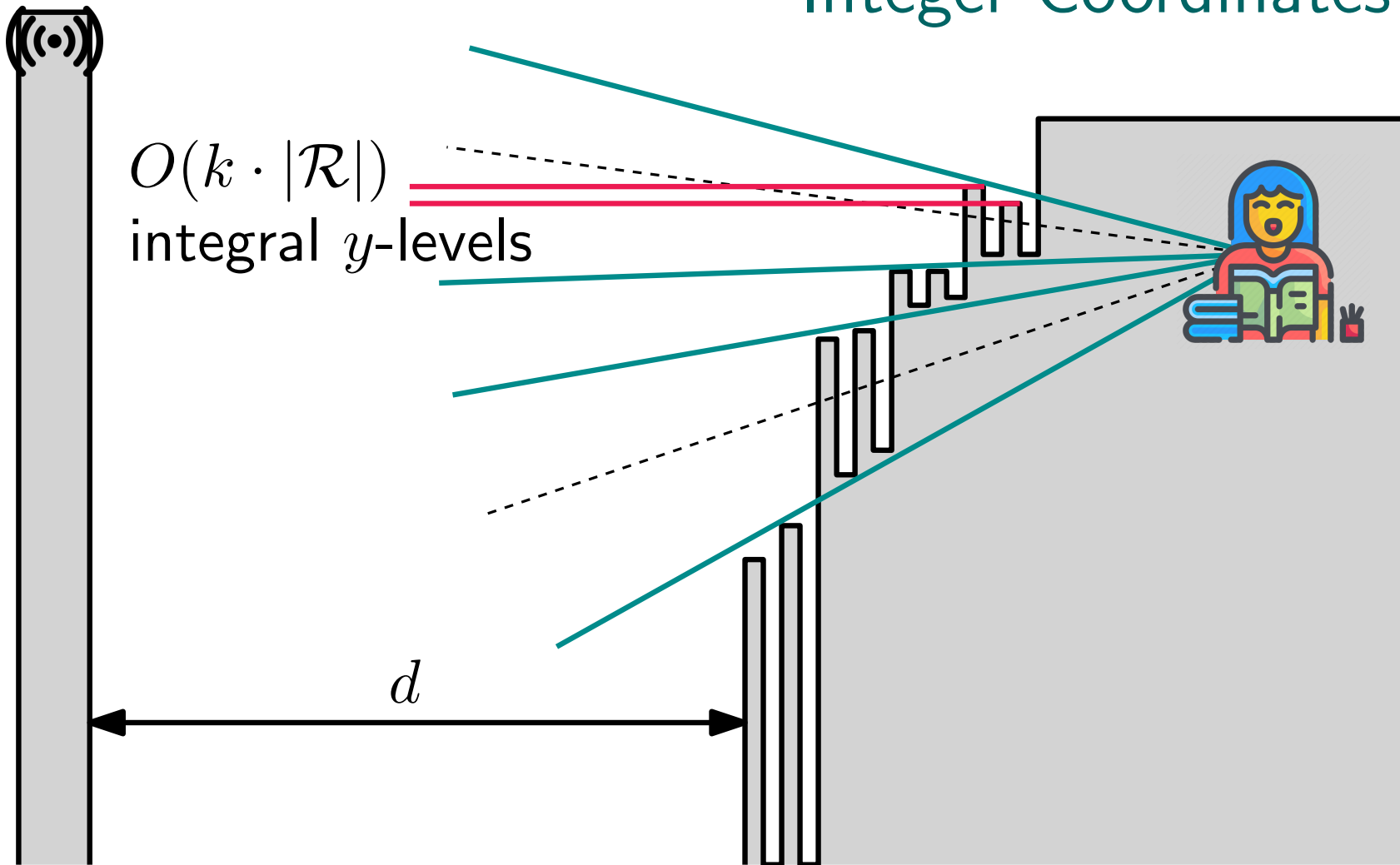
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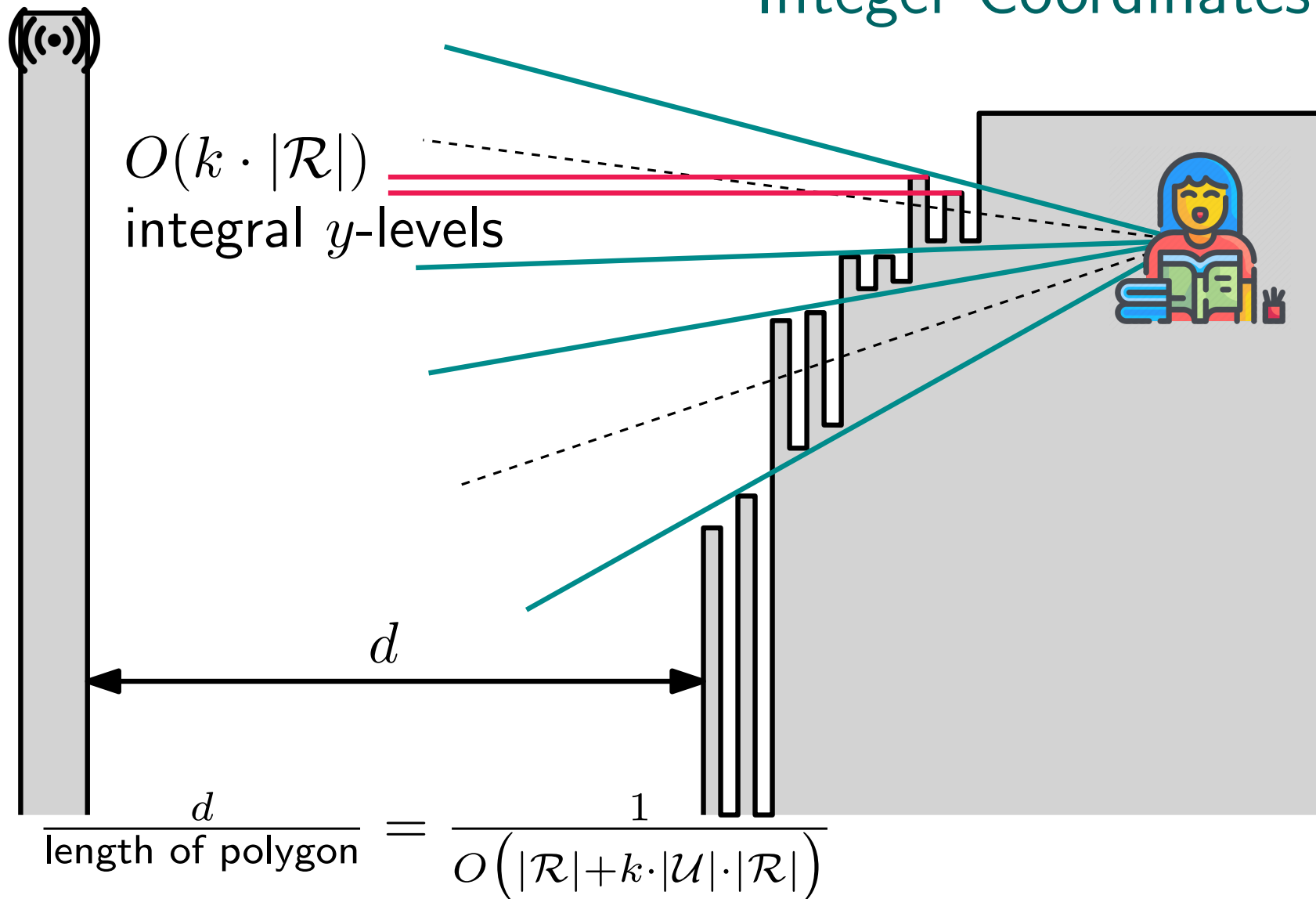
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