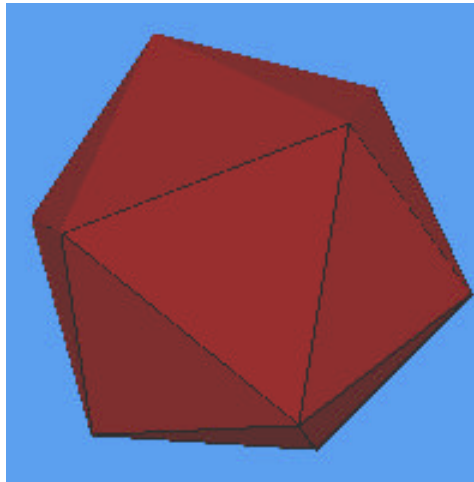


Polyhedral Computation

by Harvey Greenberg, CU-Denver



H-representation:
 $\{x: Ax \leq b\}$

V-representation:
 $\text{convh}\{v_1, \dots, v_p\}$
 $[+ \text{convh}\{(r_1), \dots, (r_q)\}]$

Transforms $H \rightleftarrows V$

- $H \rightarrow V$ is the vertex enumeration problem
(often embedded in face enumeration)
- $V \rightarrow H$ is a form of the convex hull problem
(Quickhull algorithm is another form)

Convex Hulls

- Easy in 2-space (Graham scan; Jarvis march)
- $O(p^{\lceil n/2 \rceil})$ in general (maybe just for simplicial polyhedra - i.e., every face is a simplex)

Don't explain why it can't be done.

Discover how it can be done.

Mo Tao (404-319 B.C.)

Enumeration of Extreme Points and Extreme Rays

- Double Description Method, based on Fourier-Motzkin elimination
 - ccd, Fukuda; dda, Padberg
- Reverse Search Algorithm, uses simplex method with systematic search over sequence of bases
 - lrs, Aris
- All implementations are very limited - about 20 variables (maybe 30 max)
- We'll consider “column generation” to avoid explicit enumeration while satisfying some criteria

Conversion to *Standard form* to use Simplex Method

H-representation

$$Ax \leq b$$

$$\Leftrightarrow Ax + s = b, s \geq 0$$

$$\Leftrightarrow Au - Av + s = b, (u, v, s) \geq 0$$

$$[A \ -A \ I] \begin{pmatrix} u \\ v \\ s \end{pmatrix} = b$$

rank = m

Standard form

$$Ax = b, x \geq 0, \text{rank}(A)=m$$

Extreme point x

\Leftrightarrow Basic Feasible Solution

$B \subseteq \{1, \dots, n\}$ for which $|B|=m$,

$A_B = \{A_j\}_{j \in B}$ are linearly independent,

and $[A_B]^{-1}b \geq 0$

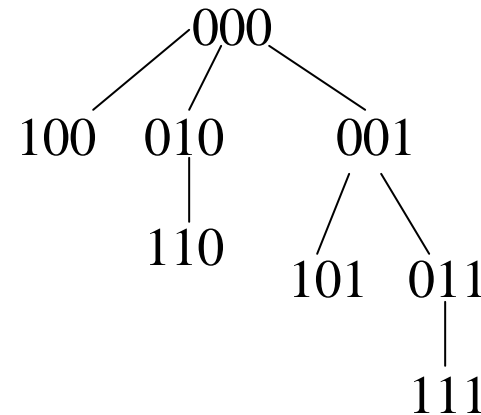
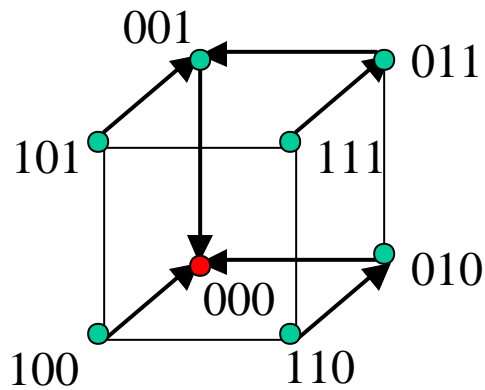
Systematically enumerate all BFSs

Glitch: extreme point in enlarged space (u, v, s) is not necessarily extreme point in original space (x) (but pathology does not apply to bounded P).

Reverse Search

Basic idea:

1. choose c so that $0 = \operatorname{argmin}\{cx: Ax \leq 1, x \geq 0\}$ (unique)
2. build search tree and reverse the pivots in the simplex method



$c = (1, 1, \dots, 1) \Rightarrow$ simplex pivot/search tree induced

Bound on Number of Extreme Points

$$\text{In standard form, } |\text{ext}(P)| \leq \binom{n}{m}$$

$$m=1: a(1)x(1) + a(2)x(2) + \dots + a(n)x(n) = b, \quad x \geq 0$$

To be bounded, need $a > 0$ or $a < 0$ (no mixed signs)

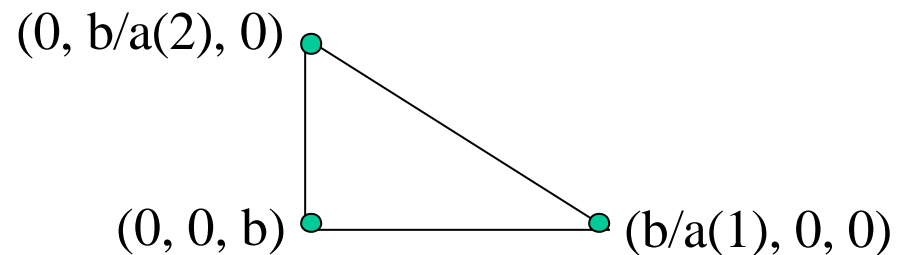
To be full dimensional, need $b \neq 0$

$$\text{ext}(P) = \{(b/a(1), 0, \dots, 0), (0, b/a(2), 0, \dots, 0), \dots, (0, \dots, 0, b/a(n))\}$$

So, $|\text{ext}(P)| = n$ (i.e., bound is tight for $m=1$)

$$a(1)x(1) + a(2)x(2) + x(3) = b$$

$$(a(1)x(1) + a(2)x(2) \leq b)$$



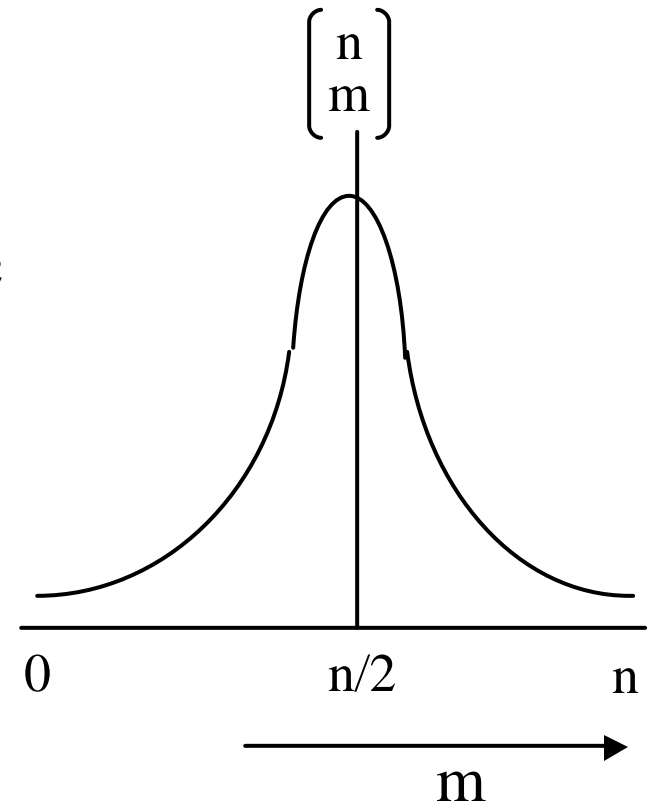
Factorials grow exponentially

$$\text{In standard form, } |\text{ext}(P)| \leq \binom{n}{m} = \frac{n!}{m!(n-m)!}$$

Stirling's approximation: $n! \approx \sqrt{2\pi} n^{n+1/2} e^{-n}$

$$\text{Low end - } m \leq 10\% n: \binom{n}{m} \approx c \frac{(1+r)^n}{\sqrt{n}} : r < 1/2$$

$$\text{High end - } m \approx n/2: \binom{n}{m} = \frac{2^{n+1}}{\sqrt{2\pi n}}$$



Numbers are huge

In standard form, $|\text{ext}(P)| \leq \binom{n}{m} = \frac{n!}{m!(n-m)!}$

m fixed: $\binom{n}{m} \approx \frac{n^{n+1/2}}{m!(n-m)^{n-m+1/2} e^m} = O(n^m)$

n	$\binom{n}{5}$	$\binom{n}{6}$	$\binom{n}{7}$	$\binom{n}{8}$	$\binom{n}{9}$
20	1.6×10^4	3.8×10^4	7.8×10^4	1.3×10^5	1.7×10^5
30	1.4×10^5	5.9×10^5	2.0×10^6	5.9×10^6	1.4×10^7
40	6.6×10^5	3.8×10^6	1.9×10^7	7.7×10^7	2.7×10^8
50	2.1×10^6	1.6×10^7	1.0×10^8	5.4×10^8	2.5×10^9
100	7.5×10^7	1.2×10^9	1.6×10^{10}	1.9×10^{11}	1.9×10^{12}

100	7.5×10^8	1.2×10^{10}	1.6×10^{10}	1.9×10^{11}	1.9×10^{12}
200	2.5×10^9	8.2×10^{11}	2.3×10^{13}	5.5×10^{14}	1.2×10^{15}

order of magnitude not reliable at low end

Numbers are huge

$$\text{In standard form, } |\text{ext}(P)| \leq \binom{n}{m} = \frac{n!}{m!(n-m)!}$$

$$\text{Low end - } m \leq 10\%n: \binom{n}{m} \approx c \frac{(1+r)^n}{\sqrt{n}} : r < 1/2$$

n	m = 10% n	$\binom{n}{m}$
20	2	190
30	3	4,060
40	4	91,390
50	5	2.11×10^6
100	10	1.73×10^{13}
200	20	1.61×10^{27}

factoid: postulated age of universe = 10^{17} seconds

Numbers are huge

$$\text{In standard form, } |\text{ext}(P)| \leq \binom{n}{m} = \frac{n!}{m!(n-m)!}$$

Latest *E. coli* network: $\binom{931}{626} \gg 1.5 \cdot 10^{254}$

High end - $m \approx n/2$: $\binom{n}{m} \approx \frac{2^{n+1}}{\sqrt{2\pi n}}$

n	$\binom{n}{n/2}$
20	1.8×10^5
30	1.6×10^8
40	1.4×10^{11}
50	1.3×10^{14}
100	1.0×10^{29}
200	9.0×10^{58}

Bounds are not Counts

**What portion of the possible extreme points are in fact present?
How can we find out?**

*I've been so thoroughly trained that I
don't even have to think before I speak.*

Finding extreme points in V -representation is easy problem

Q: Is v_s and extreme point of $\text{convh}\{v_1, \dots, v_p\}$?

A: No iff $0 = \min\{w_s: w \geq 0, \sum_i w_i = 1, v_s = \sum_i w_i v_i\}$.

$w = e_s$ is feasible

$$= (0, \dots, 0, 1, 0, \dots, 0)$$

↑
s coordinate

$w_s = 0$ means we have $v_s = \sum_{i \neq s} w_i v_i$
 $\Leftrightarrow v_s \in \text{convh}\{v_1, \dots, v_{s-1}, v_{s+1}, \dots, v_p\}$

Inclusion questions

Is x in P ?

– H-representation: Compute Ax and compare with b

– V-representation: Is x in $\text{convh}\{v_j\}$?

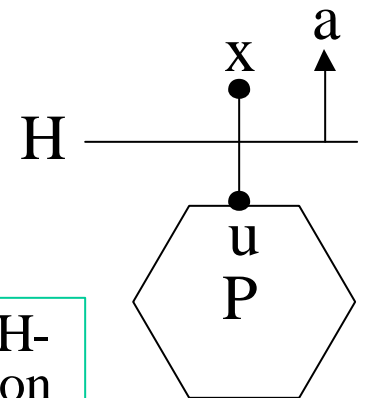
$$\min w_0: x = \sum_j w_j v_j + w_0 x: w \geq 0, \sum_{j=0} w_j = 1 \\ = 0 \leftrightarrow \text{yes}$$

– Extension: If no, give separating hyperplane

$$\min \sum_j w_j: w \geq x-u, w \geq u-x, u \text{ in } P$$

$$w_j = |x_j - u_j| \text{ at min}$$

' u in P ' easy for H-
or V-representation



$$a = (x-u); H = \{v: av = a(x+u)/2\}$$

Inclusion questions

Is $P \cap Q = \emptyset$? Let $P = \text{convh}\{v_j\}$ and $Q = \{x: Ax \leq b\}$

– $\min y_0: x = \sum_j y_j v_j + y_0 x: y \geq 0, \sum_{j=0} y_j = 1, Ax \leq b = 0 \Leftrightarrow \text{no } (x \text{ is in } P \cap Q)$

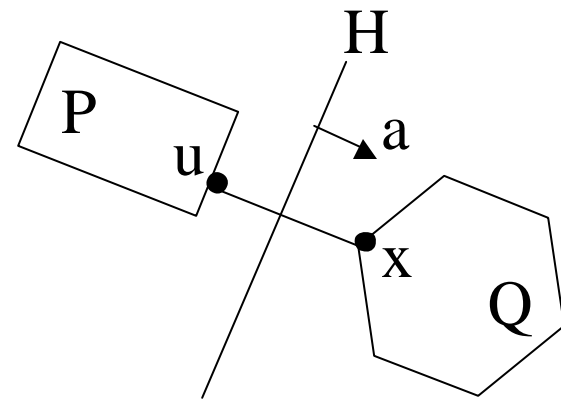
– Extension: If so, give separating hyperplane

$\min \sum_j w_j: w \geq x-u, w \geq u-x, u \text{ in } P, x \text{ in } Q$

$w_j = |x_j - u_j|$ at min

simply linear constraints

$a = (x-u); H = \{v: av = a(x+u)/2\}$



Volume Computation

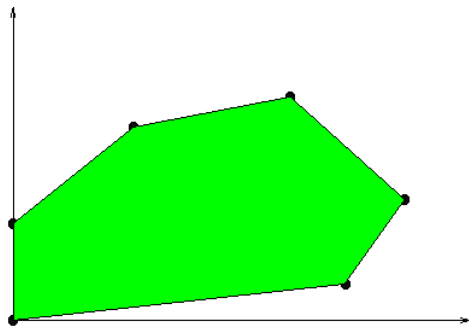
- Exact formula
- Simplicial subdivision
- Monte Carlo 😊
- Heuristics

😊 I thought this was new - hadn't found in literature; thanks to Steve Bell for pointing to Lovász's paper (added to refs)

Exact Formula for Polytope

Assume $P = \{x: Ax \leq b\}$ is *simple*
– i.e., $|\{i: A(i, \bullet)x = b(i)\}| = n$
for all $x \in \text{ext}(P)$

Assume $0 \in \text{ext}(P)$ and $P \subset \mathbb{R}^+$



$$\text{vol}(P) = \sum_{v \in \text{ext}(P)} N(v)$$

Let $f(x) = c'x + d$ such that f is non-constant on each edge of P

for each $v \in \text{ext}(P)$,

$$S = \{i: A(i, \bullet)x = b(i)\}$$

$$D = |\det(A_S)|$$

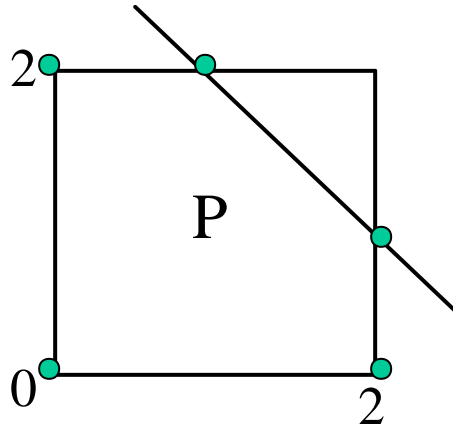
(can update with pivots)

$$w = [A_S]^{-1}c$$

$$\text{(i.e., } c = w_1 A_{j_1} + \dots + w_n A_{j_n}\text{)}$$

$$N(v) = \frac{f(v)^n}{n! D w_1 \cdots w_n}$$

Example



$$\begin{array}{rcl} -x_1 & \leq & 0 \\ & -x_2 & \leq 0 \\ x_1 & \leq & 2 \\ & x_2 & \leq 2 \\ x_1 + x_2 & \leq & 3 \end{array}$$

$$\text{ext}(P) = \{(0, 0), (2, 0), (2, 1), (1, 2), (0, 2)\}$$

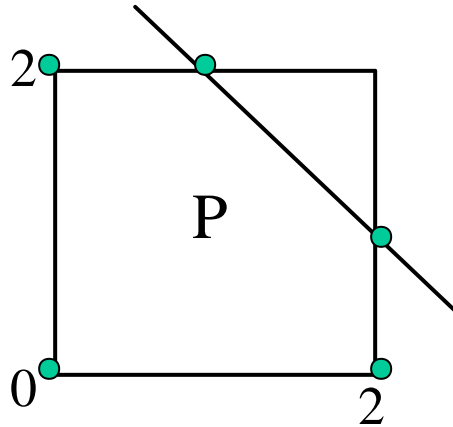
$$c' = (1, -1), \quad d=0 \Rightarrow f(x) = x_1 - x_2$$

$$v_1 = (0, 0): \quad A_{S_1} = \begin{bmatrix} -1 & 0 \\ 0 & -1 \end{bmatrix}, \quad D=1, \quad w=(-1, 1)' \Rightarrow N(v_1) = 0$$

$$v_2 = (2, 0): \quad A_{S_2} = \begin{bmatrix} 1 & 0 \\ 0 & -1 \end{bmatrix}, \quad D=1, \quad w=(1, 1)' \Rightarrow N(v_2) = \frac{2^2}{2! \cdot 1 \cdot 1} = 2$$

$$v_3 = (2, 1): \quad A_{S_3} = \begin{bmatrix} 1 & 0 \\ 1 & 1 \end{bmatrix}, \quad D=1, \quad w=(2, -1)' \Rightarrow N(v_3) = \frac{1^2}{2! \cdot 2 \cdot -1} = -1/4$$

Example (con't)



$$\begin{array}{rcl} -x_1 & \leq & 0 \\ & -x_2 & \leq 0 \\ x_1 & \leq & 2 \\ & x_2 & \leq 2 \\ x_1 + x_2 & \leq & 3 \end{array}$$

$$\text{ext}(P) = \{(0, 0), (2, 0), (2, 1), (1, 2), (0, 2)\}$$

$$v_4 = (1, 2): A_{S_4} = \begin{bmatrix} 0 & 1 \\ 1 & 1 \end{bmatrix}, D=1, w=(-2, 1)' \Rightarrow N(v_4) = \frac{1^2}{2! \cdot -2 \cdot 1} = -1/4$$

$$v_5 = (0, 2): A_{S_5} = \begin{bmatrix} -1 & 0 \\ 0 & 1 \end{bmatrix}, D=1, w=(-1, -1)' \Rightarrow N(v_5) = \frac{2^2}{2! \cdot -1 \cdot -1} = 2$$

$$\text{vol}(P) = 0 + 2 - 1/4 - 1/4 + 2 = 3\frac{1}{2}$$

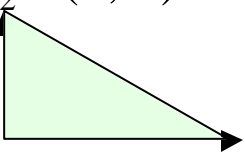
By inspection

$$\text{vol}(P) = \text{vol}(\bullet) - \text{vol}(\blacktriangledown) = 4 - 1/2 = 3\frac{1}{2}$$

Simplicial Subdivision

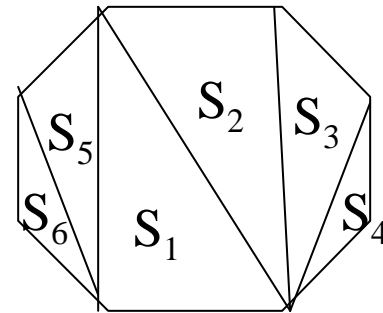
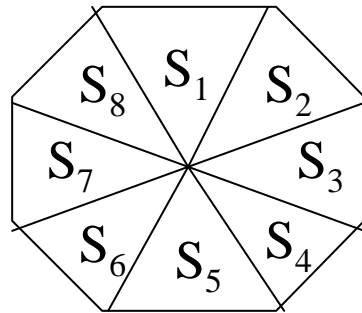
Volume of one simplex:

$$\text{vol}(\text{convh}\{0, v_1, \dots, v_n\}) = \det[v_1 \dots v_n]/n!$$


$$\text{vol} = \frac{1}{2} \det \begin{pmatrix} 2 & 0 \\ 0 & 1 \end{pmatrix} = 1$$

$$P = \cup S_i \text{ s.t. } \text{int}(S_i) \cap \text{int}(S_j) = \emptyset \text{ for } i \neq j$$

$$\Rightarrow \text{vol}(P) = \sum_i \text{vol}(S_i)$$



Other subdivisions

We can decompose $P = P_1 \cup P_2 \cup \dots \cup P_k$ such that

$$\text{int}(P_i) \cap \text{int}(P_j) = \emptyset \text{ for } i \neq j$$

$$\text{so } \text{vol}(P) = \text{vol}(P_1) + \text{vol}(P_2) + \dots + \text{vol}(P_k)$$

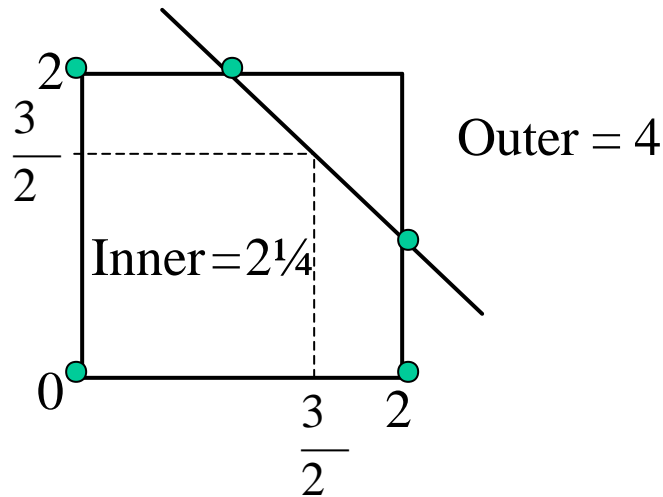
- We know we can do it with simplexes, but we might not be able to “tile” P with other shapes (like squares).
- We could approximate $\text{vol}(P)$ with *inner* and *outer* approximations that are easy to compute.

Mathematicians are like Frenchmen: whenever you say something to them, they translate it into their own language, and at once it is something entirely different.

J.W.v. Goethe

Approximations

- Inner - find $\text{vol}(Q)$ for $Q \subseteq P$
 $\max \sum_j \log x(j): x \in P, x > 0$
 - easy convex program with linear constraints
- Outer - find $\text{vol}(Q)$ for $Q \supseteq P$
 $\max x(j): x \in P$
 - n LPs (or $2n$ LPs if $\min x(j)$ could be > 0)



Monte Carlo

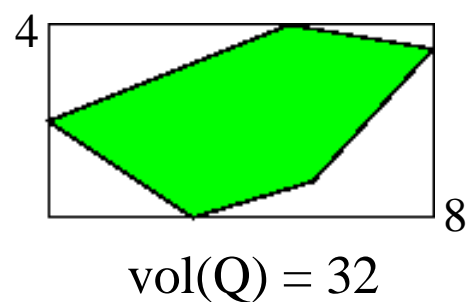
Solve $L_j = \min\{x_j : Ax \leq b\}$ and $U_j = \max\{x_j : Ax \leq b\}$

If $L_j = U_j$ for some j , eliminate x_j .

Now $L < U$ and assume P has full dimension.

Choose random number sequence and choose associated x in $[L, U]$.

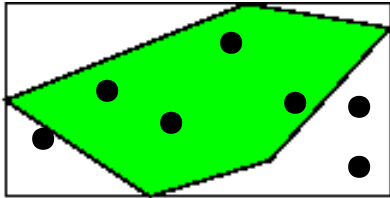
Let $y(k) = \#$ times $Ax \leq b$ in k trials. Then,



$$\begin{aligned} \text{vol}(P) &= \text{vol}([L, U]) \lim_{k \rightarrow \infty} y(k)/k \\ &= \prod_{j=1}^n (U_j - L_j) p \end{aligned}$$

Extends using any Q for which $\text{vol}(Q)$ is known, $P \subseteq Q$, and we can map random number into a point in Q .

Choosing random points



$\text{vol}(P) \text{ est.} = (4/7) \times 32 = 18.29$

```
for j=1:n
    r = pseudo random value in (0, 1)
     $x_j = L_j + r \times (U_j - L_j)$ 
end
```

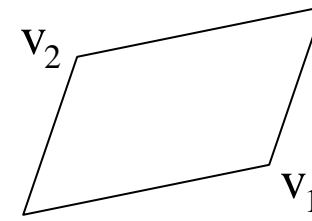
Turn to MATLAB code demo 😊

```
Count = 0;
for k=1:MaxIter
    x = rand(n,1).*U;
    if A*x <= b, Count = Count+1;
end
end
p = Count/MaxIter
```

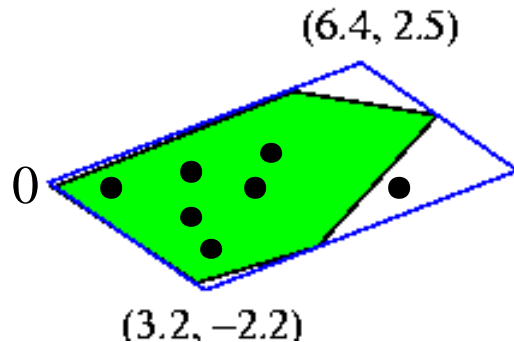
* Sharon Wiback had already implemented a version of this

Choosing tighter parallelepiped enclosure

$Q = \text{parallelepiped} = \{ \sum_j y_j v_j : 0 \leq y_j \leq 1 \},$
 where $\{ v_j \}$ are linearly independent



$$\text{vol}(Q) = |\det[v_1 \dots v_n]|$$



for $j=1:n$

$y_j = \text{pseudo random value in } (0, 1)$

$x_j = y_j \times v_j$

end

output: $x = \sum_j y_j v_j$ for $y \sim \text{IIDU}(0, 1)$

$$\text{vol}(Q) = \det \begin{bmatrix} 6.4 & 3.2 \\ 2.5 & -2.2 \end{bmatrix} = 22.08$$

$$\text{vol}(P) \text{ est.} = (6/7) \times 22.08 = 18.93$$

Advantage of tighter Q

Given $P \subset Q \subset Q'$

Claim: Convergence of Monte Carlo is better using Q than Q'.

$\text{var}(\text{Count}/k) = p(1-p)/k$, where $p = \text{vol}(P)/\text{vol}(Q)$,

so p near 1 or 0 is better than p near $1/2$.

Near 0, however, has other problems with sample size.

Probabilists use the ratio **var:mean** as measure of convergence

→ minimizing $1-p$ is best.

i.e., Make $\text{vol}(Q)$ as close to $\text{vol}(P)$ as possible.

Computational note: $\text{vol}(Q)$ and $\text{vol}(P)$ could be very large, so either scale or estimate $\log \text{vol}(P) = \log \text{Count}/k + \log \text{vol}(Q)$.

Other areas of potential value

- Volonoi diagrams & Delaunay tessellations
- Sampling techniques
- Comparing polyhedra seems to be limited to 3D

Even if you're on the right track, you'll get run over if you just sit there.

Will Rogers

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