

Bimonotone Subdivisions in High Dimensions

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Supermodular Functions

Supermodular Functions

A function f from \mathbb{R}^d to \mathbb{R} is **supermodular** if for every u and v in \mathbb{R}^d , $f(u) + f(v) \leq f(\min(u, v)) + f(\max(u, v))$, where $\min(u, v)$ and $\max(u, v)$ are the coordinate-wise minimum and maximum of u and v , respectively.

- Example:

$$f(u) = 1, \quad f(v) = 3, \quad f(\min(u, v)) = 2, \quad f(\max(u, v)) = 4$$

u ● ● $\max(u, v)$

$\min(u, v)$ ● ● v

Main Goal

Characterize piecewise-linear concave supermodular functions. Application: Statistics

- Given random variables $X_1, \dots, X_n \in \mathbb{R}$
- Distribution of random vector (X_1, \dots, X_n) : density function $p : \mathbb{R}^n \rightarrow \mathbb{R}$
- If $p(x) = \exp(f(x))$, where f is supermodular, then the random variables X_1, \dots, X_n are positively dependent.

Subdivisions in \mathbb{R}^2

Point Configuration in \mathbb{R}^2

A **point configuration** is a finite collection of points $A = \{a_1, \dots, a_n\}$ in Euclidean space \mathbb{R}^2 .

Subdivisions in \mathbb{R}^2

Point Configuration in \mathbb{R}^2

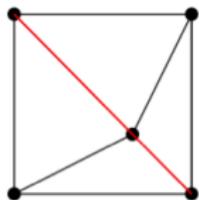
A **point configuration** is a finite collection of points $A = \{a_1, \dots, a_n\}$ in Euclidean space \mathbb{R}^2 .

Subdivision in \mathbb{R}^2

A **subdivision** of a point configuration $A \subset \mathbb{R}^2$ is a collection S of convex polygons, all of whose vertices are points in A , that satisfies the following conditions.

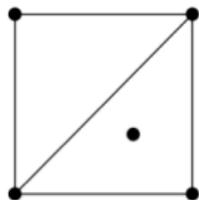
- 1 The union of all of these polygons is the convex hull of A , denoted $\text{conv}(A)$.
 - 2 Any pair of these polygons either do not intersect, or they intersect in a common vertex, or in a common side.
- If all of the polygons in S are triangles, then S is a triangulation.

Subdivisions in \mathbb{R}^2 : Example



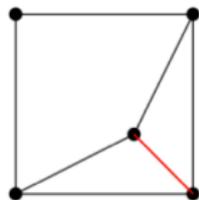
(a)

Subdivision
Triangulation



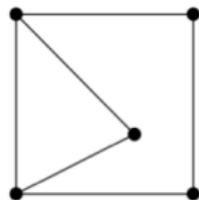
(b)

Subdivision
Triangulation



(c)

Subdivision
Not triangulation



(d)

Not subdivision
Not triangulation

Bimonotone Subdivisions in \mathbb{R}^2

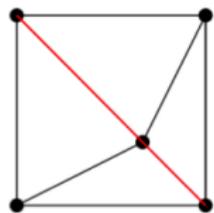
Bimonotone Subdivisions in \mathbb{R}^2

A subdivision S of a point configuration A is **bimonotone** if each of the polygons $P \in S$ is bimonotone. A polygon is bimonotone if each of its sides lies on a line given by an equality

$$ax + by + c = 0,$$

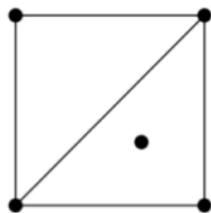
where $ab \leq 0$.

Bimonotone Subdivisions in \mathbb{R}^2 : Example



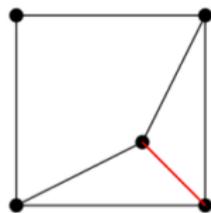
(a)

Subdivision
Triangulation
Not bimonotone



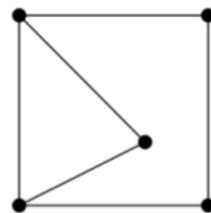
(b)

Subdivision
Triangulation
Bimonotone



(c)

Subdivision
Not triangulation
Not bimonotone



(d)

Not subdivision
Not triangulation
Not bimonotone

Bimonotone Subdivisions in \mathbb{R}^d

- A point configuration is a finite collection of points in \mathbb{R}^d .
- A subdivision of a point configuration $A \subset \mathbb{R}^d$ is a collection S of convex polytopes that satisfy the conditions previously specified.

Bimonotone Subdivisions in \mathbb{R}^d

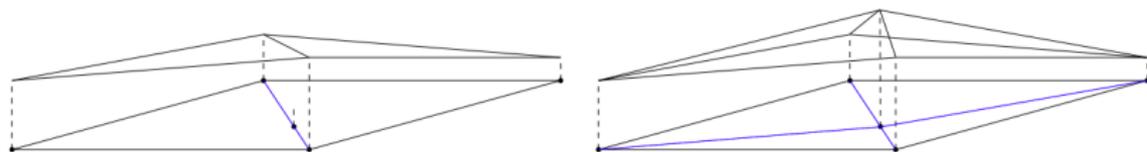
A subdivision \mathcal{T} on a point configuration $A \subset \mathbb{R}^d$ is **bimonotone** if each of its polytopes $P \in \mathcal{T}$ is bimonotone, or in other words, if each of its sides lies on a hyperplane defined by an equation

$$a_1x_1 + a_2x_2 + \cdots + a_dx_d + b = 0,$$

where all but at most two of the coefficients a_1, \dots, a_d are zero. If two of them are nonzero, say a_i and a_j , then $a_i a_j < 0$, i.e. they have opposite signs.

Driving Question

- Place a pole of some height y_i at each of the points in point configuration A
- Tent function: spread a piece of tarp on top over all of the poles
- This creates a subdivision of A
- The tent function $h_{X,y}$ is supermodular if and only if the subdivision it induces is bimonotone.



Driving Question: What is the characterization of tent-pole heights that give rise to a bimonotone subdivision?

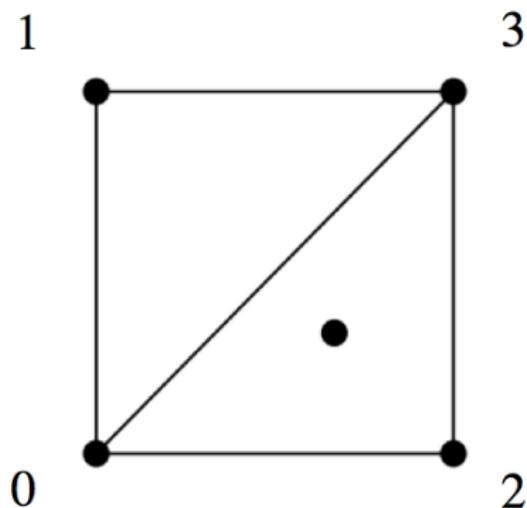
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hshin1030@Hannah:/mnt/c/windows/System32$ cd /mnt/c/topcom-0.17.8/src/
hshin1030@Hannah:/mnt/c/topcom-0.17.8/src$ ./chiro2alltriangs < /mnt/c/topcom-0.17.8/examples/r12.chiro
Evaluating Commandline Options ...
... done.
{{0,1,2,3},{0,1,2,4},{0,1,3,4},{0,2,3,5},{0,2,4,6},{0,2,5,6},{0,3,4,6},{0,3,5,6},{1,2,3,4},{2,3,4,7},
{2,3,5,7},{2,4,6,10},{2,4,7,8},{2,4,8,9},{2,5,6,10},{2,5,7,8},{2,5,8,9},{3,4,6,10},{3,4,7,8},{3,4,8,9},
{3,5,6,10},{3,5,7,8},{3,5,8,9}}
{{0,1,2,3},{0,1,2,4},{0,1,3,4},{0,2,3,5},{0,2,4,6},{0,2,5,6},{0,3,4,6},{0,3,5,6},{1,2,3,4},{2,3,4,7},
{2,3,5,7},{2,4,6,10},{2,4,7,8},{2,4,8,9},{2,5,6,10},{2,5,7,8},{2,5,8,9},{3,4,6,10},{3,4,7,8},{3,4,8,9},
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{3,5,7,9},{4,7,8,9},{5,7,8,9}}

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Algorithm

- Input: Subdivision
- For each polytope, iterate over each of its faces and check if it is bimonotone
- Output: If the subdivision is bimonotone



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