

# Primal–Dual Algorithms for Halfspace Depth

David Bremner    Komei Fukuda    Vera Rosta

March 17, 2006

## Depth Measures

Motivation  
Good Measures

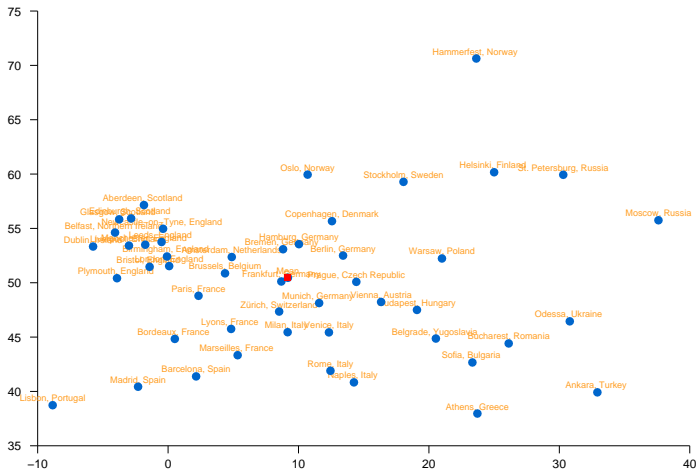
## Algorithms and Complexity

Halfspace depth is  
hard  
Enumeration  
Primal–Dual  
Algorithms

## Implementation and Experiments

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Experimental Results

# Wir sind Zentrum



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# Estimators of Location

**centre** Given a set of vectors, return a vector which “best describes” the set.

City	halfplane depth-1
Frankfurt, Germany	19
Brussels, Belgium	17
Munich, Germany	16
Amsterdam, Netherlands	15
Zürich, Switzerland	13
London, England	13
Prague, Czech Republic	12

# Estimators of Location

**centre** Given a set of vectors, return a vector which “best describes” the set.

**depth measure** Rank a set of vectors such that vectors of maximum rank define one or more centre vectors.

City	halfplane depth-1
Frankfurt, Germany	19
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# Robustness

- ▶ The *breakdown point* of an estimator is the fraction of data that must be moved to infinity before the estimator is also moved to infinity.



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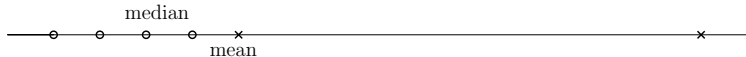
# Robustness

- ▶ The *breakdown point* of an estimator is the fraction of data that must be moved to infinity before the estimator is also moved to infinity.
- ▶ The breakdown point of the mean is  $\frac{1}{n}$  (i.e. one error suffices to destroy the estimate).



# Robustness

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- ▶ The breakdown point of the mean is  $\frac{1}{n}$  (i.e. one error suffices to destroy the estimate).
- ▶ The median in  $\mathbb{R}^1$  has breakdown  $1/2$ .



# What makes a good depth measure?

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Affine Invariant i.e. independent of coordinate system

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# What makes a good depth measure?

**Affine Invariant** i.e. independent of coordinate system

**Robustness** A high breakdown point. For affine invariant measures in  $\mathbb{R}^d$ ,

$$\text{breakdown} \leq 1/d$$

# What makes a good depth measure?

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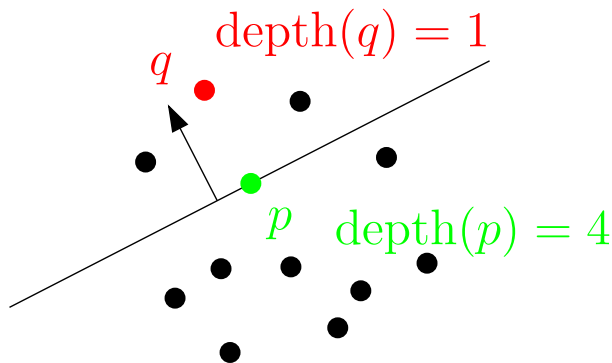
**Nesting** Let  $D_{X,k}$  denote the points of  $\mathbb{R}^d$  at depth  $k$  with respect to  $X$ . We want

$$k > j \implies D_{X,k} \subseteq \text{conv } D_{X,j}$$

# Halfspace Depth

The *halfspace depth* of a point  $q$  with respect to  $S \subset \mathbb{R}^d$  is defined as

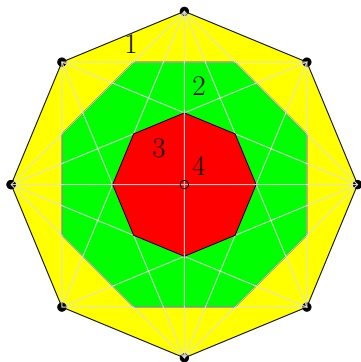
$$\text{depth}_S(q) = \min_{a \in \mathbb{R}^d \setminus \{0\}} |\{p \in S \mid \langle a, p \rangle \geq \langle a, q \rangle\}|$$



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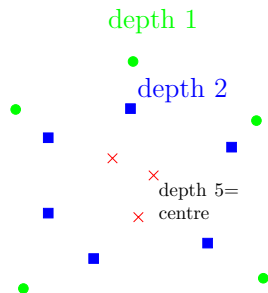
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# Tukey Median

The *Tukey Median*  $t(S)$  is defined as

$$\{q \in S \mid \text{depth}_S(q) = \max_{p \in S} \text{depth}_S(p)\}$$



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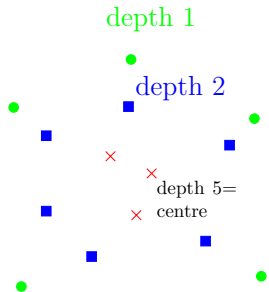
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▶ Halfspace depth is  
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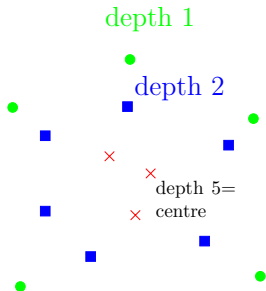
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# Tukey Median

The *Tukey Median*  $t(S)$  is defined as

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- ▶ Halfspace depth is nested
- ▶ The Tukey median has **breakdown point** at least  $1/(d+1)$  for points in general position.

# Complexity results

- ▶ Halfspace depth is NP-complete, Johnson and Preparata 1978
- ▶ Halfspace depth APX-hard Amaldi and Kahn, 1998



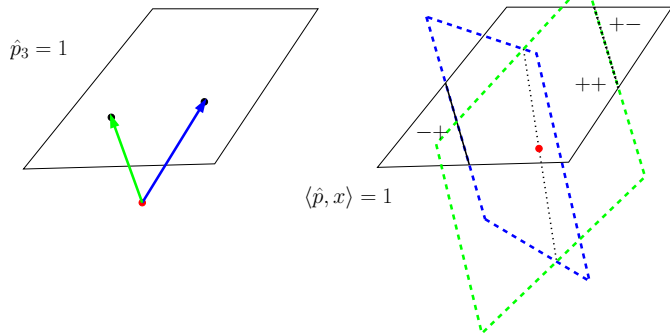
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  - ▶ **Densest** Open and Closed **Hemisphere** problem
- ▶ Halfspace depth APX-hard Amaldi and Kahn, 1998

# Complexity results

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  - ▶ Densest Open and Closed Hemisphere problem
- ▶ Halfspace depth **APX-hard** Amaldi and Kahn, 1998
  - ▶ **Maximum Feasible Subsystem**
  - ▶ A 2-approximation of MFS is possible.

# The Dual Arrangement

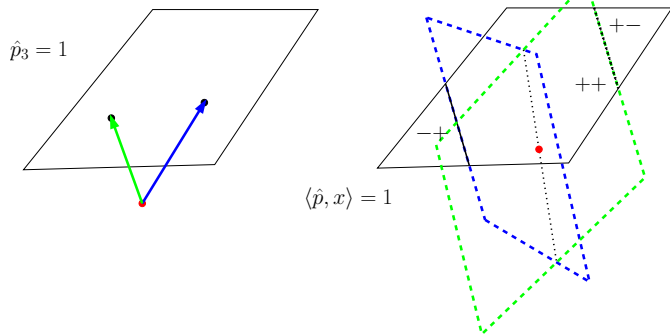


$$\hat{p} = (p, 1) \in \mathbb{R}^{d+1}$$

$$h(p) = \{x \in \mathbb{R}^{d+1} \mid \langle \hat{p}^i, x \rangle = 0\}$$

$$A_p = \{h(q) \mid q \in S \setminus \{p\}\} \cap \{x \mid \langle \hat{p}, x \rangle = 1\}$$

# The Dual Arrangement



$$A_p = \{h(q) \mid q \in S \setminus \{p\}\} \cap \{x \mid \langle \hat{p}, x \rangle = 1\}$$

$$\sigma(x) = (\sigma_1 \dots \sigma_n)$$

where  $\sigma_i = \text{sign}(\langle \hat{p}, x \rangle)$

# Reverse Search

- ▶ *reverse search* requires two problem specific functions.

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**Enumeration**

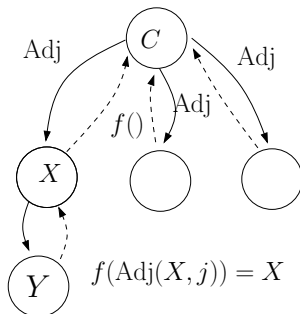
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# Reverse Search

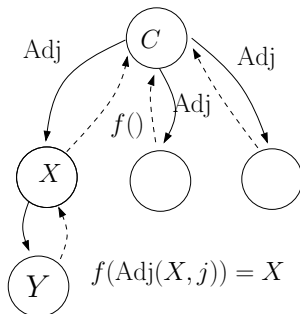
- ▶ *reverse search* requires two problem specific functions.
  - ▶ The *adjacency oracle*  $\text{Adj}()$  returns the neighbouring cells



# Reverse Search

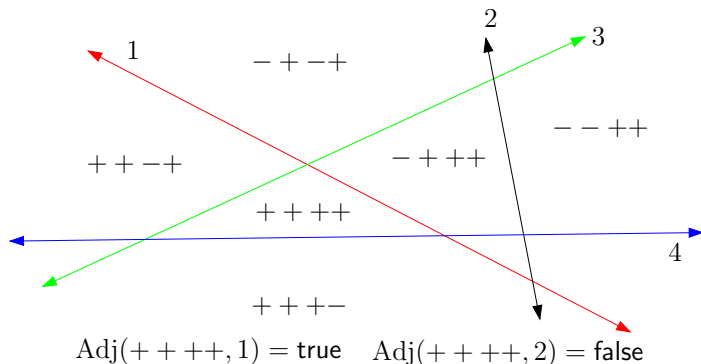
- ▶ *reverse search* requires two problem specific functions.
  - ▶ The *adjacency oracle*  $\text{Adj}()$  returns the neighbouring cells
  - ▶ The *local search function*  $f(\cdot)$  satisfies

$$\exists C \forall X \exists k f^k(X) = C$$



# Adjacency Oracle

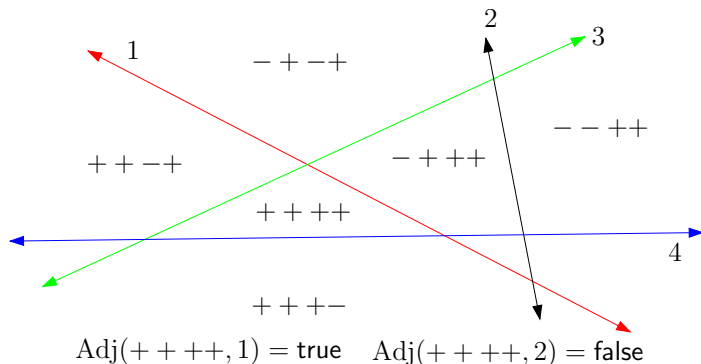
- ▶  $X \equiv \sigma(x)$  is *flippable* at position  $j$  if negating sign  $j$  yields a cell.





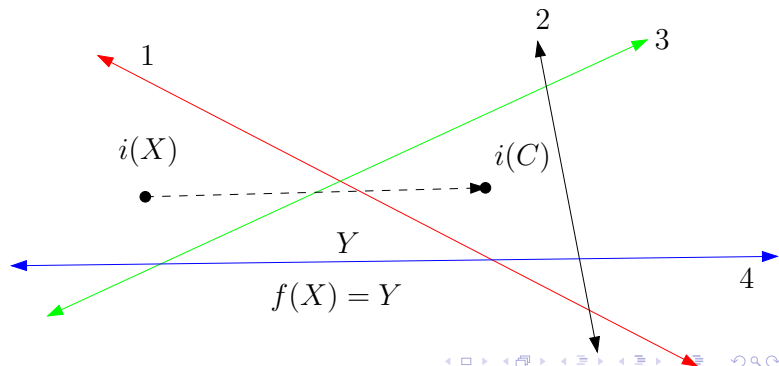
# Adjacency Oracle

- ▶  $X \equiv \sigma(x)$  is *flippable* at position  $j$  if negating sign  $j$  yields a cell.
- ▶  $\text{Adj}(X, j)$  is true iff  $X$  is flippable at position  $j$ .  
Solve via LP.



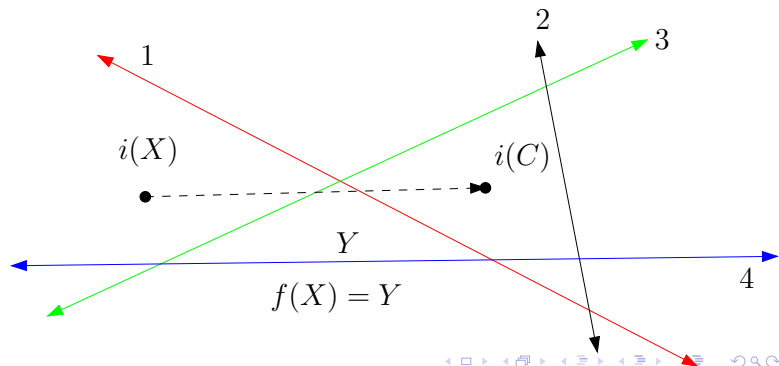
# Local Search Function

- ▶ Define a canonical interior point  $i(X)$  for each cell.



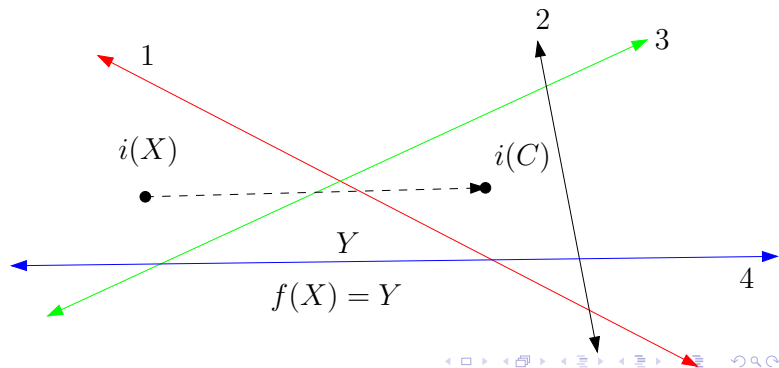
# Local Search Function

- ▶ Define a canonical interior point  $i(X)$  for each cell.
- ▶ Choose an arbitrary cell  $C$ .
- ▶ To find a closer cell to  $C$  “shoot a ray” from  $i(X)$  to  $i(C)$ .



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- ▶ To find a closer cell to  $C$  “shoot a ray” from  $i(X)$  to  $i(C)$ .
- ▶ Requires a single LP for  $i(C)$ .  $i(X)$  can be computed by flipping test.



# Reverse Search Summary

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Algorithms for  
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- ▶ Time Complexity  $O(n \cdot \text{LP}(n, d) \cdot |\text{cells}|)$ .

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Halfspace depth is  
hard

**Enumeration**

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  - ▶ Choosing a **shallow** start cell
  - ▶ **Pruning** the search.

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- ▶ Parallelization is no extra implementation effort with ZRAM, and **speedup is linear**.



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- ▶ **Little information until enumeration terminates.**

# Primal–Dual Algorithms

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- ▶ Update at a every step an **upper bound** and a **lower bound** for the depth.
- ▶ Terminate when (if) bounds are equal

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# Primal–Dual Algorithms

- ▶ Update at a every step an upper bound and a lower bound for the depth.
- ▶ Terminate when (if) bounds are **equal**
- ▶ To ensure termination, fall back on **enumeration** after a fixed time limit.

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# Primal–Dual Algorithms

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- ▶ Update at a every step an upper bound and a lower bound for the depth.
- ▶ Terminate when (if) bounds are equal
- ▶ To ensure termination, fall back on enumeration after a fixed time limit.
- ▶ Generally, answers **improve with time**.

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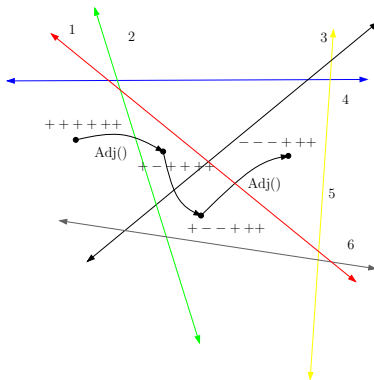
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# Upper Bounds via Random Walks

- ▶ Use  $\text{Adj}()$  oracle from enumeration algorithm



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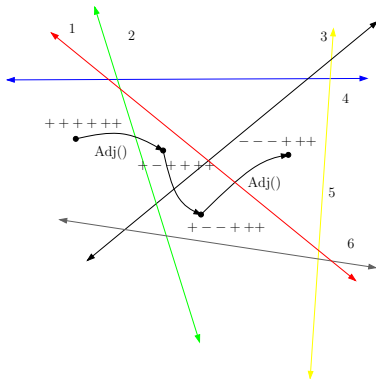
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# Upper Bounds via Random Walks

- ▶ Use Adj() oracle from enumeration algorithm
- ▶ Greedily try to reduce number of + in  $\sigma$  until local minimum reached.



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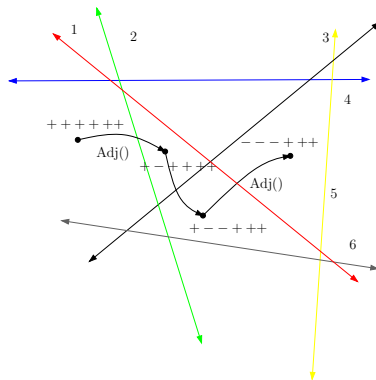
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# Upper Bounds via Random Walks

- ▶ Use  $\text{Adj}()$  oracle from enumeration algorithm
- ▶ Greedily try to reduce number of  $+$  in  $\sigma$  until local minimum reached.
- ▶ Repeat several times choosing a random starting cell.



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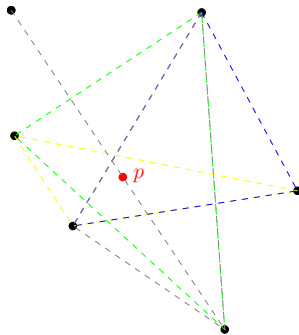
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# Minimal Dominating Sets

## Definition

A *Minimal Dominating Set*  
(MDS) for  $p \in \mathbb{R}^d$  with respect to  
 $S \subset \mathbb{R}^d$  is  $R \subseteq S$  such that



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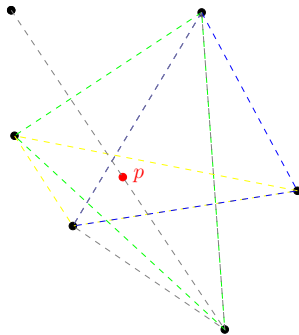


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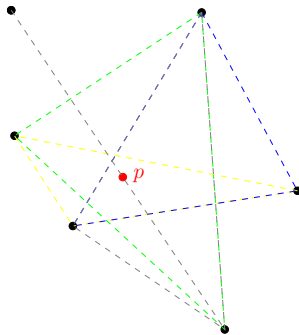
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- ▶  $p \in \text{conv } R$
- ▶ if  $R' \subsetneq R$  then  $p \notin \text{conv } R'$ .

An MDS might also be called a **Charathéodory** set.



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# Lower bounds via MDS's

## Proposition

*Let  $\Delta$  be the set of all MDS's for  $p$  with respect to  $S$ .  
Let  $T$  be a minimum transversal (hitting set) of  $\Delta$ .*

$$|T| = \text{depth}(p)$$

# Lower bounds via MDS's

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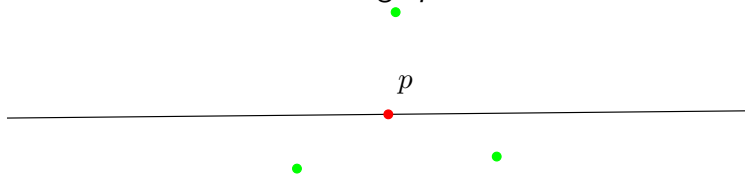
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$$|T| \leq \text{depth}(p)$$

Each MDS intersects both closed sides of any hyperplane through  $p$ .



# Lower bounds via MDS's

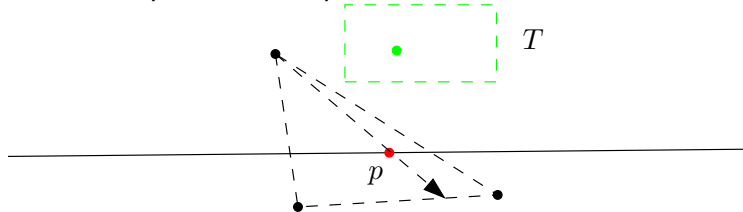
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if  $T$  is separable from  $p$ , there is an uncovered MDS.



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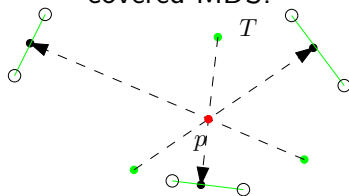
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Suppose  $|T| < \text{depth}(p)$

if  $T$  is not separable from  $P$ , there is a totally covered MDS.



# Generating Missed MDSs (cuts)

## Definition

Given a partial traversal  $T$  for the MDS's of  $p$  w.r.t.  $S$   
Define  $\bar{S} = S \setminus T$ . Define the *auxiliary polytope*  $Q(p, T)$   
as  $\lambda$  satisfying:

$$\begin{aligned} \lambda \bar{S} &= p \\ \sum_i \lambda_i &= 1 & \lambda_i &\geq 0 \end{aligned}$$

- ▶ Each vertex (basic solution) of  $Q(p, T)$  defines an MDS missed by  $T$ .

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- ▶ A single cut can be found by **LP**



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- ▶ Each vertex (basic solution) of  $Q(p, T)$  defines an MDS missed by  $T$ .
- ▶ A single cut can be found by LP
- ▶  $k$  cuts can be found via **reverse search** (or other pivoting method).

# Primal–Dual Algorithm

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1. **Walk** in the dual arrangement to find a cell with **minimal** positive support

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2. Find obstructions (i.e. MDS's) to the optimality of this cell via the “auxiliary polytope”
3. If **none** found, report optimal (we have solved the global minimum transversal problem).

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Experimental Results

# Primal–Dual Algorithm

Primal–Dual  
Algorithms for  
Halfspace Depth

David Bremner,  
Komei Fukuda,  
Vera Rosta

1. Walk in the dual arrangement to find a cell with minimal positive support
2. Find obstructions (i.e. MDS's) to the optimality of this cell via the “auxiliary polytope”
3. If none found, report optimal (we have solved the global minimum transversal problem).
4. Otherwise solve the resulting (partial) **transversal** problem via integer programming.

Depth Measures

Motivation

Good Measures

Algorithms and  
Complexity

Halfspace depth is  
hard

Enumeration

Primal–Dual  
Algorithms

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# Primal–Dual Algorithm

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3. If none found, report optimal (we have solved the global minimum transversal problem).
4. Otherwise solve the resulting (partial) transversal problem via integer programming.
5. If bored, switch to enumeration.

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**Primal–Dual  
Algorithms**

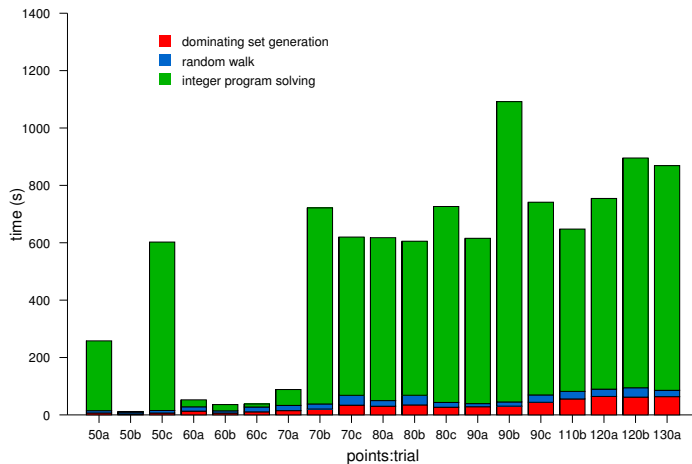
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# Software

Software	Where	Purpose
cdd	<a href="http://www.ifor.math.ethz.ch/~fukuda/cdd_home">http://www.ifor.math.ethz.ch/~fukuda/cdd_home</a>	Solving Dense LPs
COIN	<a href="http://www.coin-or.org">http://www.coin-or.org</a>	Simplex Solver, cut generation
lrs	<a href="http://cgm.cs.mcgill.ca/~avis/">http://cgm.cs.mcgill.ca/~avis/</a>	MDS generation.
SYMPHONY	<a href="http://www.branchandcut.org">http://www.branchandcut.org</a>	Branch and Cut
ZRAM	<a href="http://www.cs.unb.ca/~bremner/zram">http://www.cs.unb.ca/~bremner/zram</a>	Parallel reverse search



Dimension 10

Depth Measures

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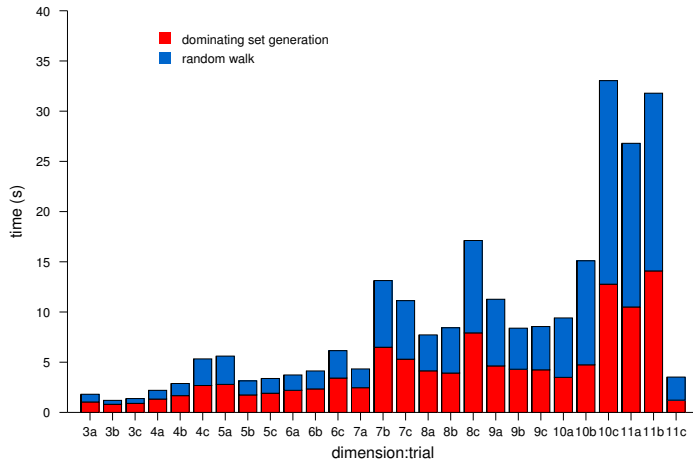
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50 points

Depth Measures

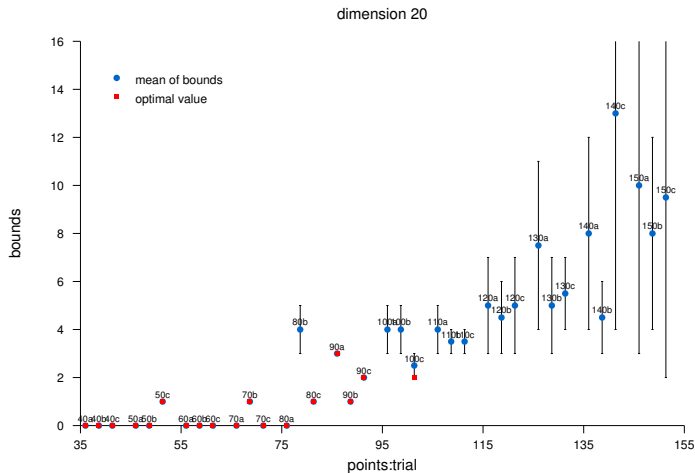
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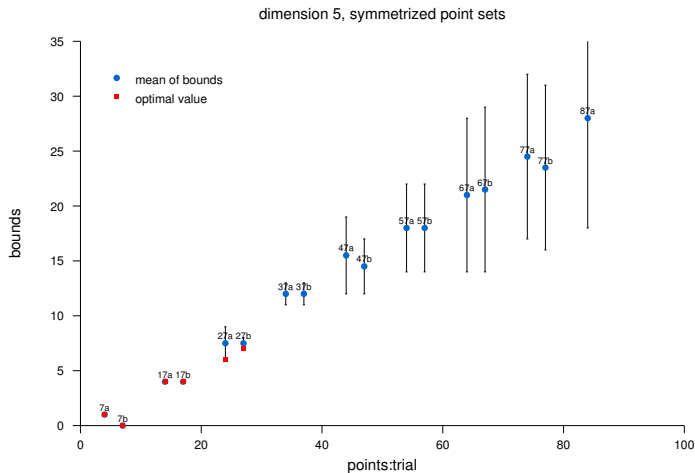
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# Conclusions

- ▶ Row generation is crucial to solve the IPs.

## Depth Measures

Motivation  
Good Measures

## Algorithms and Complexity

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# Conclusions

- ▶ Row generation is crucial to solve the IPs.
- ▶ Restarting IP solver should be avoided, integrate cut generation.

# Conclusions

- ▶ Row generation is crucial to solve the IPs.
- ▶ Restarting IP solver should be avoided, integrate cut generation.
- ▶ Better upper bounds would nice.