

# ACCORD: With Approximate Covering of Convex Orthogonal Decomposition

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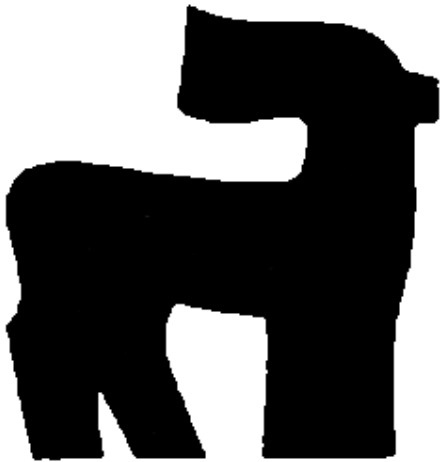


# CONTENT:

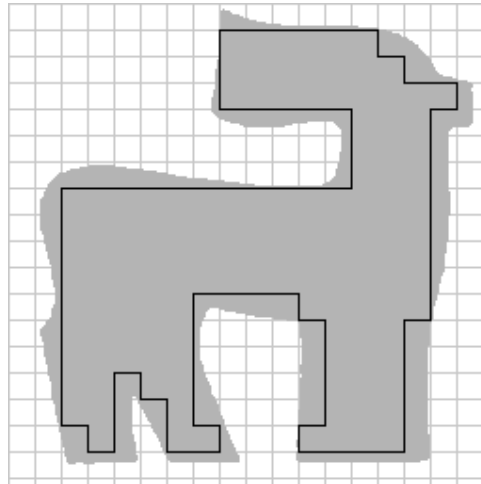
- Objective
- Some Points to Remember
- Basic Rules of Decomposition
- Demonstration
- Conclusion

# Objective:

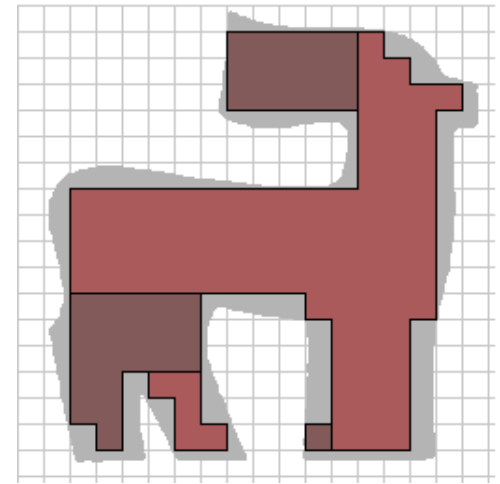
- Given an **object** (say,  $A$ )
- **Inner isothetic cover**,  $A_{in}$ , is constructed
- To find the *minimum* number of *orthogonal convex polygons*, using some rules, whose union is exactly  $A$



(a) Object  $A$



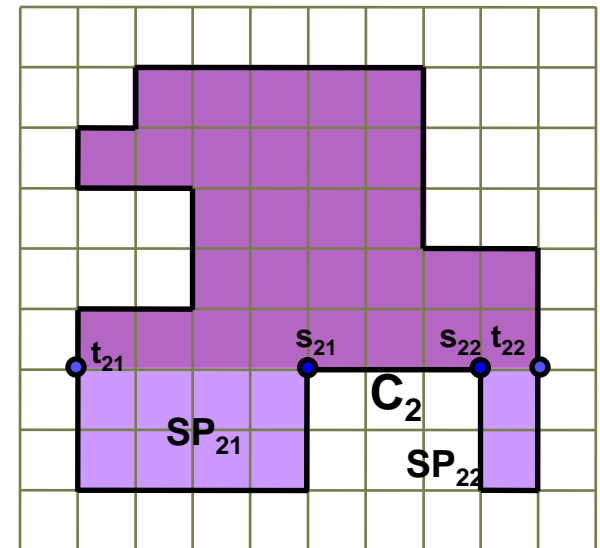
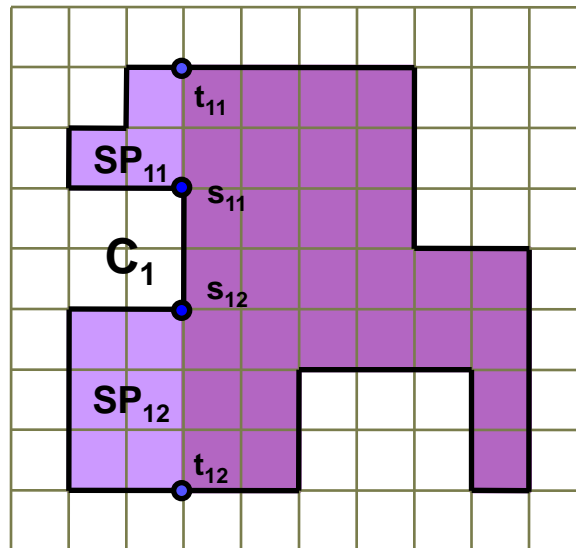
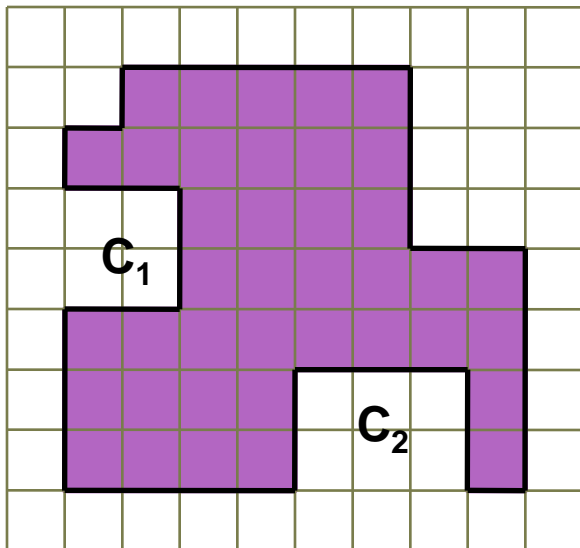
(b) Inner Isothetic Cover  $A_{in}$



(c) Result of Decomposition

# Some Points to Remember:

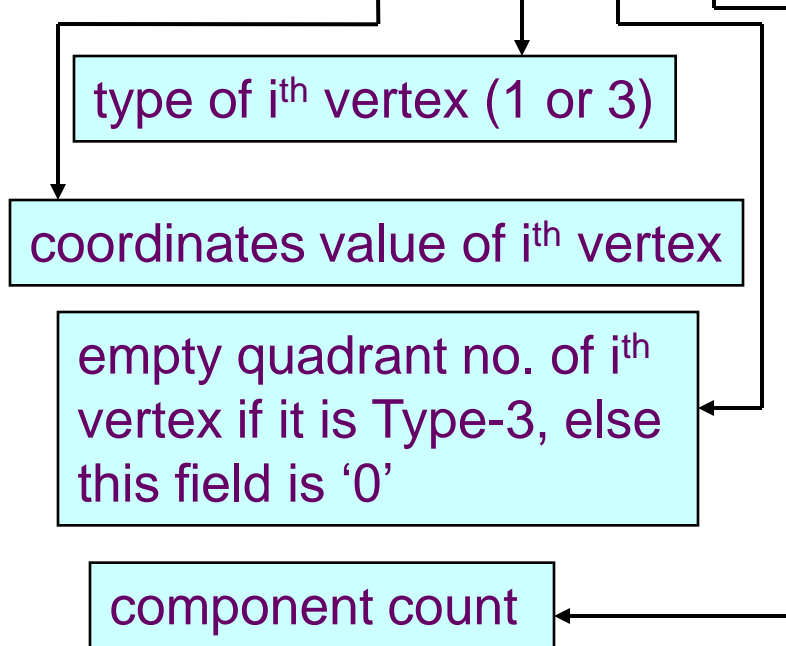
- ✦ **Concavity Pair:**  $C_1$  (concavity appearing first) and  $C_2$  (concavity appearing after  $C_1$ )
- ✦ The **sub-polygon** appearing **before**  $C_i$ :  $SP_{i1}$
- ✦ The **sub-polygon** appearing **after**  $C_i$ :  $SP_{i2}$
- ✦ The **start vertex** of  $SP_{ij}$ :  $s_{ij}$
- ✦ The **terminal vertex** of  $SP_{ij}$ :  $t_{ij}$



# Representation of a vertex in L and L<sub>c</sub>:

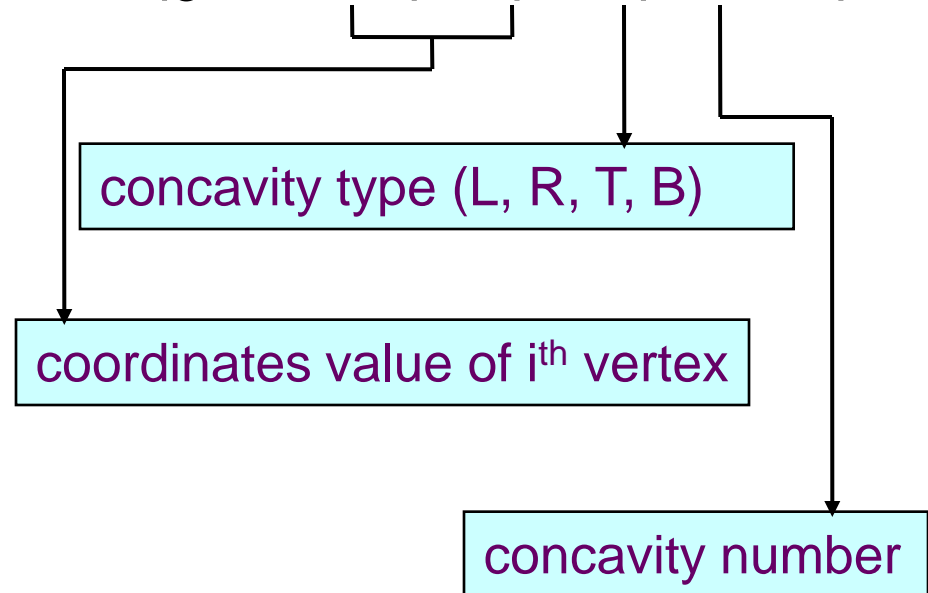
Vertex list, L:

$$v_i = \langle x_j, y_j, t_j, q_j, k_j \rangle$$



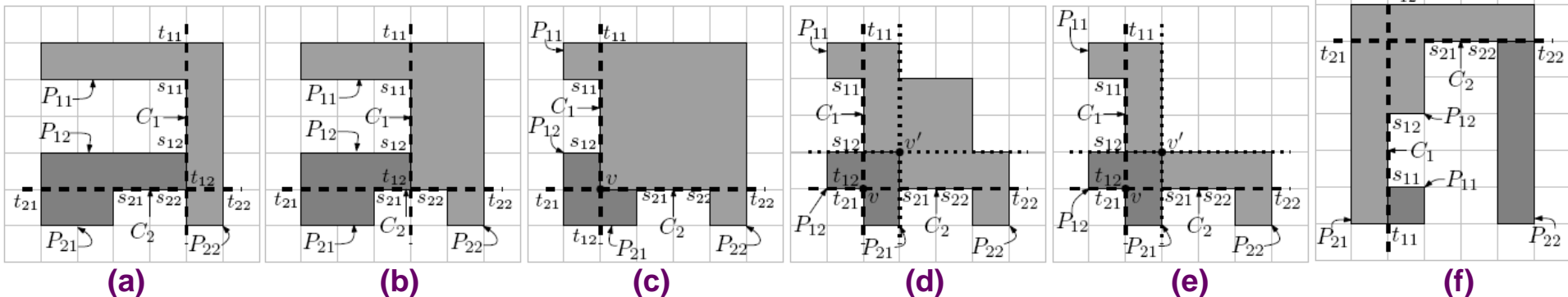
Vertex list, L<sub>c</sub>:

$$v_{i3} = \langle x_j, y_j, ct_j, cno_j \rangle$$

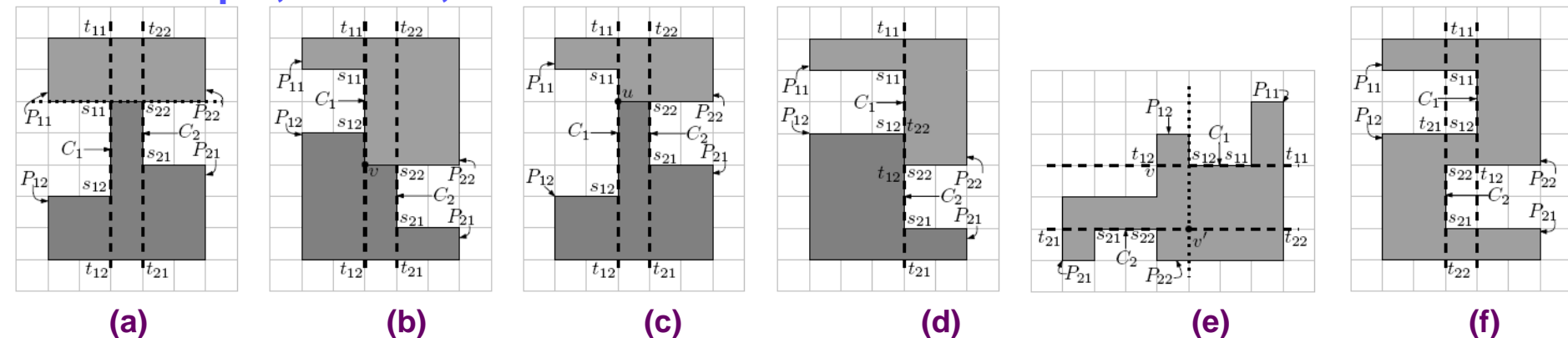


# Rules of Decomposition:

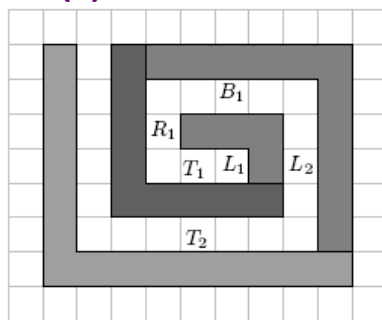
## Two Simple, Orthogonal, Consecutive Concavities:



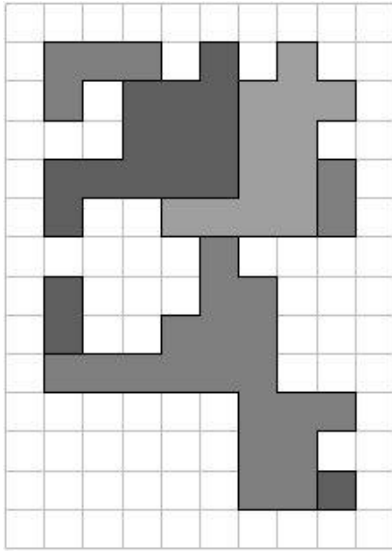
## Two Simple, Parallel, Consecutive Concavities:



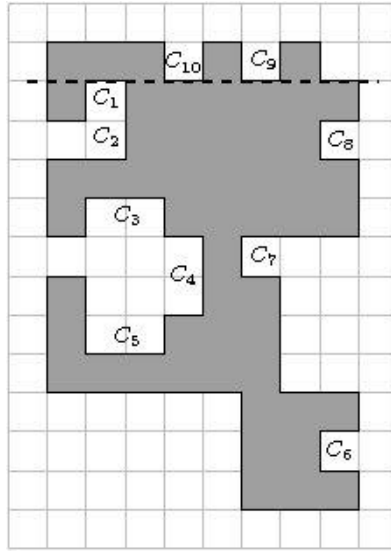
## Compound Concavities:



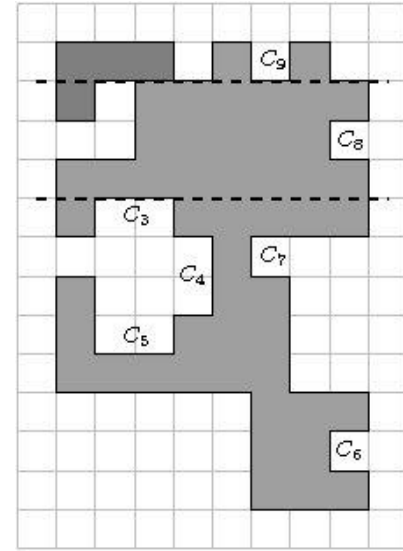
# Demonstration:



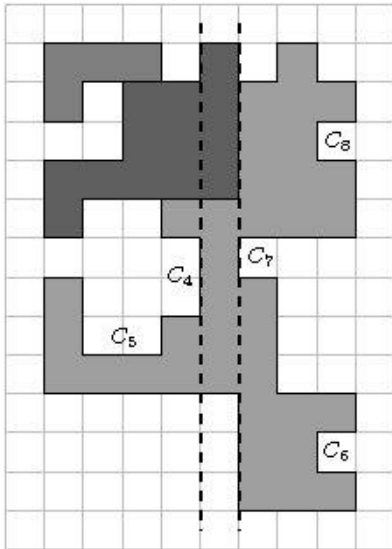
(a)



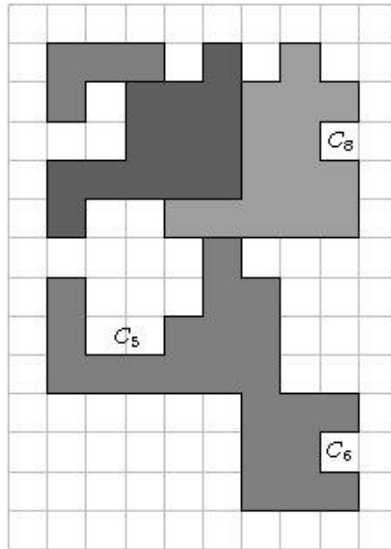
(b)



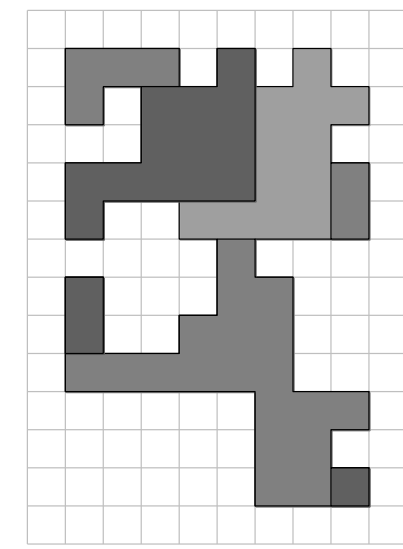
(c)



(d)



(e)



(f)

# Conclusion:

- ❑ *Application*: shape analysis
- ❑ *Time Complexity*:  $O(n \log n)$
- ❑ Our algorithm can decompose a hole-free orthogonal polygon into a sub-optimal set of OCCs
- ❑ Total number of decomposed OCCs depends on:
  - ❑ no of concavities
  - ❑ orientation of concavities
  - ❑ grid size
- ❑ Exhaustive experimentation verifies efficacy and robustness of the algorithm



**Thank You**