

Tverberg's theorem

$P \subset \mathbb{R}^d$ n points k -partition T_1, \dots, T_k $\text{conv}(T_1) \cap \dots \cap \text{conv}(T_k) \neq \emptyset$

$$n \geq (d+1)(k-1) + 1$$

computing the partitions - total search problem

$\in \text{PPAD} \cap \text{PLS}$ because of a reduction to colorful Carathéodory Sarkaria

Mustafa, Barany, Adiprasito - approximate "no-dimensional" version

$$\text{Ball of radius} \sim \frac{\text{diam}(P) \times \sqrt{k}}{\sqrt{n}} \text{ optimal upto constant}$$

Proof idea: averaging argument

Algorithm: de-randomized, but $2^{O(n)}$ time.

Alternate proof. Ball radius $\sim \frac{k}{\sqrt{n}} \text{diam}(P)$

Algorithm: $O(nd \log k)$

Reduction to colorful Carathéodory + special derandomization

- colorful Tverberg. Ball $\sim \frac{k}{\sqrt{n}} \max_i (\text{diam}(P_i))$ P_1, \dots, P_n colors

Algorithm $O(ndk)$

Tensor products - outline
averaging argument
putting together

Algorithm
colorful version, others
open questions

$$u = (u_1, \dots, u_m)$$
$$v = (v_1, \dots, v_n)$$

$$u \otimes v = (u_1 v_1, u_1 v_2, \dots, u_1 v_n)$$
$$(u_2 v_1, u_2 v_2, \dots, u_2 v_n, \dots)$$

Bilinear product

$$P = p_1, \dots, p_n$$

$$Q = q_1, \dots, q_k$$

$$\sum q_i = 0 \leftarrow \text{choose}$$

$$\begin{matrix} p_1 \otimes q_1 & p_2 \otimes q_1 \\ p_2 \otimes q_2 & \vdots \\ \vdots & \vdots \\ p_i \otimes q_k & \otimes q_k \\ p_1 & p_2 \end{matrix}$$

clones of p_i

unique comb, but not important here.

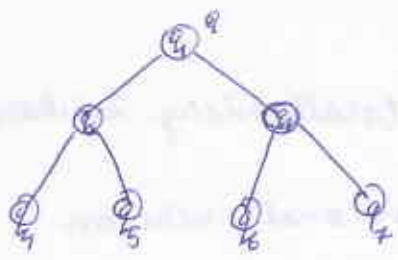
$P_{\#}$ \leftarrow centroids are origin

choose q_1, \dots, q_k ?

Build a graph G on k nodes. Each Node $i \rightarrow q_i$

Each edge \rightarrow define some co-ordinate

orient edges arbitrarily

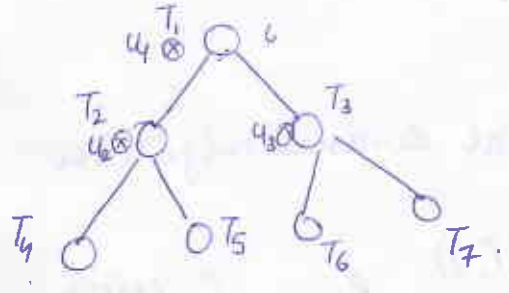


- $q_1 \dots 1 \dots 1$
- $q_3 \dots -1$
- $q_2 \dots 1 \dots -1$
- $q_5 \dots -1 \dots$

$\sum q_i = 0$

$q_i \in \mathbb{R}^{\|G\|} \quad \Delta = \text{max-degree}(G)$

node $q_i \rightarrow$ set T_i in partition



$u_1, \dots, u_k \in \mathbb{R}^m$

$$\begin{aligned} & \| u_1 \otimes q_1 + u_2 \otimes q_2 + \dots \|^2 \\ &= \| u_1 - u_2 \|^2 + \| u_1 - u_3 \|^2 + \dots \\ &= \sum_{q_i, q_j} \| u_i - u_j \|^2 \end{aligned}$$

$P_1, \dots, P_n \in \mathbb{R}^{\text{dim}(G)}$

colorful-caratheodory like setting $n_j \text{ dim no rel}^n$

$x_1 \in P_1, \dots, x_n \in P_n$

show: traversal exists with centroid close to origin

$E \cdot [C(x_1, \dots, x_n)]$ over all choices of x_i

Fair bit of calculation, tree structure is handy here.

$E < \text{diam}(P) \sqrt{\frac{\|G\|}{k(n-1)}} ; = \gamma$

$\Rightarrow \exists$ traversal with $C(\dots)$ norm at most γ

x_1, \dots, x_n

$\{p_1, \dots\} \otimes q_1, \{p_2, \dots\} \otimes q_2, \dots, \{p_k, \dots\} \otimes q_k$

T_1

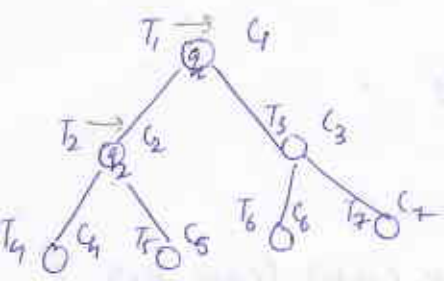
T_2

T_k

each T_i equal size

show: \exists ball intersecting convex hulls of each T_i

$C(T_1), C(T_2), \dots, C(T_k)$
 G_1, G_2, \dots, G_k



$\| \text{centroid} \|^2 < \gamma^2$

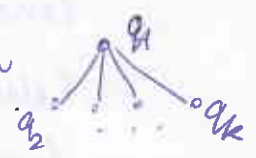
$\frac{1}{k^2} \| G_1 \otimes q_1 + G_2 \otimes q_2 + \dots + G_k \otimes q_k \|^2 < k^2 \gamma^2$

$\sum_{G_i} \| G_i - G_j \|^2 < k^2 \gamma^2$

Pick G_j , bound $\| G_i - G_j \|^2$ for each centroid

$\leq \frac{\sqrt{k}}{\sqrt{n-1}} \text{diam}(P) \sqrt{\| G_i \|^2 \text{diam}(G_i)}$

minimized for star graph



$\sim \frac{k}{\sqrt{n}} \text{diam}(P)$

HG

$|T_1| = |T_2| = \dots = |T_k| = \frac{n}{k}$

choose sizes n_1, n_2, \dots, n_k $\sum n_i = n$

use above arguments with some modifications

Ball of radius $\sim \frac{\sqrt{n \log k}}{\min_i n_i} \text{diam}(P) \leftarrow \sim \frac{\sqrt{n} \text{diam}(P)}{\min_i n_i} \sqrt{\frac{\Delta(G)}{\text{diam}(G)}}$

$\Delta(G) \text{diam}(G)$ for a 4-ary tree, balanced, $5 \log_4 k$

Algorithm: derandomize, method of conditional expectations

$$E[\|c(x_1, \dots, x_n)\|] > E[\|c(x_1, \dots, x_{n-1}, y_n)\|]$$

k choices for x_n ,
pick one that satisfies

$$> E[\|c(x_1, \dots, x_{n-2}, y_{n-2}, y_n)\|]$$

$$\vdots$$
$$E[\|c(y_1, \dots, y_n)\|] \leftarrow \text{answer}$$

- we do not compute tensor products explicitly
- $E(\dots)$ can be simplified

Linear option: For each P_i , k clones exist.
each clone takes $O(d)$ time $\rightarrow O(dk)$ time per P_i
 \rightarrow total $O(ndk)$ time

Alternate option: Spend $O(d \log k)$ time per $P_i \rightarrow O(nd \log k)$

- Augment graph $\|G\|$ with some information about conditional expectations.
- Follow path to a leaf from the root, spending $O(d)$ time per node
 \rightarrow identify suitable clone
- update tree in similar fashion (local updates required)

Information stored: ~~avg~~ compute expected value of the subtree rooted at that node.

small differences between balanced & non-balanced case.

balanced case: use ϕ_G to update neighbor information.

Colorful Tverberg

$$C_1, \dots, C_n \subseteq \mathbb{R}^d \quad |C_i| = k$$

↓ partition

T_1, \dots, T_k convex hulls intersecting & T_i is colorful
 = 1 pt from each color

$n = d+1$ → default, then true
 $k+1 = \text{prime}$

Blagojevic, Matschke, Ziegler 2009

Non-dim colorful Tverberg → By SODA paper, non-algorithmic

Ball of radius $\sim \frac{k}{\sqrt{nk}} \max_i \text{diam}(P_i)$ essentially same bound as non-colorful.

- Tensor products, but slightly different

$$C = \{x_1, \dots, x_k\} \rightarrow C' \quad \begin{matrix} x_1 \otimes q_1 + x_2 \otimes q_2 & \dots & + x_k \otimes q_k \\ x_1 \otimes q_2 + x_2 \otimes q_3 & & x_k \otimes q_1 \end{matrix}$$

Centroid origin $\leftarrow x_1 \otimes q_k + x_2 \otimes q_1$

averaging argument

↓
 de-randomized

↓
 $O(ndk)$ algorithm, similar fashion

- in each iteration, choose permutation.

Using a tree as before would require a full update of the tree.

Flat-transversal

$$P_1, \dots, P_k \subseteq \mathbb{R}^d \quad (k-1)\text{-flat } F \text{ exists,}$$

F has depth $\frac{|P_i|}{d-k+2}$ for each i .

$k=1 \rightarrow$ Centerpoint theorem

$k=d \rightarrow$ Ham-Sandwich

Each halfspace that contains F also has

"depth" many points from P_i

P_1, \dots, P_k

\exists Ball B of dim $(d-k+1)$ & a $(k-1)$ -dimensional subspace L

$B \times L$ has depth $\geq \frac{|P_i|}{m_i}$ for each i .

Radius $\sim \max_i \frac{\text{diam}(P_i)}{\sqrt{m_i}}$

B, L can be determined in $O(dk^2 + Nd)$ $N = \sum |P_i|$

Open questions.

Bounds for regular $\begin{cases} \text{balanced} \\ \text{non-balanced} \end{cases}$, colorful are all sub-optimal

reg-balanced

$\sum_{\text{edge}} \|G_i - G_j\|^2 \leq k^2 \delta^2$: if one $\|G_i - G_j\|$ is heavy, it dominates.
then G_i is not a good choice of center.

- Alternate centers?
- avoid using centroids always?

reg-unbalanced

- already sub-optimal when plugging in $r_1 = r_2 = \dots = r_k$

colorful : bound has same issue as reg-balanced

algorithm : can use alternate graphs to simplify terms in expectation slightly, but not completely.

Topological no-dim

- WSPD?