

# **Towards an Evolved Lower Bound for the Most Circular Partition of a Square**

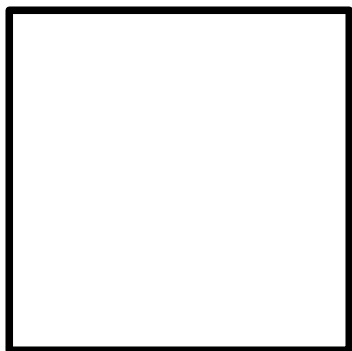
**Claudia Obermaier**

**Markus Wagner**

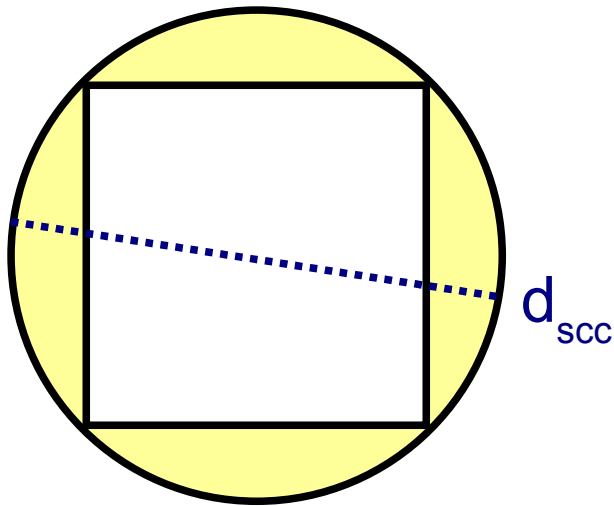
**{obermaie,wagnermar}@uni-koblenz.de**

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# Circular Polygons



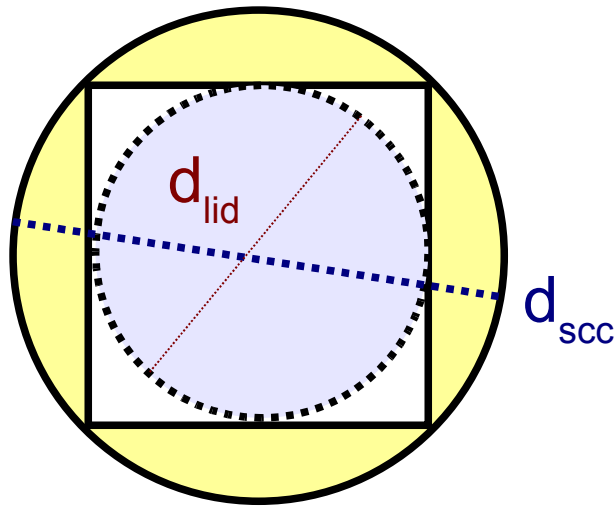
# Circular Polygons



*Aspect ratio  $\gamma$*

= diameter(smallest circumscribing circle)

# Circular Polygons

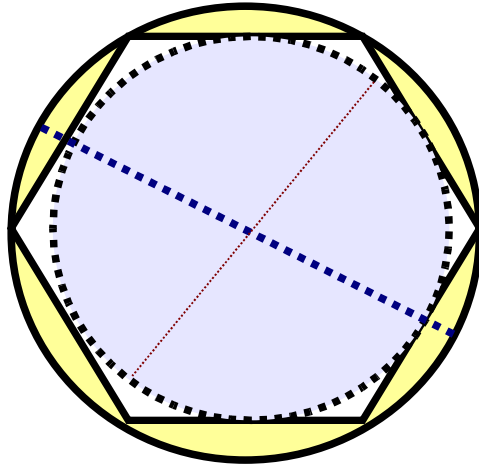


Square:  $\gamma = 1.414$

*Aspect ratio  $\gamma$*

$$= \frac{\text{diameter(smallest circumscribing circle)}}{\text{diameter(larges inscribed circle)}}$$

# Circular Polygons



Square:  $\gamma = 1.414$

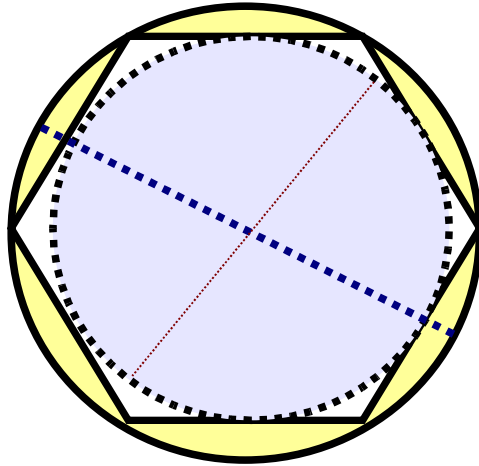
Pentagon:  $\gamma = 1.236$

Hexagon:  $\gamma = 1.155$

*Aspect ratio  $\gamma$*

$$= \frac{\text{diameter(smallest circumscribing circle)}}{\text{diameter(largest inscribed circle)}}$$

# Circular Polygons



Square:  $\gamma = 1.414$

Pentagon:  $\gamma = 1.236$

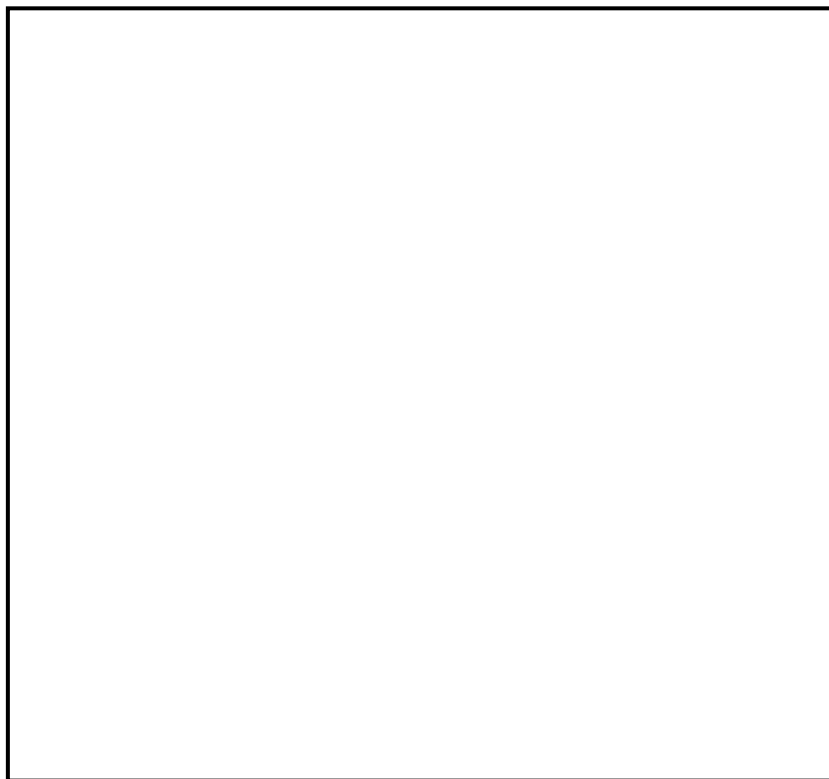
Hexagon:  $\gamma = 1.155$

*Aspect ratio  $\gamma$*

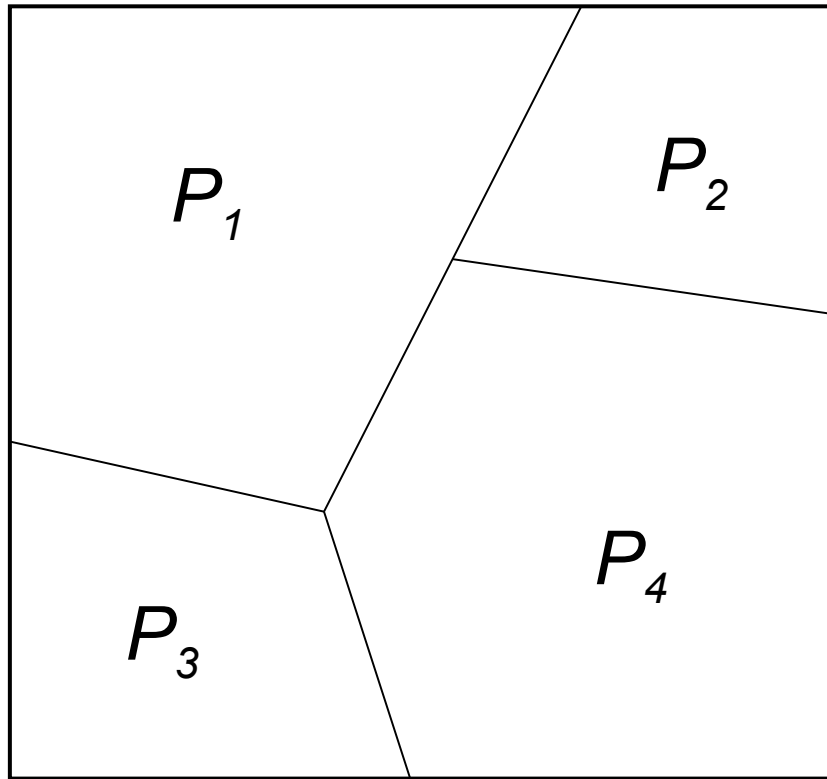
**Near 1.0  $\rightarrow$  circular**

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# Circular Partitions



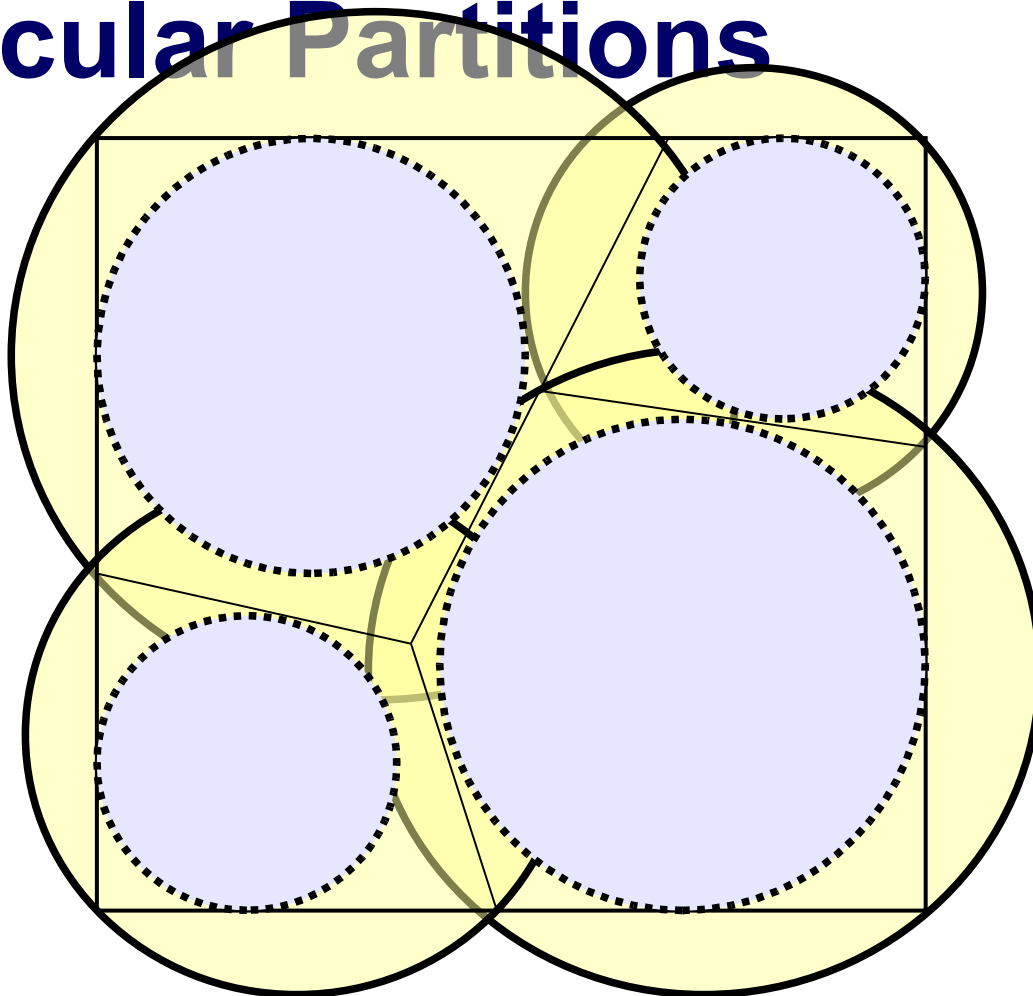
# Circular Partitions



*Partition of a polygon  $P$  in  $P_1, \dots, P_n$*



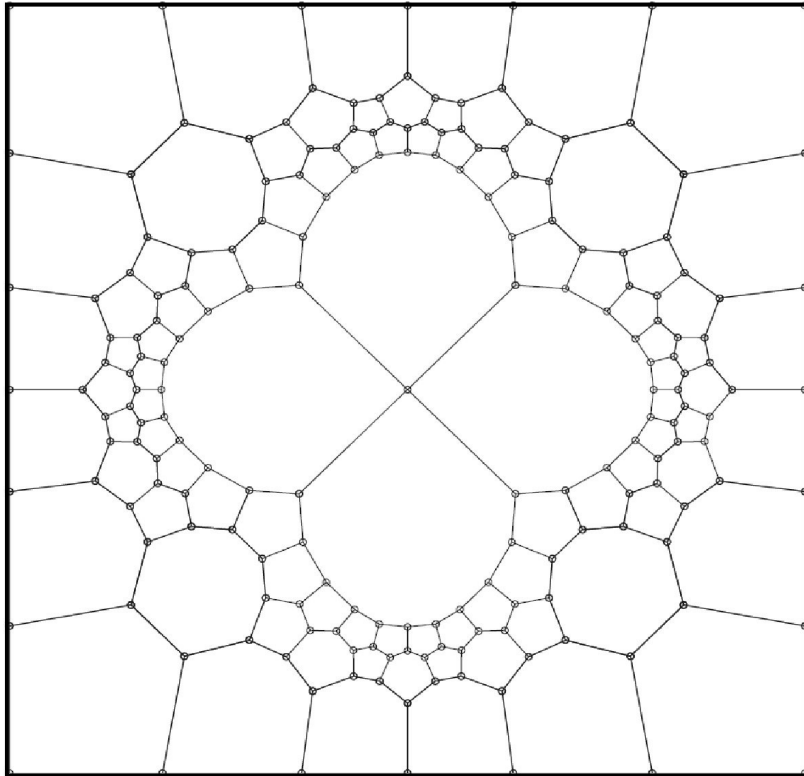
# Circular Partitions



*Partition of a polygon  $P$  in  $P_1, \dots, P_n$*

$$Y_{\text{partition}} = \max \{ \gamma(P_1), \dots, \gamma(P_n) \}$$

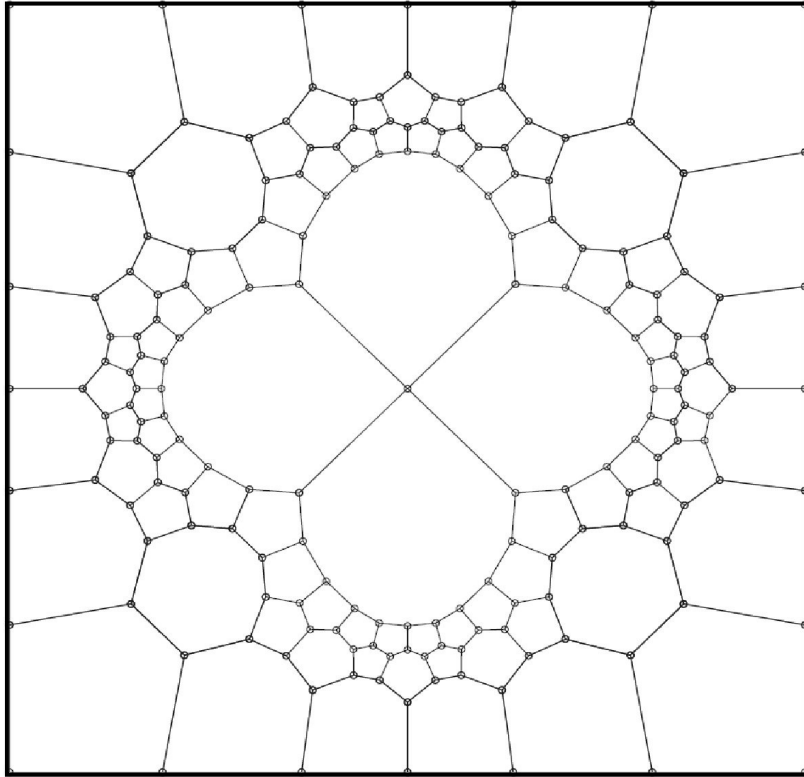
# Circular Partition into Convex Polygons



Best so far [DIO03]  
 $\gamma = 1.29950$

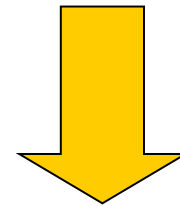
[DIO03] Mirela Damian-lordache and Joseph O'Rourke. Partitioning regular polygons into circular pieces I: Convex partitions. CoRR, cs.CG/0304023, 2003.

# Circular Partition into Convex Polygons



Best so far [DIO03]  
 $\gamma = 1.29950$

( Lower bound  
 $\gamma = 1.28868$  )



***Our question: Is some improvement possible?***

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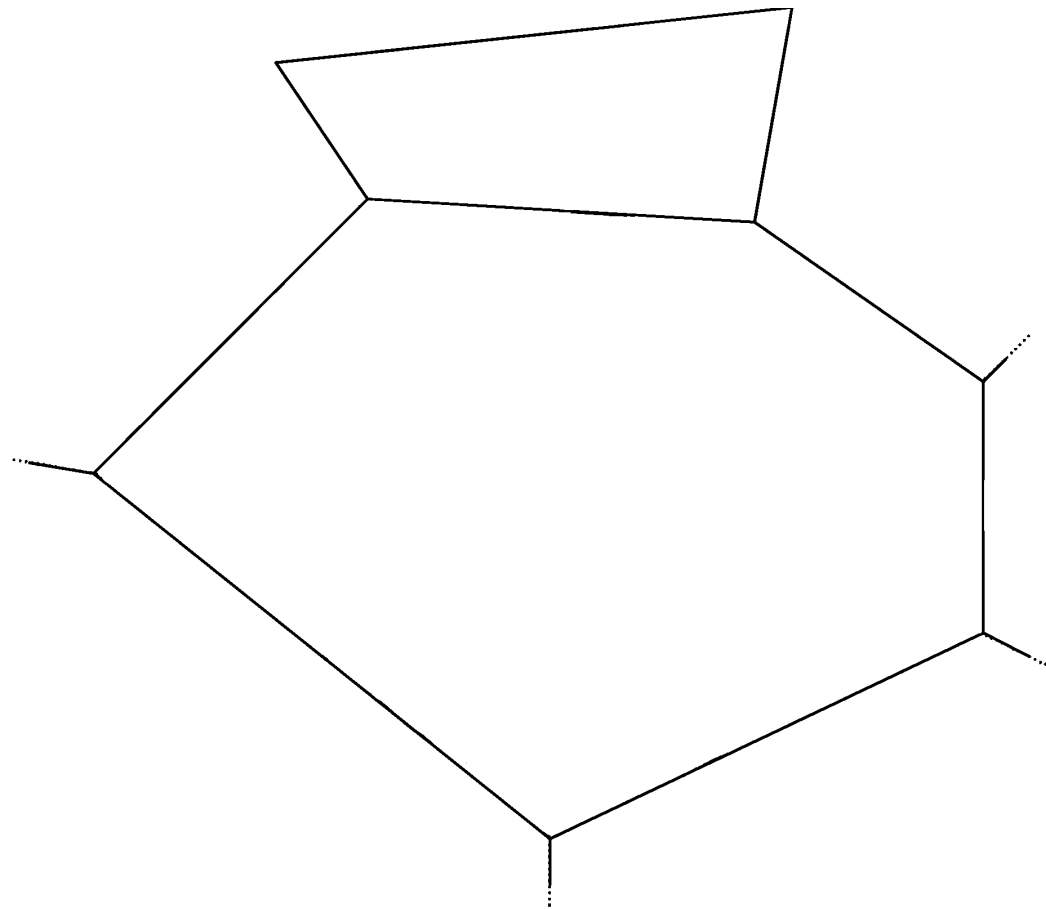
# Evolutionary Algorithm

1. Representation
2. Fitness Function
3. Selection Mechanism
4. Initial Population

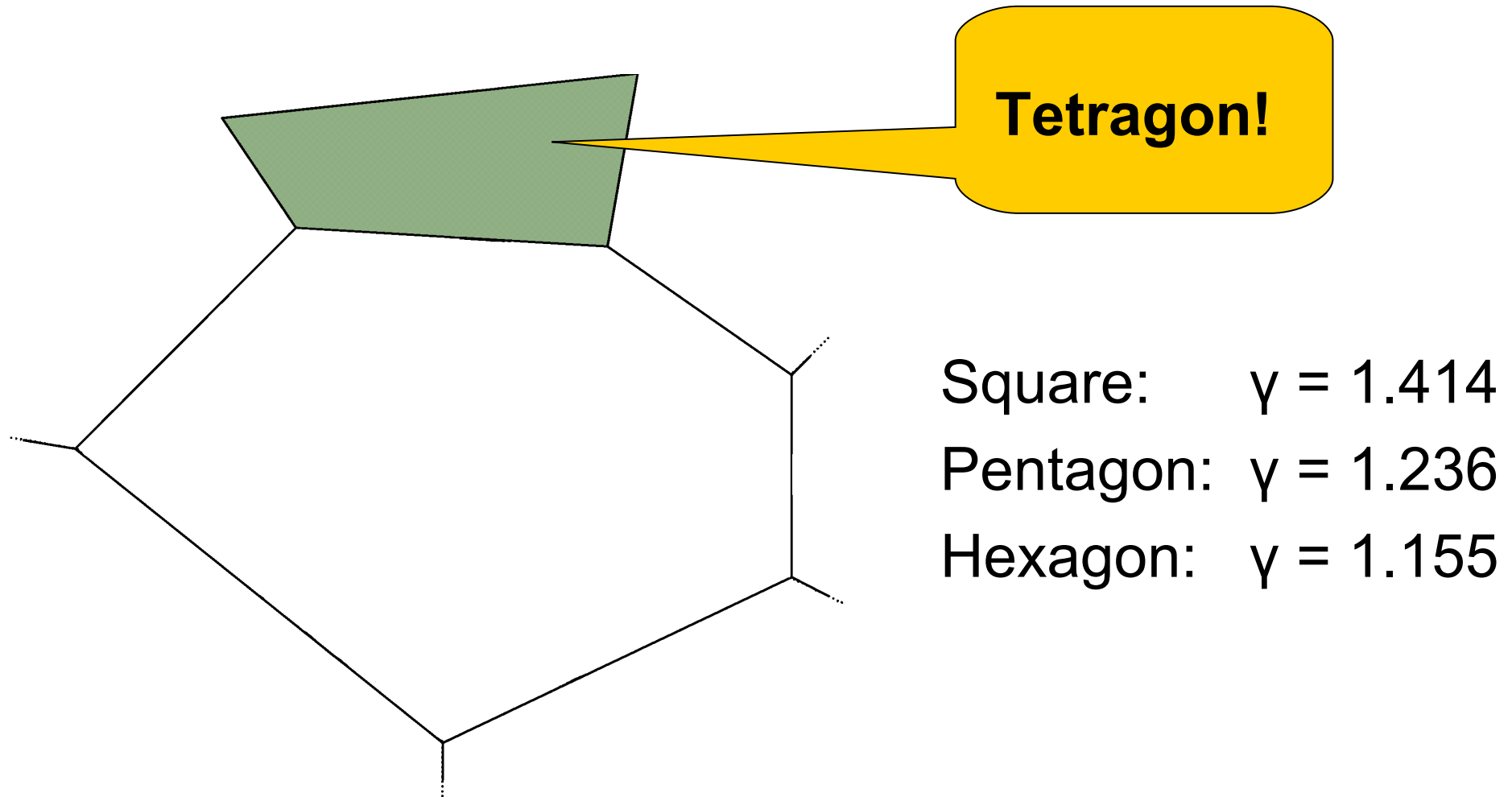
# Operators

- Push Operator  
*mutates vertices*
- **Tile Operator**  
***mutates non-circular polygons***
- Star Operator  
*mutates concave polygons*
- Crossover Operator

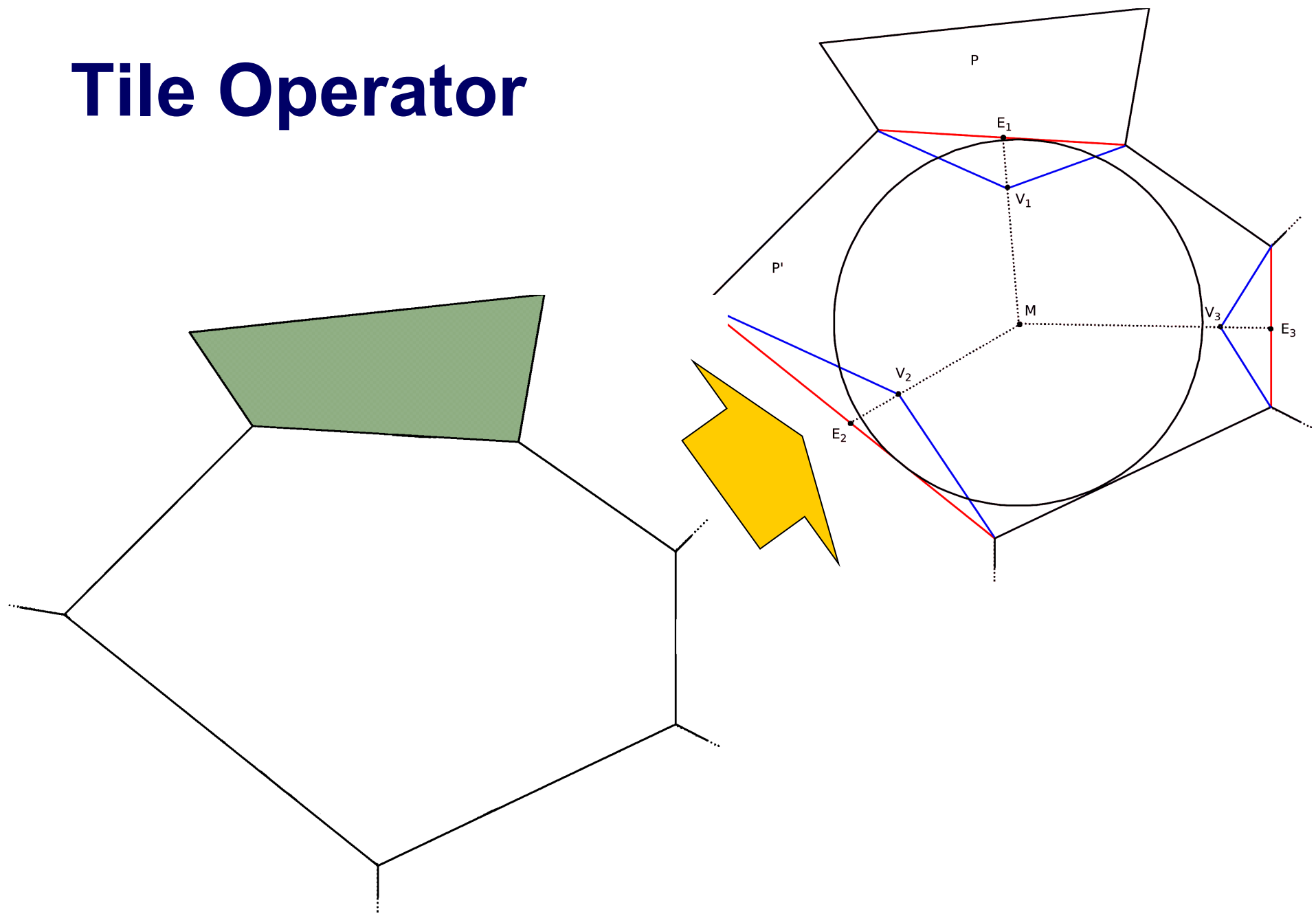
# Tile Operator



# Tile Operator



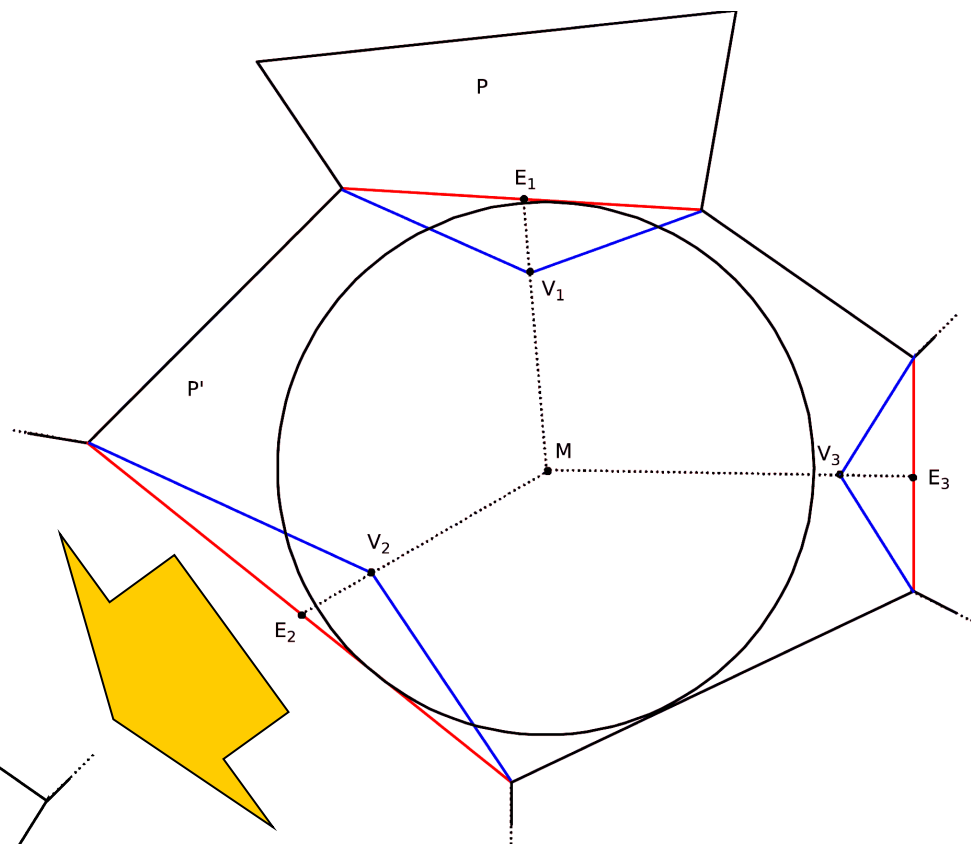
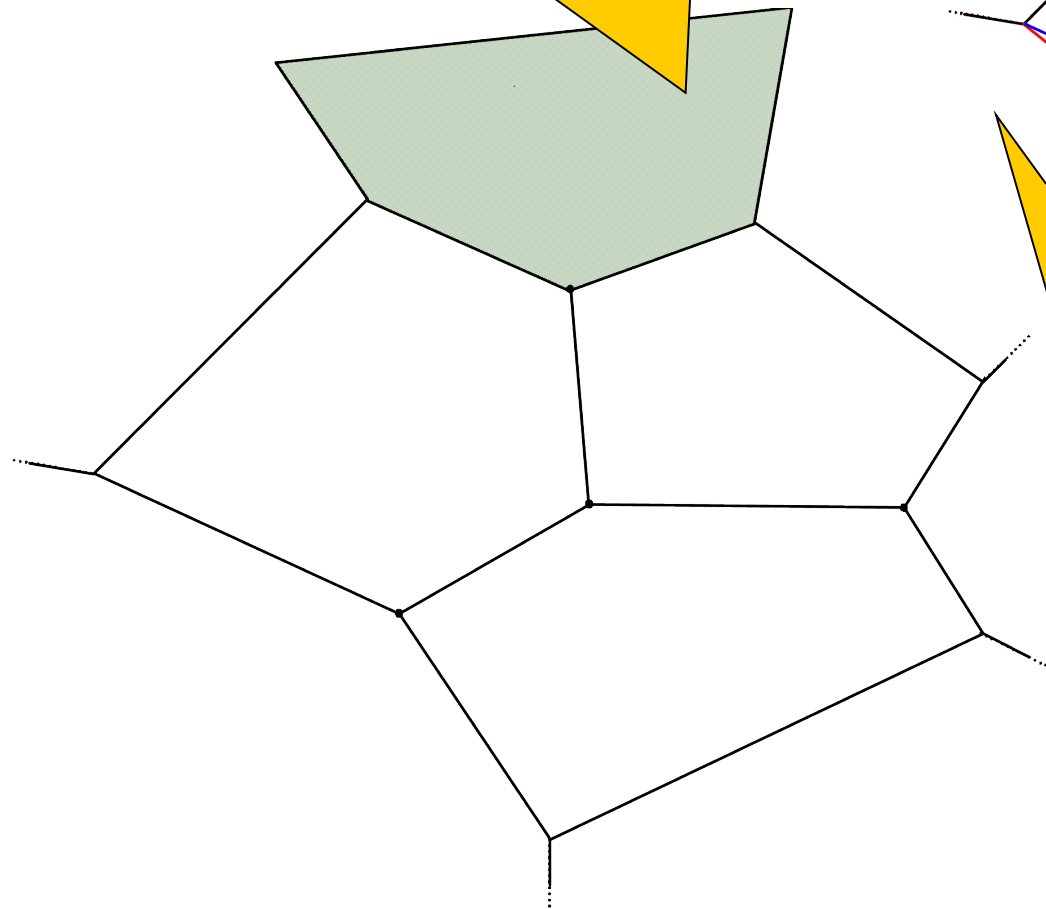
# Tile Operator



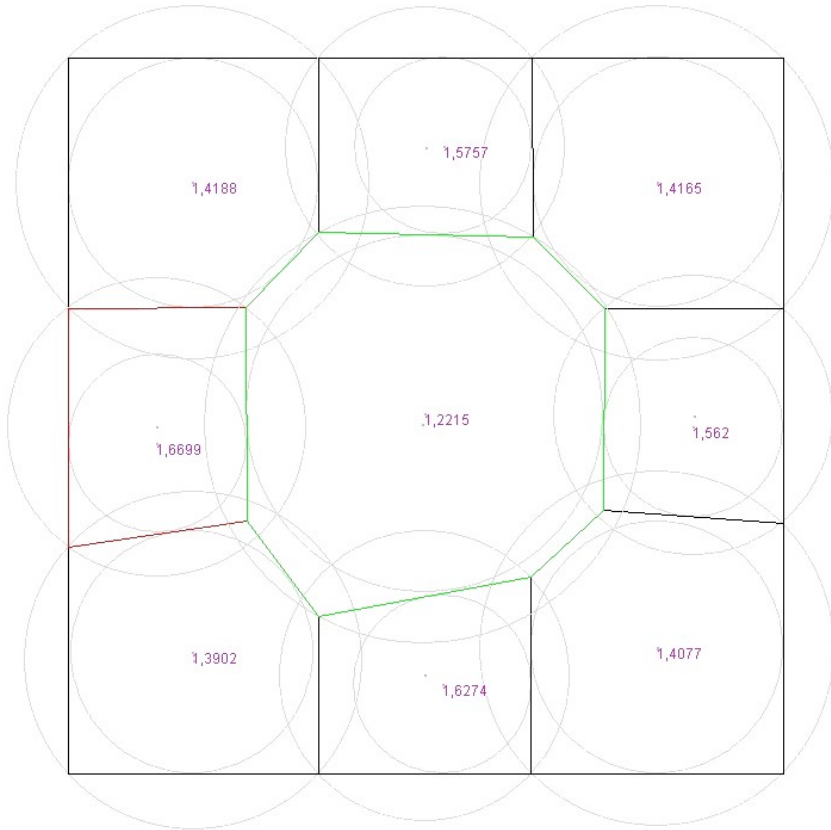


# Tile Operator

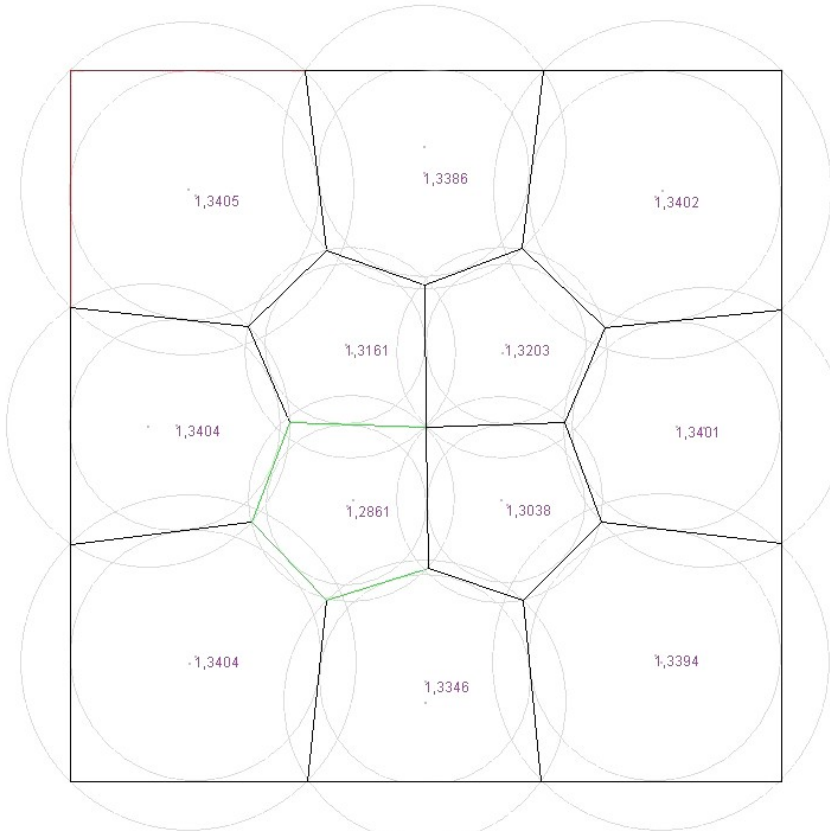
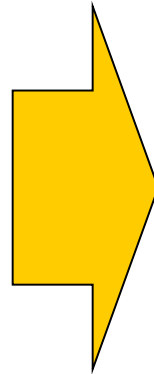
**Tetragon gone!**



# Short Run Results



$$\gamma = 1.6699$$



$$\gamma = 1.3405$$

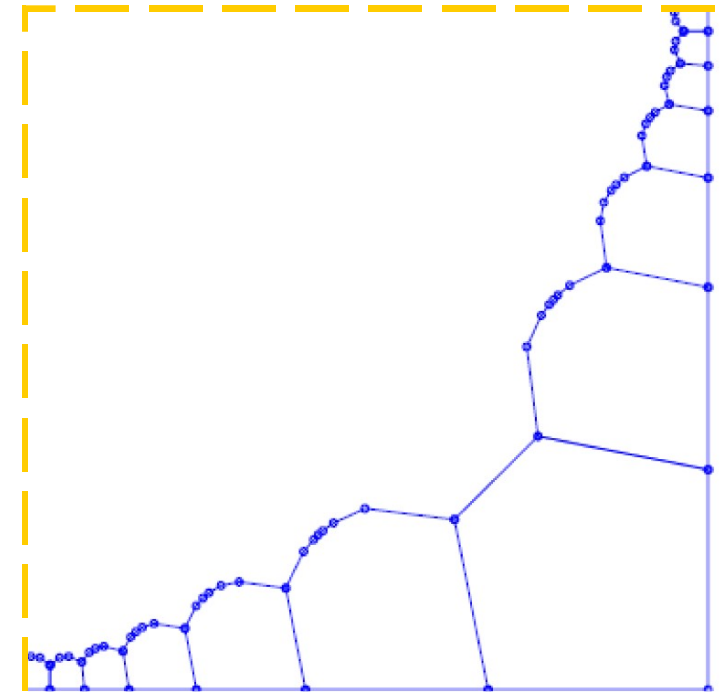
[ optimal:  $\gamma = 1.3396$  ]

Long way to  $\gamma = 1.2995$

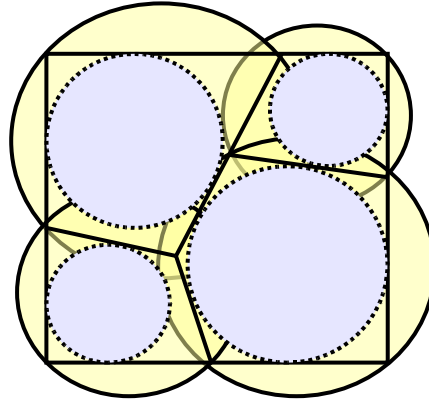
# Discussion

Long run experiments:  
No improvement  
over [DIO03] ( $\gamma = 1.29950$ )

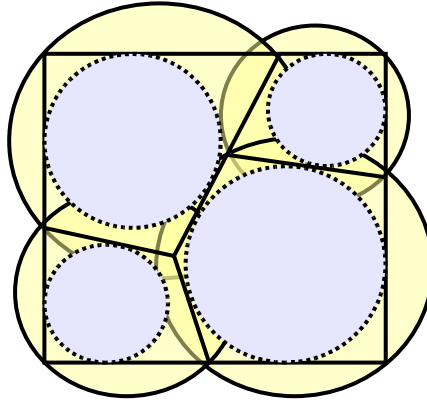
- Seeding crucial
- Not trivial to leave local minima
- Search space
- High level of epistasis



$$\gamma = 1.28898$$



**Thank you!**



**Personal Note**

I'm looking for a  
PhD position 😊

**Thank you!**