

# HyperSteiner: Computing Heuristic Hyperbolic Steiner Minimal Trees

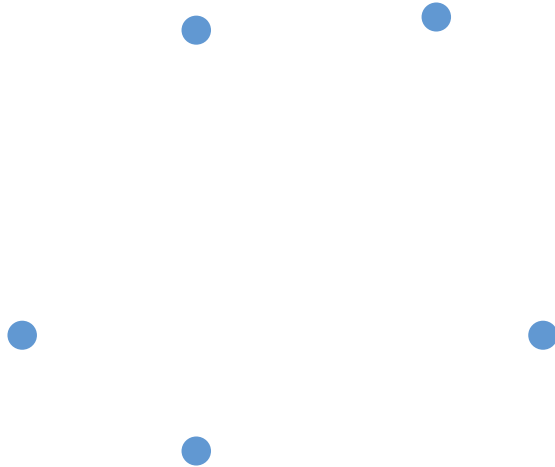
A. García Castellanos\*, A. A. Medbouhi\*, G. L. Marchetti, E. J. Bekkers, D. Kragic



SIAM Symposium on  
Algorithm Engineering  
and Experiments

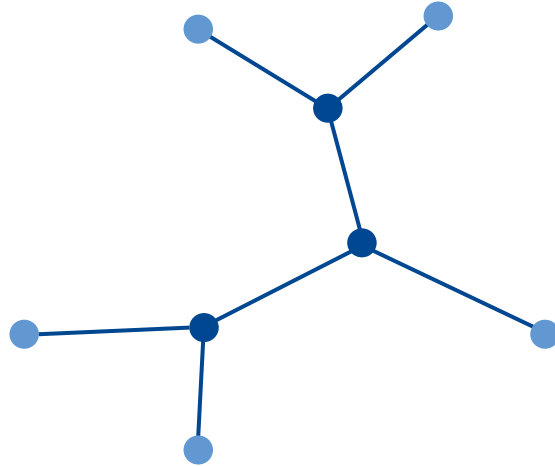
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**Problem:** given a set of  $n$  points  $P$  in the plane,



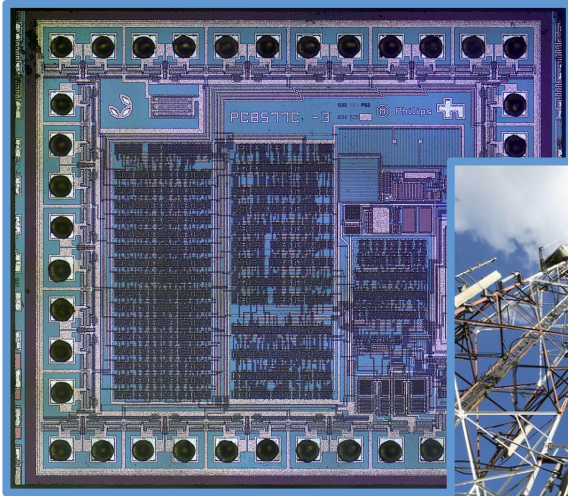
# Steiner Minimal Trees

**Problem:** given a set of  $n$  points  $P$  in the plane, find the set  $S$  of points and the tree with vertices  $P \cup S$  minimizing the total edge length.



# Applications

SMTs are crucial for (optimal) network design.





# Hardness and Heuristics

The problem of  
obtaining the *exact*  
SMT is **NP-Hard**



Obtain approximate  
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The **algorithm by Smith et al.** computes *suboptimal* Steiner Minimal Trees by a *divide-and-conquer* approach:

1. Reducing the problem to a local one via the Delaunay triangulation
2. Concatenating local Full Steiner Trees (FSTs)

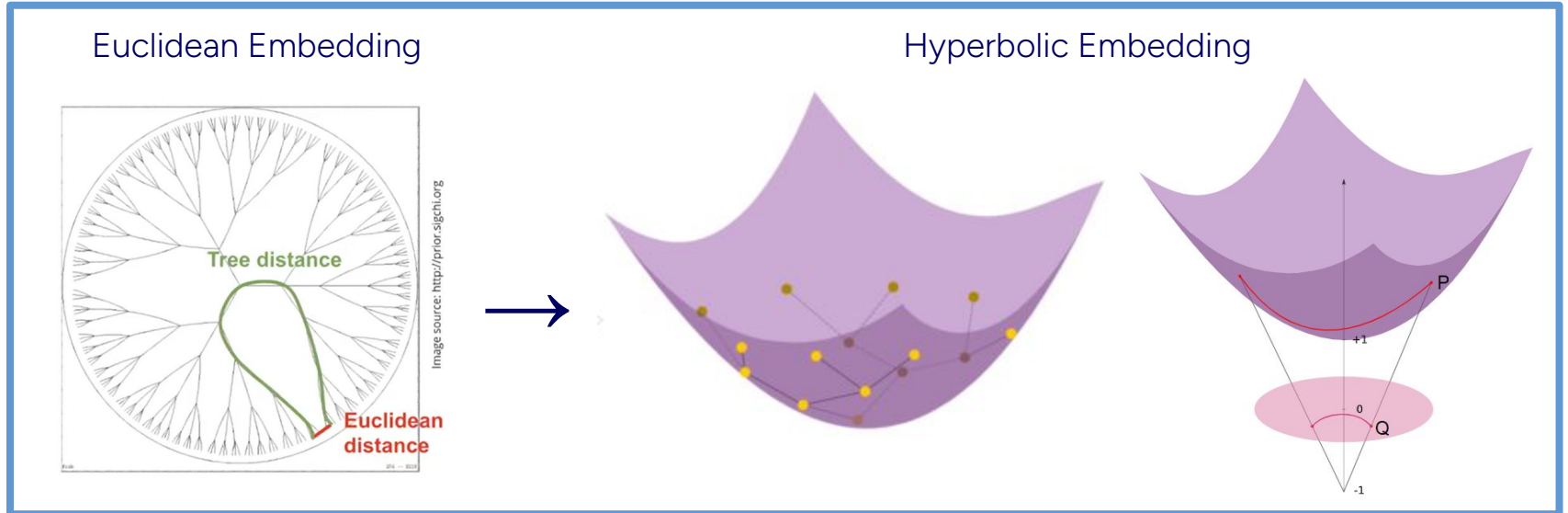
# Non-Euclidean SMTs

The SMT problem can be defined on any Riemannian manifold. We focus on the hyperbolic space,



# Non-Euclidean SMTs

The SMT problem can be defined on any Riemannian manifold. We focus on the hyperbolic space, since its exponential growth is suitable for representing hierarchical data.







# Goals

- Adapt the heuristic method for computing SMTs by Smith et al. to the hyperbolic space
- Apply the method to [hierarchy discovery](#)

# Smith-Lie-Liebman algorithm

The **algorithm by Smith et al.** computes *suboptimal* Steiner Minimal Trees by a *divide-and-conquer* approach:

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It has  $O(n \log(n))$  computational complexity 🚀

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## Algorithm 1 SLL Algorithm

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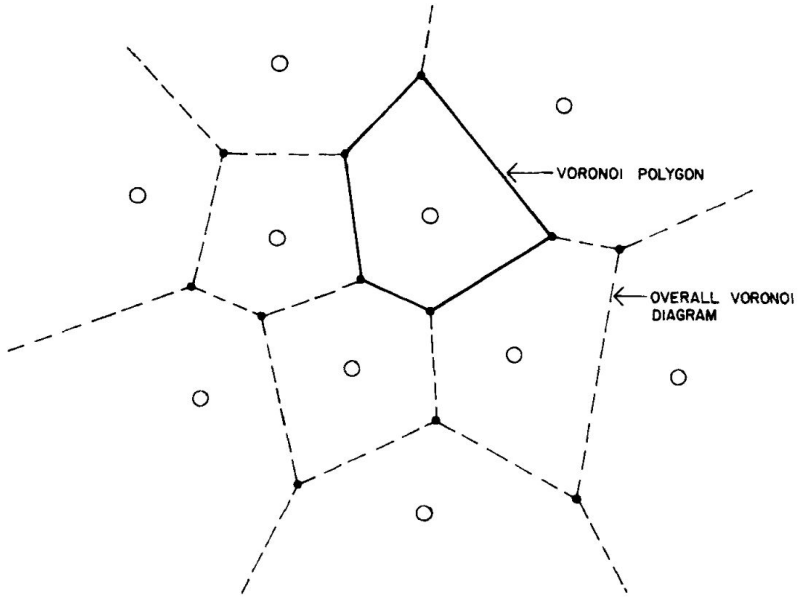
**Input:** Terminals  $P \subset \mathbb{R}^2$ .

1. Construct the Delaunay triangulation,  $DT(P)$ .
2. Construct  $MST(P)$  (Kruskal algorithm) and simultaneously build a priority queue as follows:
  - 2.1. Mark all the triangles  $\sigma \in DT(P)$  containing two edges of  $MST(P)$  and admitting an FST.
  - 2.2. Place the FSTs of marked triangles  $\sigma$  in a queue  $Q$  prioritized on  $\rho(\sigma)$  (smaller first).
3. Add the FST of the 4-terminal subsets:
  - 3.1. For each marked triangle  $\sigma$ , find its adjacent triangles  $\sigma'$  such that  $\sigma$  and  $\sigma'$  contain three edges of the  $MST(P)$ .
  - 3.2. Compute the FST  $\sigma \cup \sigma'$  for each of the two possible topologies and add the minimal one to  $Q$ .
4. Convert  $Q$  to an ordered list and append to it the edges of  $MST(P)$ , sorted in non-decreasing order.
5. Let  $T$  be an empty tree. An FST in  $Q$  is added to  $T$  if it does not create a cycle (greedy concatenation).

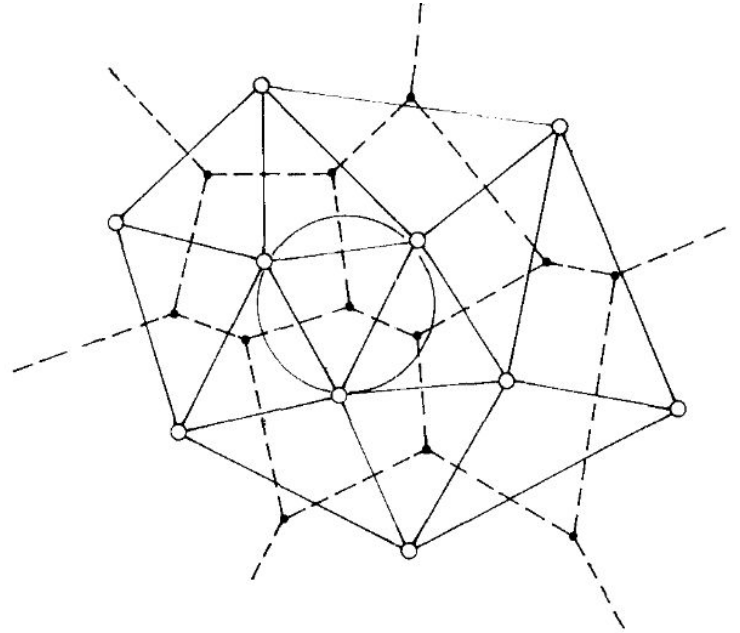
**Output:**  $T$  – a heuristic SMT of  $P$ .

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# SLL: Delaunay triangulation

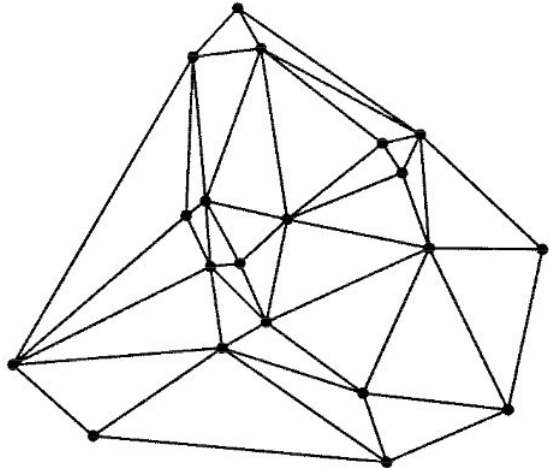


Voronoi diagram



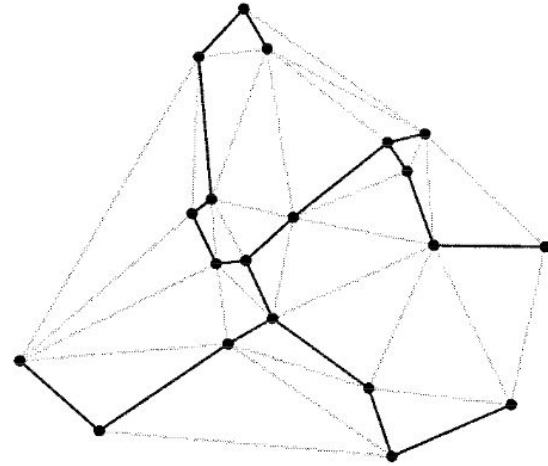
Delaunay triangulation

# SLL: Minimum Spanning Tree



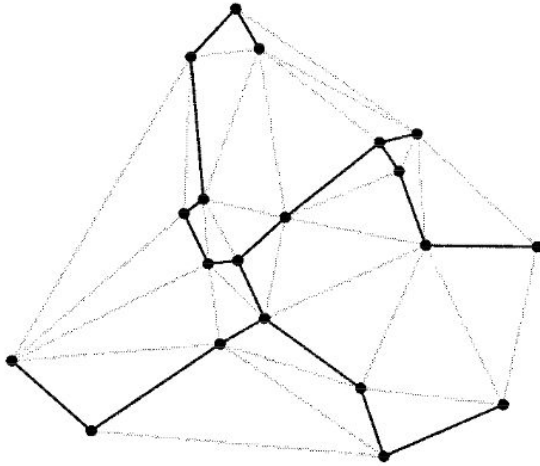
**Delaunay triangulation**

**Kruskal**



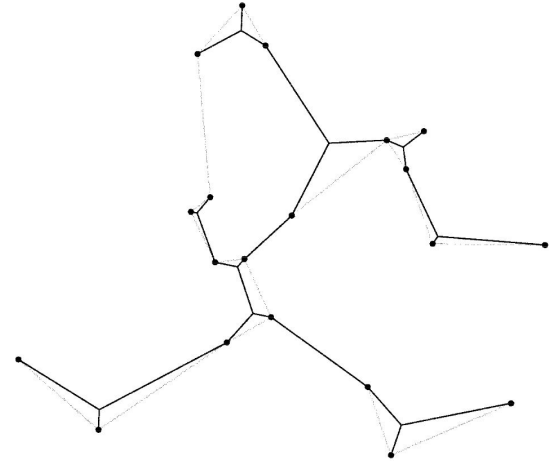
**MST**

# SLL: Heuristic Steiner Minimal Tree



**MST**

**3 and 4 node  
Full Steiner Trees**



**SMT**



# Method: Adapting Smith et al.

Goes from local to global solution via Delaunay triangles  
⇒ Adaptation from Euclidean to hyperbolic needs:



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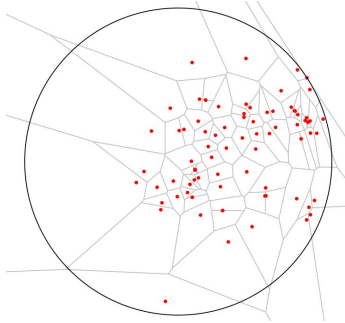
Hyperbolic Voronoi Diagram

Hyperbolic Delaunay  
Triangulation

3 and 4-point Full Steiner  
Trees in a Hyperbolic model

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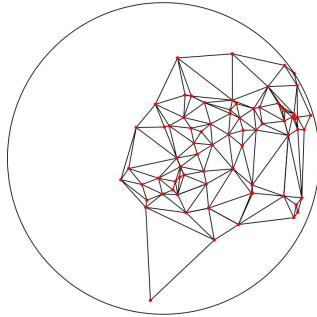
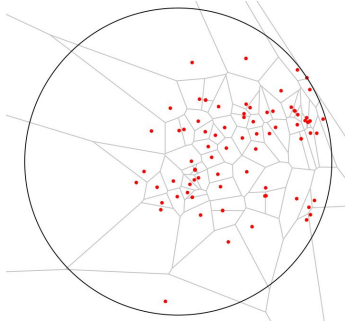
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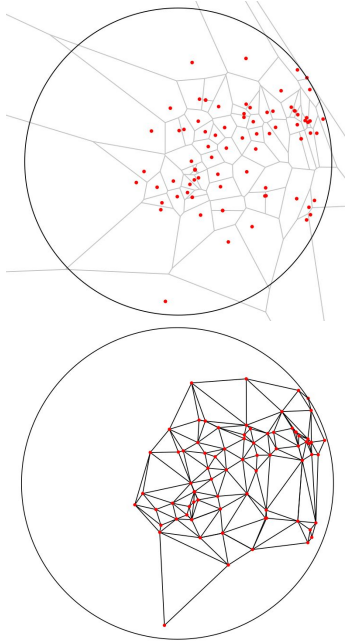
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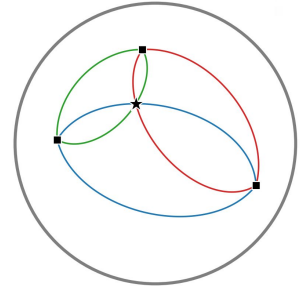
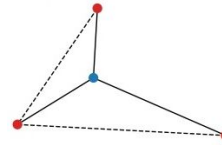
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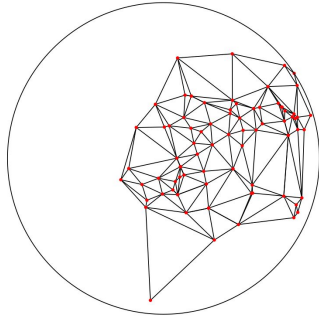
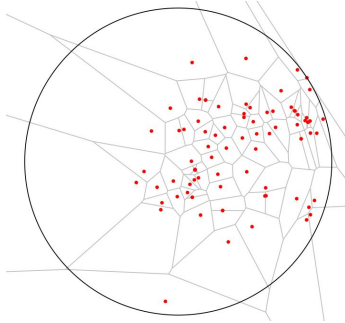
3-points

System of algebraic equations



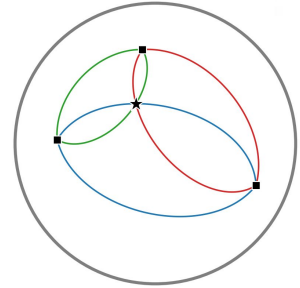
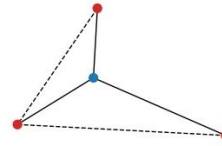
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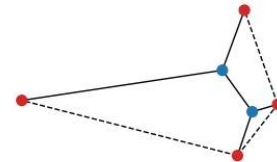
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4-points

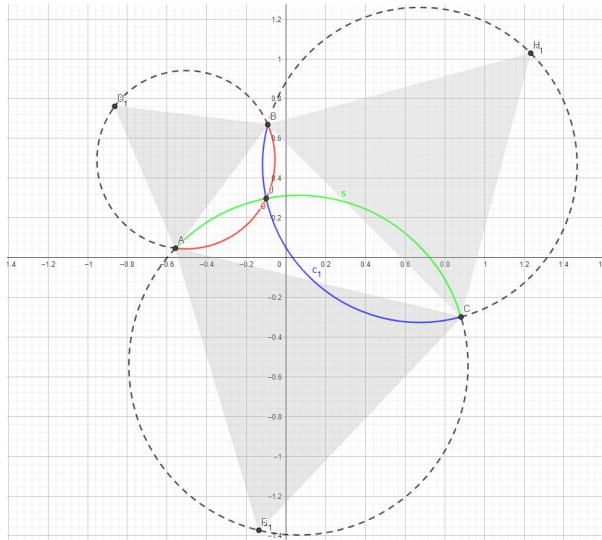
Approximated recursive algorithm



# Method: Solving the 3-point case with isoptic curves

In the 3-point case the Steiner point (if exists) is the locus where all segments of the triangle  $\triangle ABC$  are seen under  $120^\circ$  (i.e., *intersection of isoptic curves*)

Euclidean Case (aka Fermat point)

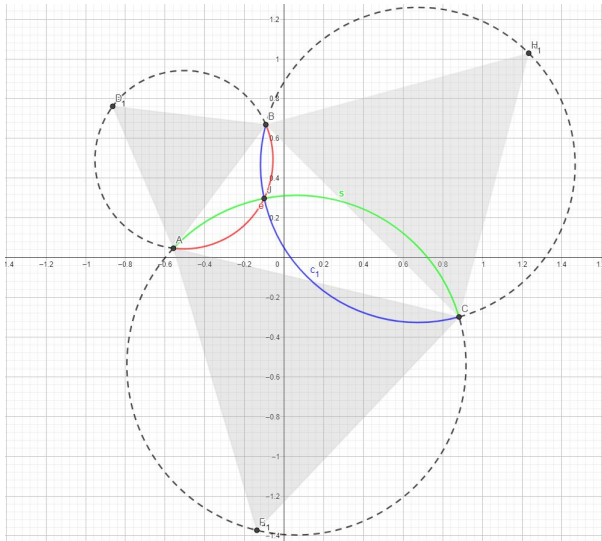


Hyperbolic Klein model

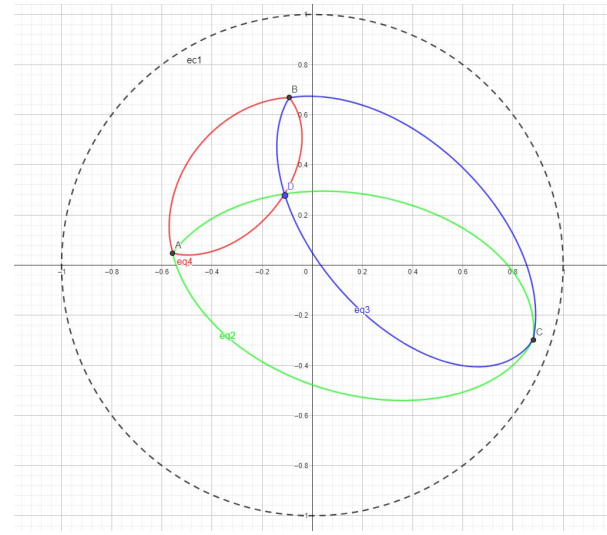
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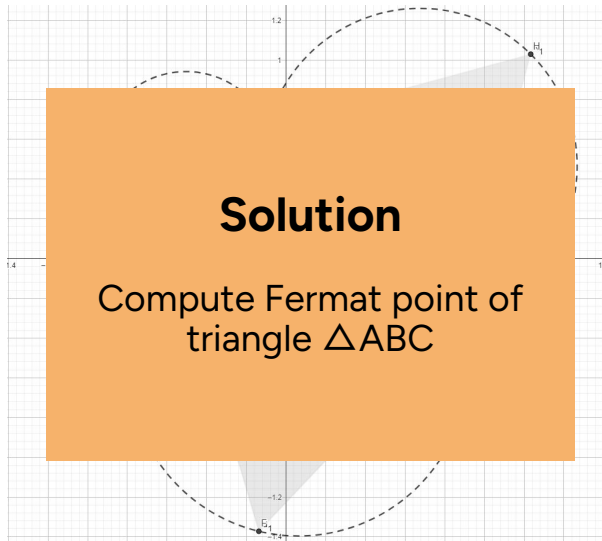
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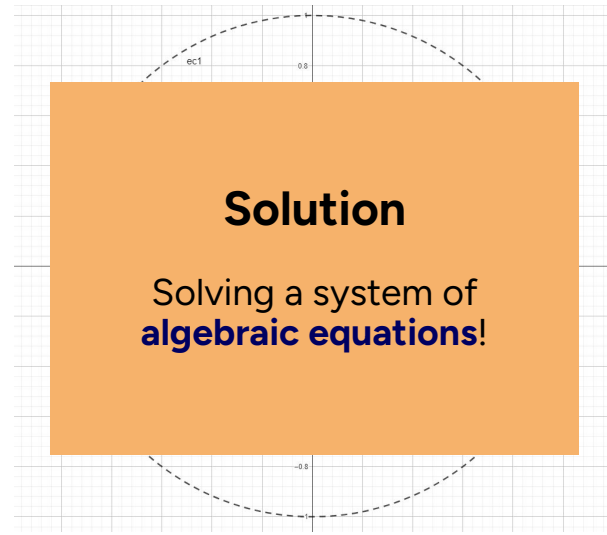
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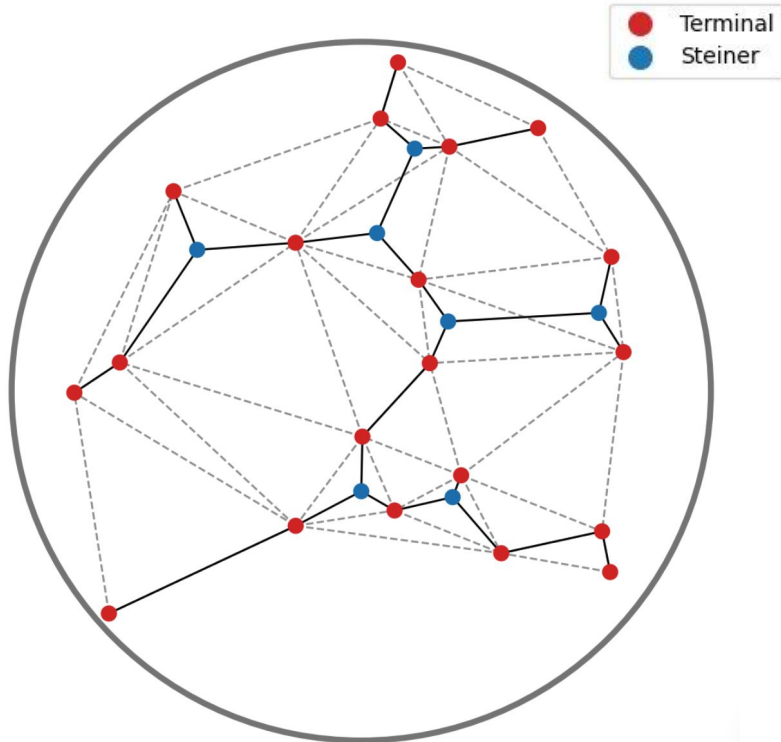
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Hyperbolic Klein model



# Example



Steiner ratio

$$\frac{\text{Steiner tree}}{\text{Minimum Spanning Tree}} = 94\%$$



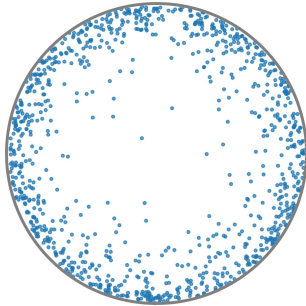
# Experiments

Method validation on synthetic data  
sampled from different distributions



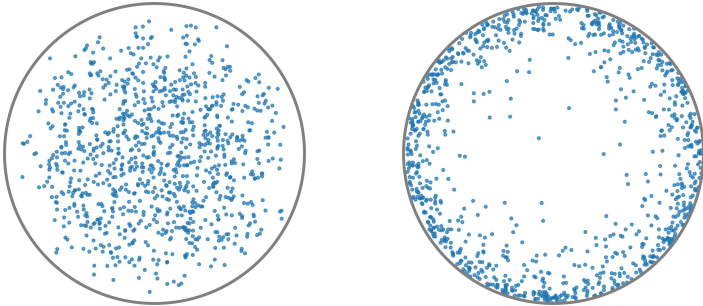


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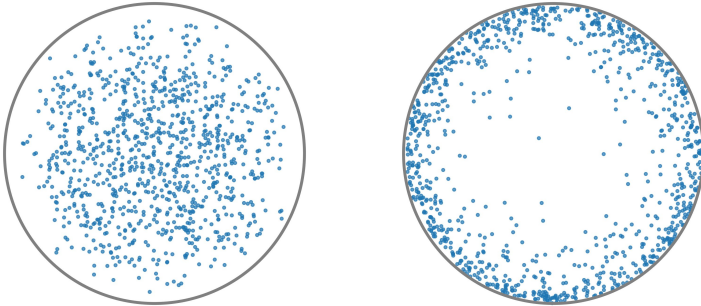


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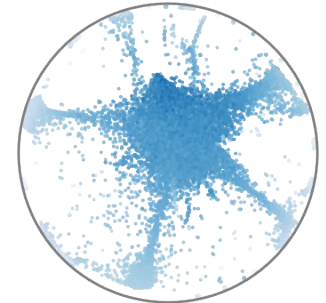
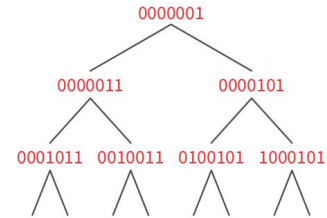
Application to hierarchy discovery on  
real biological data



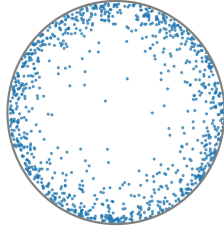
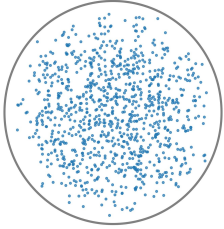
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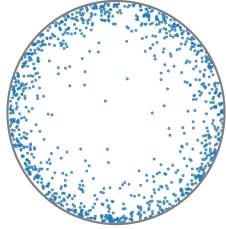
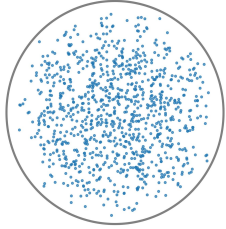
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# Results for validation on synthetic data

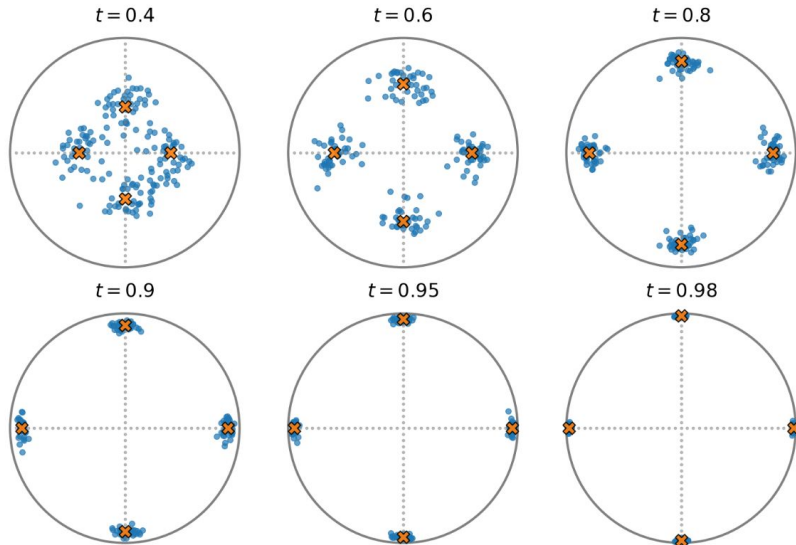
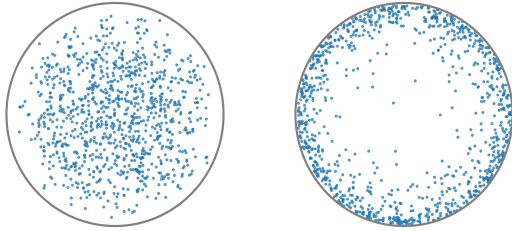


# Results for validation on synthetic data



**1) HyperSteiner leads to 2-3% improvement over the MST in standard scenarios, similarly to the Euclidean case.**

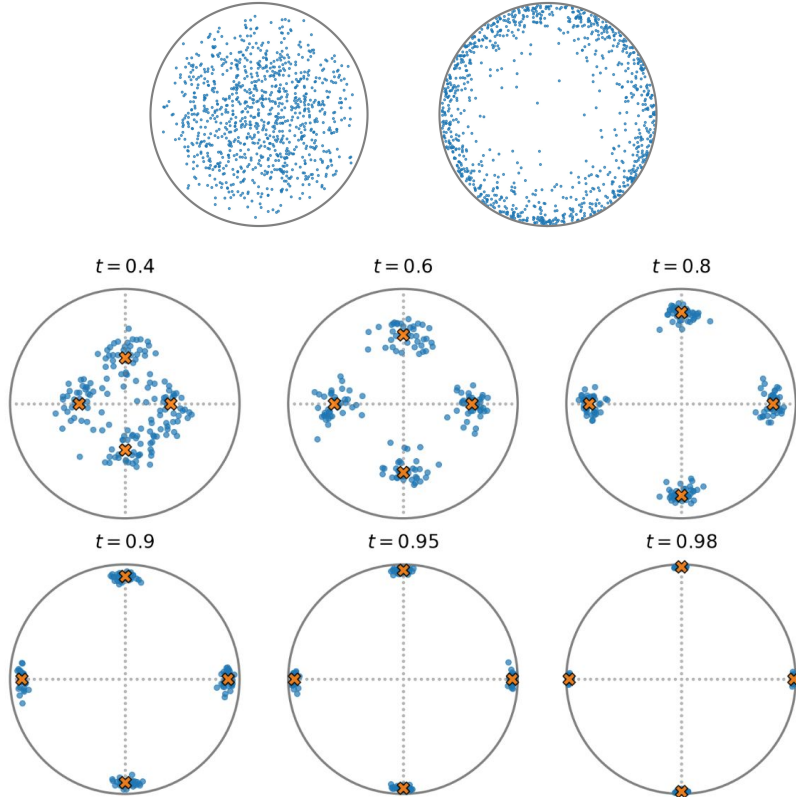
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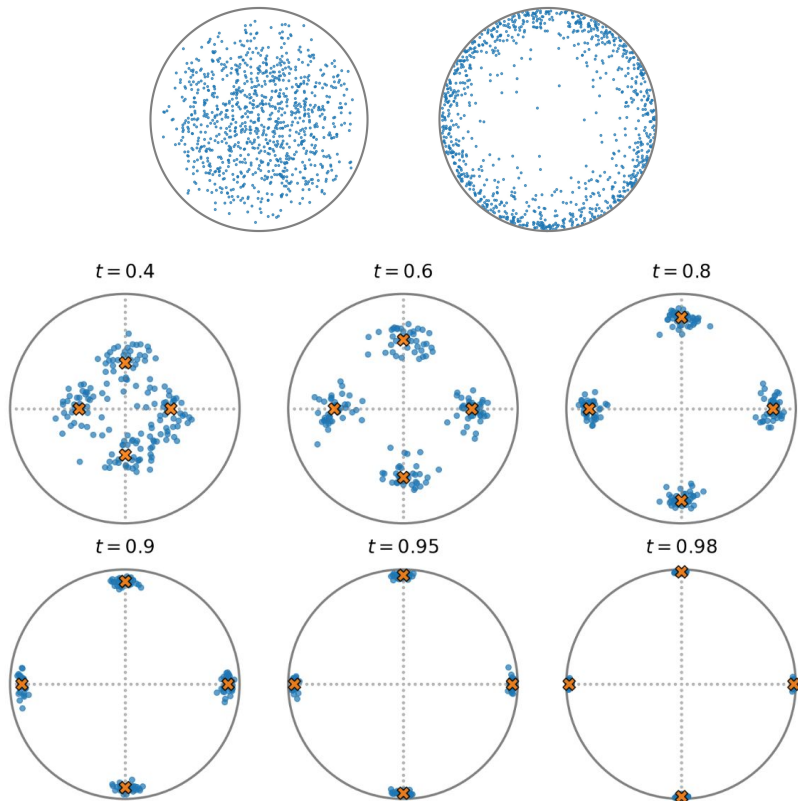
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		1	40	1	30
$t$	$ P /d$				
0.40		$13.48 \pm 0.33$	$2.52 \pm 0.39$	$9.64 \pm 0.27$	$2.57 \pm 0.36$
0.60		$14.59 \pm 0.19$	$2.33 \pm 0.51$	$11.55 \pm 0.17$	$2.27 \pm 0.37$
0.80		$16.31 \pm 0.11$	$2.44 \pm 1.27$	$14.95 \pm 0.11$	$1.89 \pm 0.35$
0.90		$17.76 \pm 0.07$	$3.16 \pm 2.42$	$18.02 \pm 0.08$	$1.81 \pm 0.95$
0.95		$18.91 \pm 0.05$	$4.47 \pm 3.56$	$20.54 \pm 0.06$	$2.18 \pm 1.93$
0.98		$20.04 \pm 0.04$	$6.63 \pm 4.56$	$23.04 \pm 0.05$	$4.02 \pm 4.10$

# Results for validation on synthetic data



1) HyperSteiner leads to 2-3% improvement over the MST in standard scenarios, similarly to the Euclidean case.

2) HyperSteiner achieves higher improvement over the MST than the maximum theoretical improvement on the Euclidean case (Gilbert-Pollak conjecture  $\sim 13.4\%$ ).

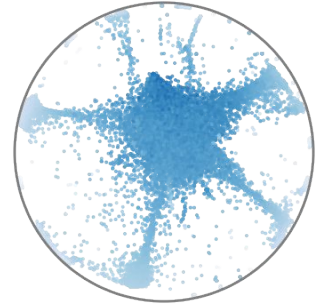
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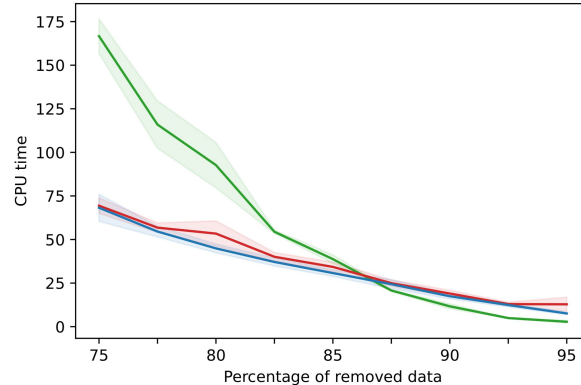
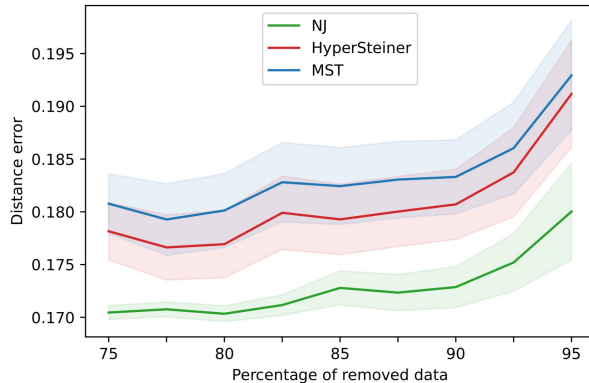
# Results for cell age prediction on real data

## Whole *Planaria* dataset

Method	NJ	HyperSteiner	MST
Distance error	0.17	0.18	0.19
CPU	12604	995	914



## Missing data



## HyperSteiner:

- 1) Scales much better than Neighbor Joining to large datasets.
- 2) Performs better than Minimum Spanning Tree.



# Conclusion

We developed a method to compute a heuristic Steiner tree connecting points in a hyperbolic space, with applications to hierarchy discovery in biology.

**Questions?**