Min-Max affine approximants and sketches.

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1) A constructive method to find a local Min-Max affine approximant to a given convex function $f:\mathbb R^k\xrightarrow{} \mathbb R$, %$k\geq 1$ over a certain simplex in $\mathbb R^k$ and an application to computer vision.

2) Using sketch algorithms to represent the votes in Hough transforms.