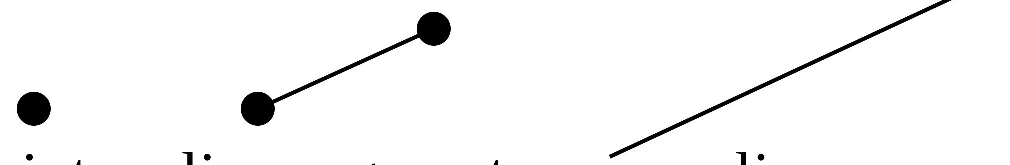
Computational Geometry

Lecture 17

Computational geometry

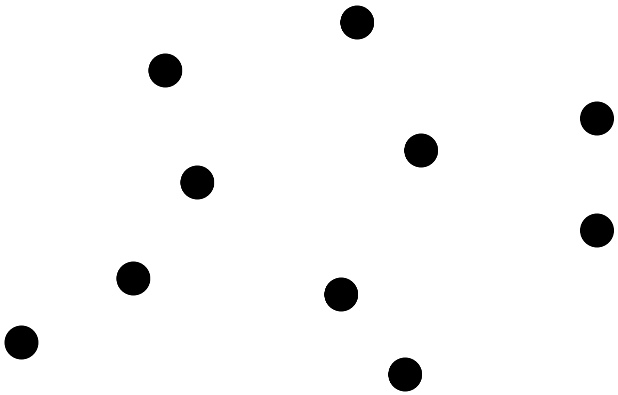
Algorithms for solving "geometric problems" in 2D and higher.

Fundamental objects:

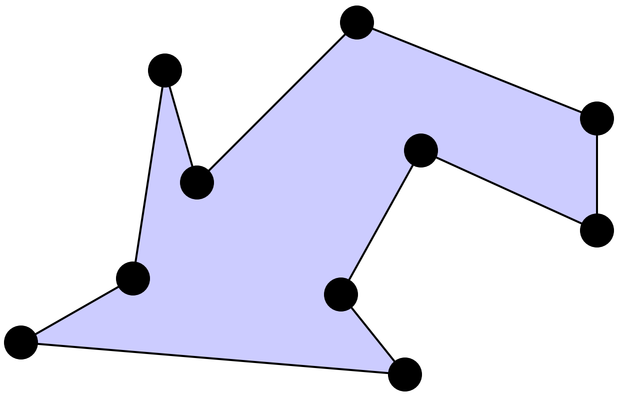


point line segment line

Basic structures:



point set



polygon

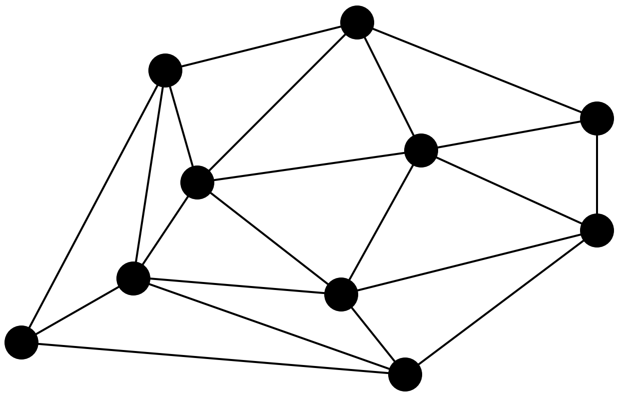
Computational geometry

Algorithms for solving "geometric problems" in 2D and higher.

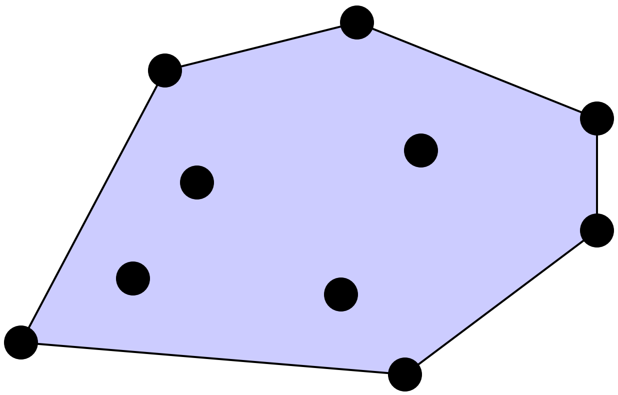
Fundamental objects:

point line segment line

Basic structures:



triangulation



convex hull

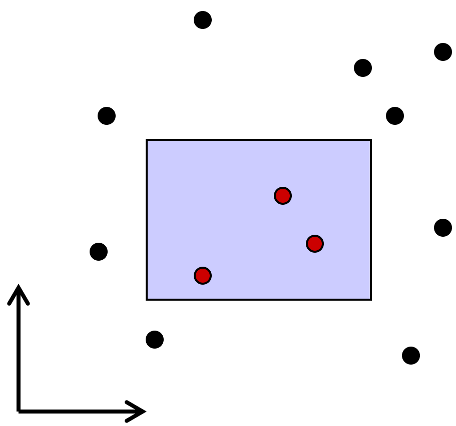
Orthogonal range searching

Input: *n* points in *d* dimensions

- E.g., representing a database of *n* records each with *d* numeric fields

Query: Axis-aligned ***box*** (in 2D, a rectangle)

- Report on the points inside the box:
  - Are there any points?
  - How many are there?
  - List the points.



Orthogonal range searching

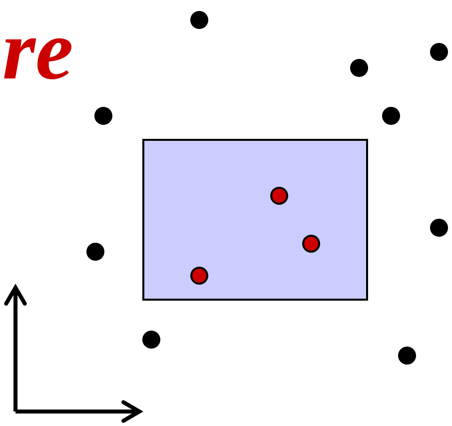
Input: n points in d dimensions

Query: Axis-aligned ***box*** (in 2D, a rectangle)

- Report on the points inside the box

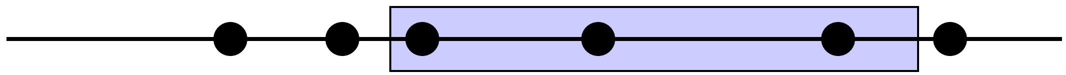
Goal: Preprocess points into a data structure to support fast queries

- Primary goal: ***Static data structure***
- In 1D, we will also obtain a dynamic data structure supporting insert and delete



1D range searching

In 1D, the query is an interval:

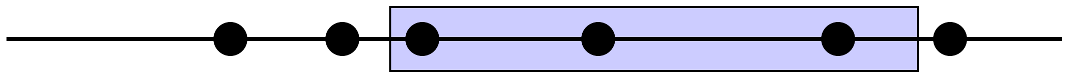


First solution using ideas we know:

- Interval trees
  - Represent each point x by the interval $[x, x]$.
  - Obtain a dynamic structure that can list k answers in a query in $O(k \lg n)$ time.

1D range searching

In 1D, the query is an interval:



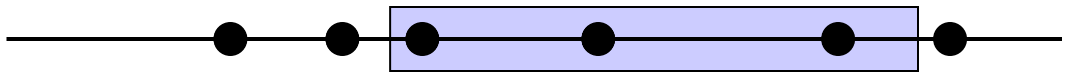
Second solution using ideas we know:

- Sort the points and store them in an array
  - Solve query by binary search on endpoints.
  - Obtain a static structure that can list k answers in a query in $O(k + \lg n)$ time.

Goal: Obtain a dynamic structure that can list k answers in a query in $O(k + \lg n)$ time.

1D range searching

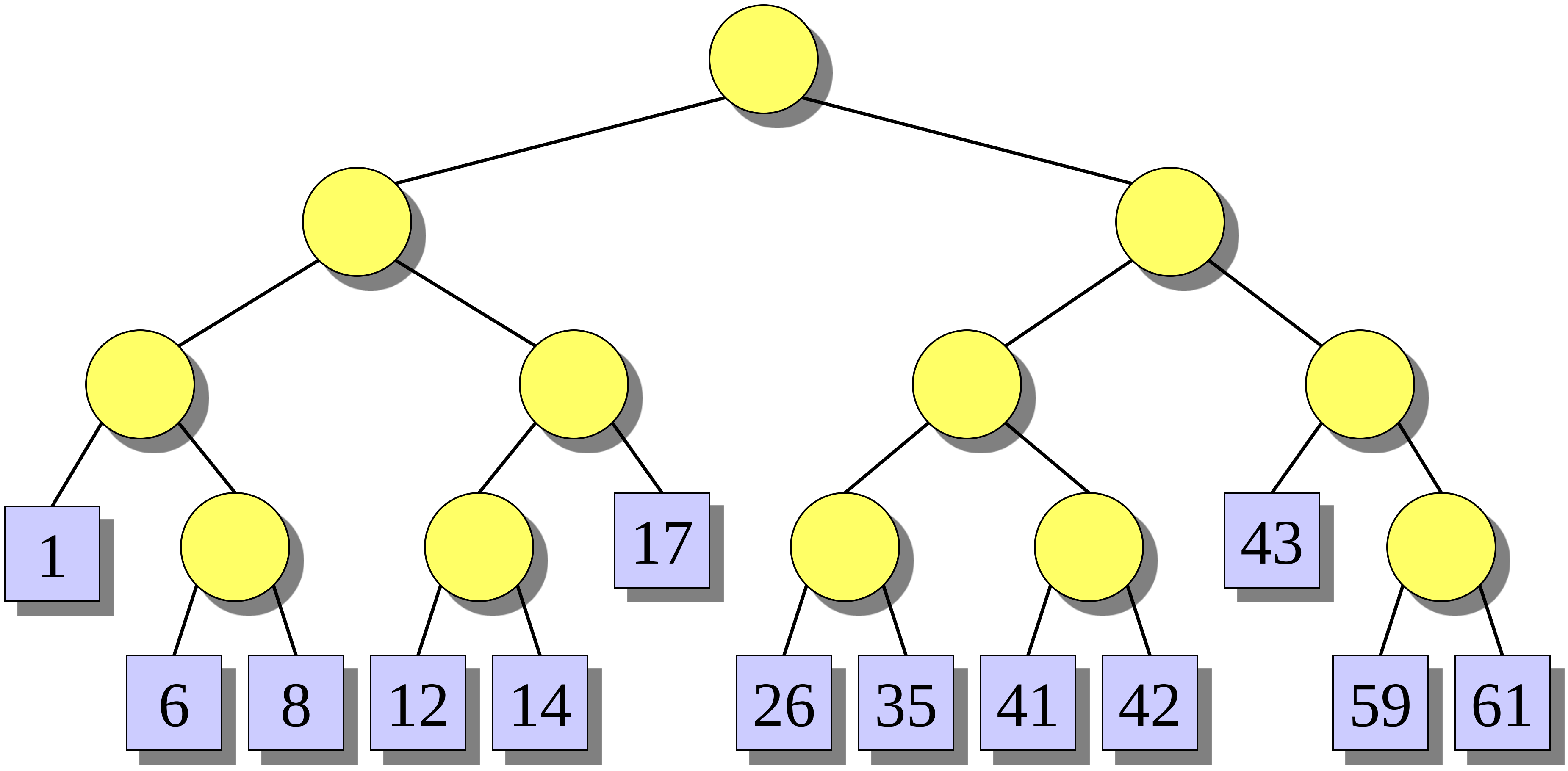
In 1D, the query is an interval:



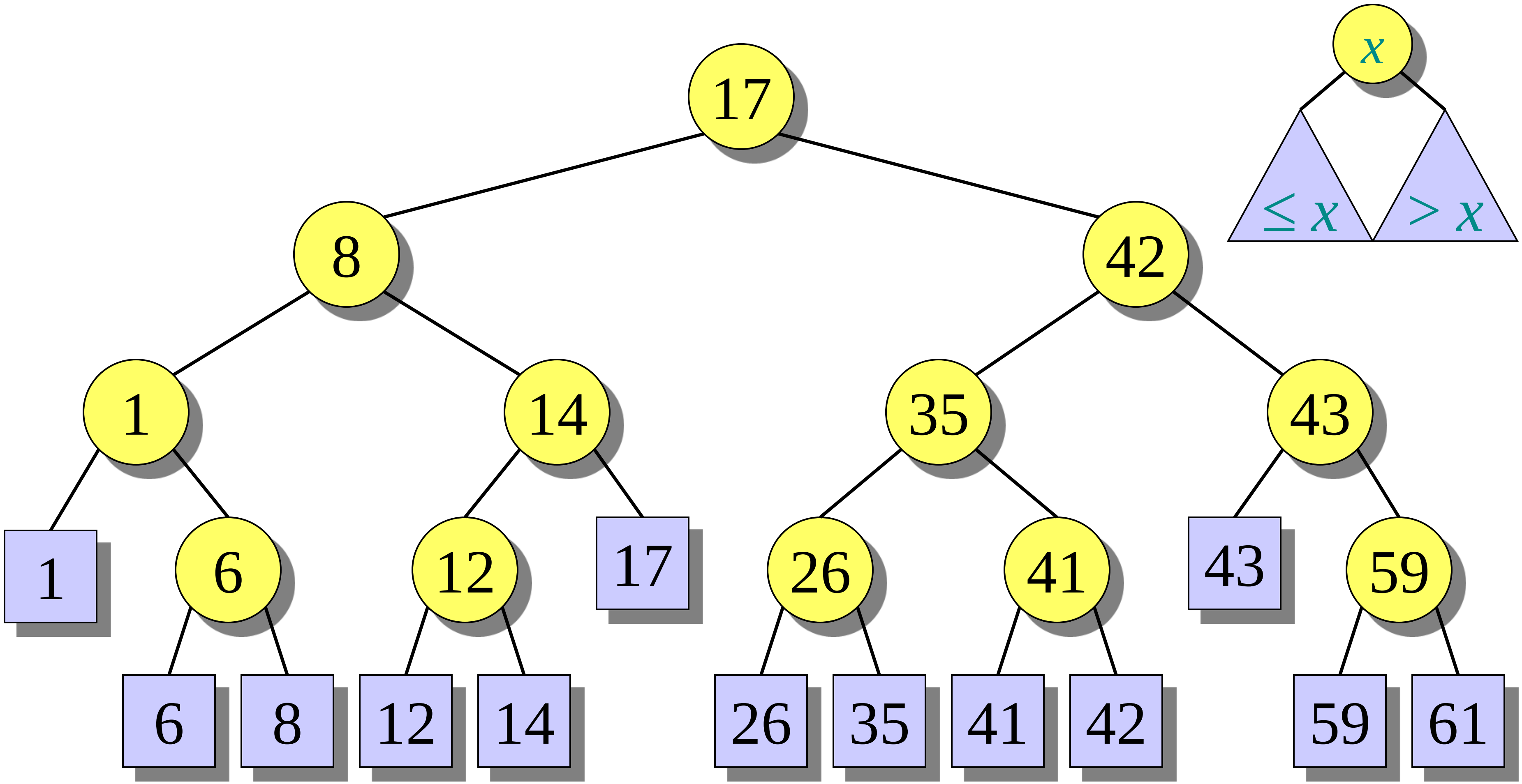
New solution that extends to higher dimensions:

- Balanced binary search tree
  - New organization principle:
    Store points in the *leaves* of the tree.
  - Internal nodes store copies of the leaves to satisfy binary search property:
    - Node x stores in $key[x]$ the maximum key of any leaf in the left subtree of x.

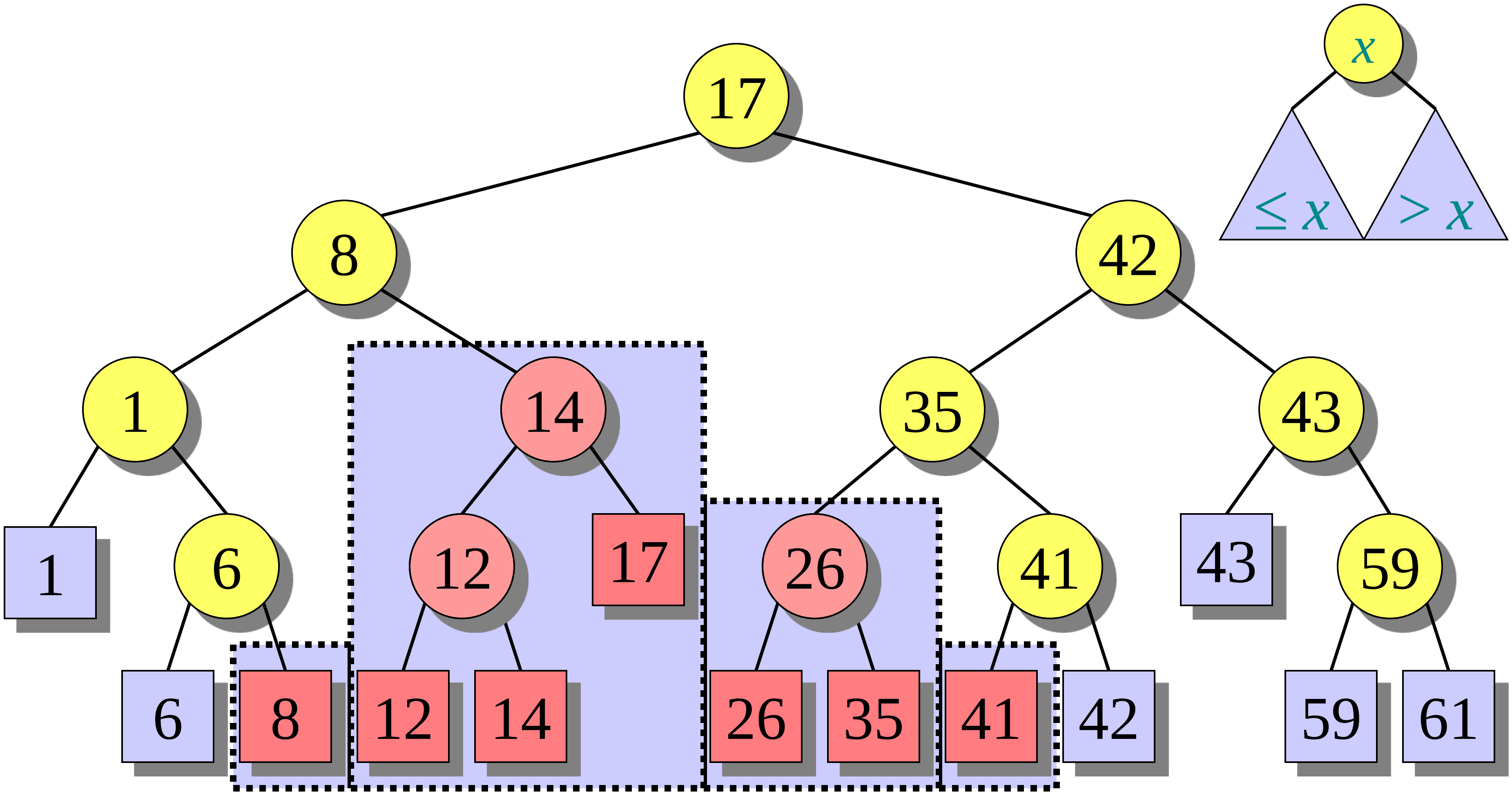
Example of a 1D range tree



Example of a 1D range tree

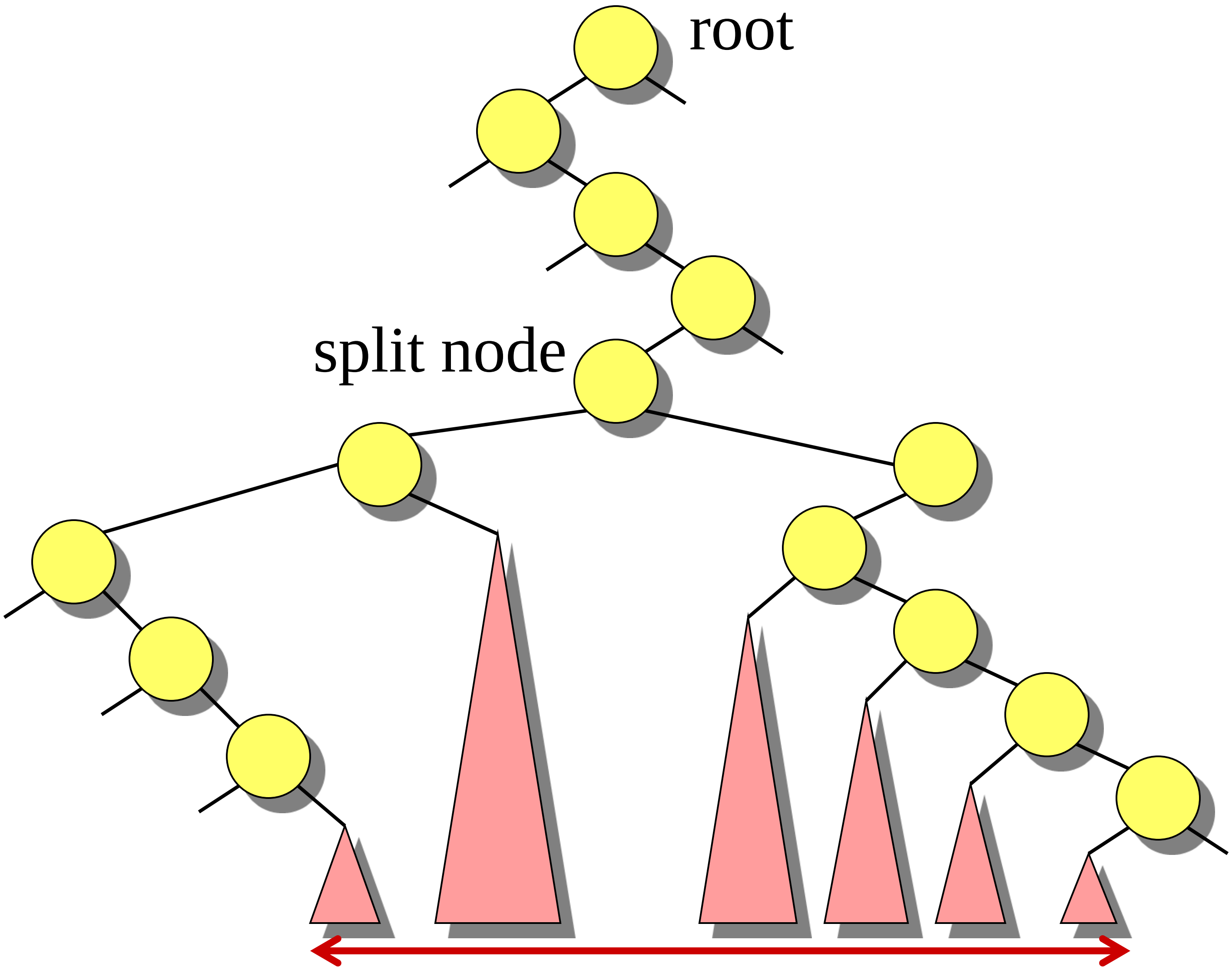


Example of a 1D range query



RANGE-QUERY([7, 41])

General 1D range query



Pseudocode, part 1: Find the split node

1D-RANGE-QUERY(T, $[x_1, x_2]$)

$w \leftarrow \text{root}[T]$

while w is not a leaf and $(x_2 \le key[w]$ or $key[w] < x_1)$

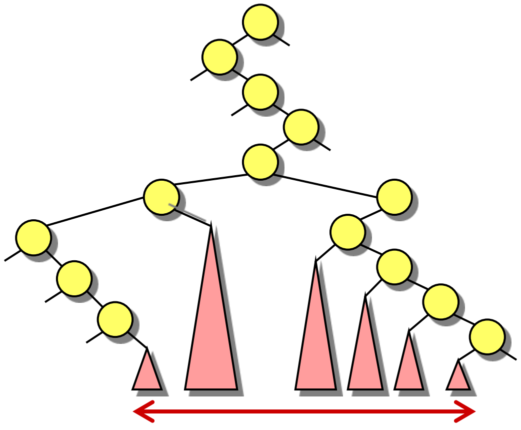
do if $x_2 \le key[w]$

then $w \leftarrow left[w]$

else $w \leftarrow right[w]$

⊳ w is now the split node

[*traverse left and right from w and report relevant subtrees*]



Pseudocode, part 2: Traverse left and right from split node

1D-RANGE-QUERY(T, $[x_1, x_2]$)

[*find the split node*]

▻ w is now the split node

if w is a leaf

then output the leaf w if $x_1 \le key[w] \le x_2$

else $v \leftarrow left[w]$ ▻ Left traversal

while v is not a leaf

do if $x_1 \le key[v]$

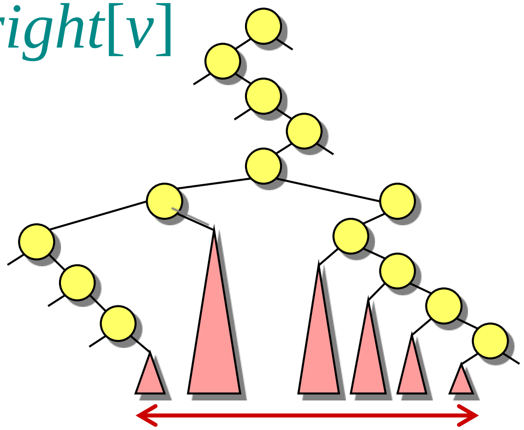
then output the subtree rooted at $right[v]$

$v \leftarrow left[v]$

else $v \leftarrow right[v]$

output the leaf v if $x_1 \le key[v] \le x_2$

[*symmetrically for right traversal*]

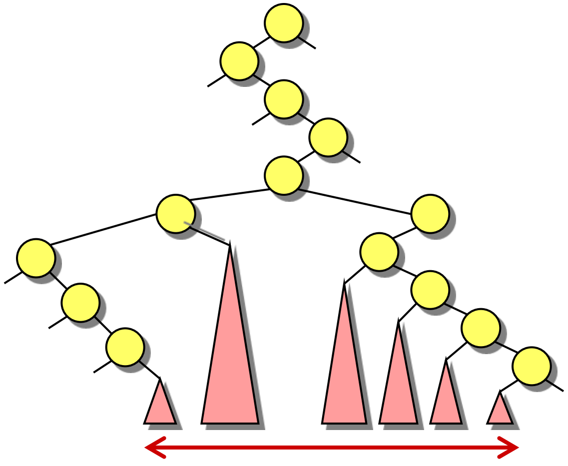


Analysis of 1D-RANGE-QUERY

Query time: Answer to range query represented by O(lg n) subtrees found in O(lg n) time.

Thus:

- Can test for points in interval in O(lg n) time.
- Can count points in interval in O(lg n) time if we augment the tree with subtree sizes.
- Can report the first k points in interval in O(k + lg n) time.



Space: O(n)

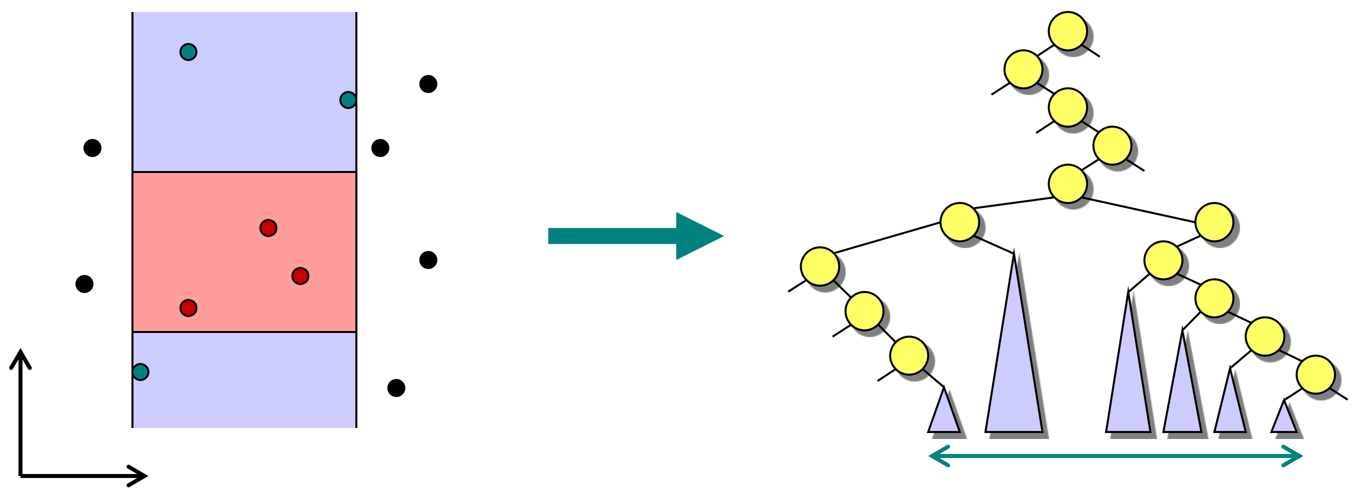
Preprocessing time: O(n lg n)

2D range trees

Store a ***primary*** 1D range tree for all the points based on *x*-coordinate.

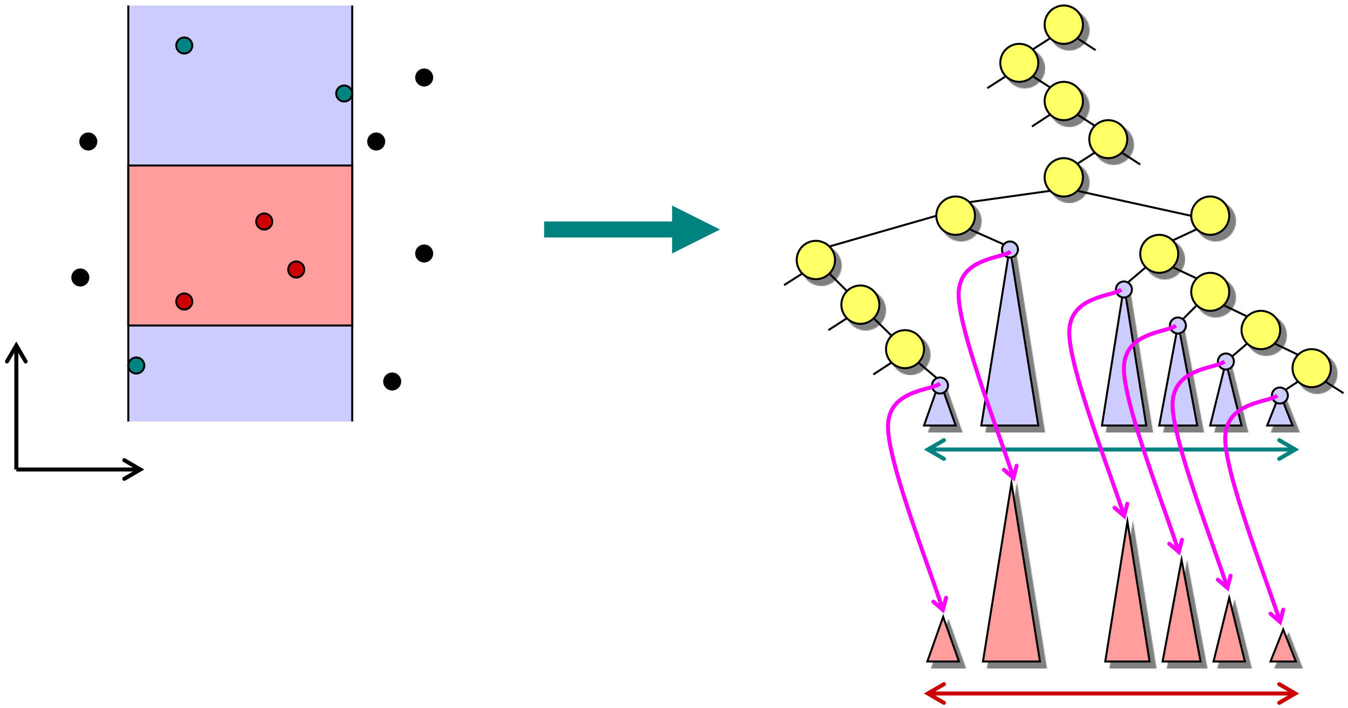
Thus in O(lg *n*) time we can find O(lg *n*) subtrees representing the points with proper *x*-coordinate.

How to restrict to points with proper *y*-coordinate?



2D range trees

Idea: In primary 1D range tree of *x*-coordinate, every node stores a ***secondary*** 1D range tree based on *y*-coordinate for all points in the subtree of the node. Recursively search within each.



Analysis of 2D range trees

Query time: In $O(\lg^2 n) = O((\lg n)^2)$ time, we can represent answer to range query by $O(\lg^2 n)$ subtrees. Total cost for reporting k points: $O(k + (\lg n)^2)$.

Space: The secondary trees at each level of the primary tree together store a copy of the points. Also, each point is present in each secondary tree along the path from the leaf to the root. Either way, we obtain that the space is $O(n \lg n)$.

Preprocessing time: $O(n \lg n)$

d-dimensional range trees

Each node of the secondary y-structure stores a tertiary z-structure representing the points in the subtree rooted at the node, etc.

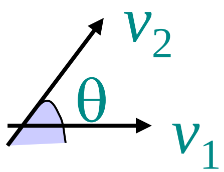
Query time: $O(k + \lg^d n)$ to report k points.
Space: $O(n \lg^{d-1} n)$
Preprocessing time: $O(n \lg^{d-1} n)$

Best data structure to date:
Query time: $O(k + \lg^{d-1} n)$ to report k points.
Space: $O(n (\lg n / \lg \lg n)^{d-1})$
Preprocessing time: $O(n \lg^{d-1} n)$

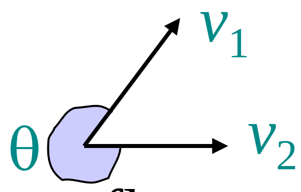
Primitive operations: Crossproduct

Given two vectors $v_1 = (x_1, y_1)$ and $v_2 = (x_2, y_2)$, is their counterclockwise angle θ

- ***convex*** ($< 180°$),
- ***reflex*** ($> 180°$), or
- borderline (0 or $180°$)?



convex



reflex

Crossproduct $v_1 \times v_2 = x_1\, y_2 - y_1\, x_2$

$= |v_1|\, |v_2| \sin\theta$.

Thus, $\text{sign}(v_1 \times v_2) = \text{sign}(\sin\theta)$ > 0 if θ convex,

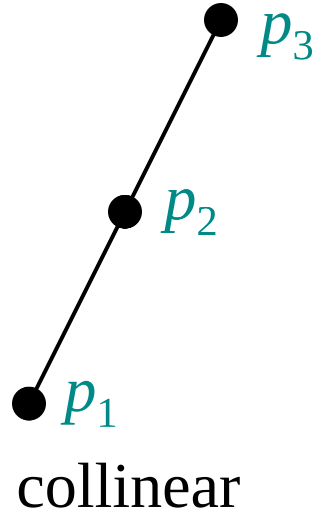
< 0 if θ reflex,

$= 0$ if θ borderline.

Primitive operations: Orientation test

Given three points p_1, p_2, p_3 are they

- in ***clockwise (cw) order***,
- in ***counterclockwise (ccw) order***, or
- ***collinear***?

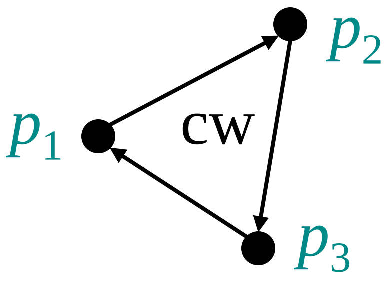


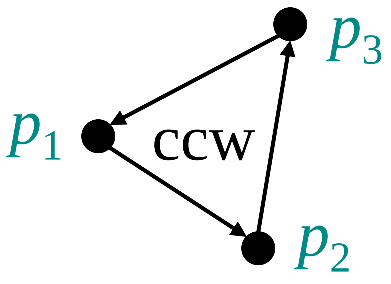
$$(p_2 - p_1) \times (p_3 - p_1)$$

> 0 if ccw

< 0 if cw

$= 0$ if collinear

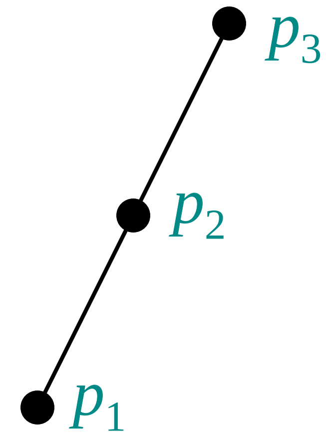




Primitive operations: Sidedness test

Given three points p_1, p_2, p_3 are they

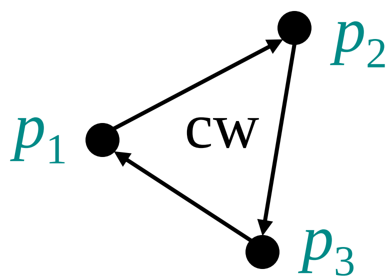
- in ***clockwise (cw) order***,
- in ***counterclockwise (ccw) order***, or
- ***collinear***?

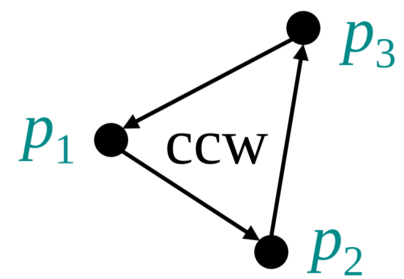


collinear

Let L be the oriented line from p_1 to p_2.
Equivalently, is the point p_3

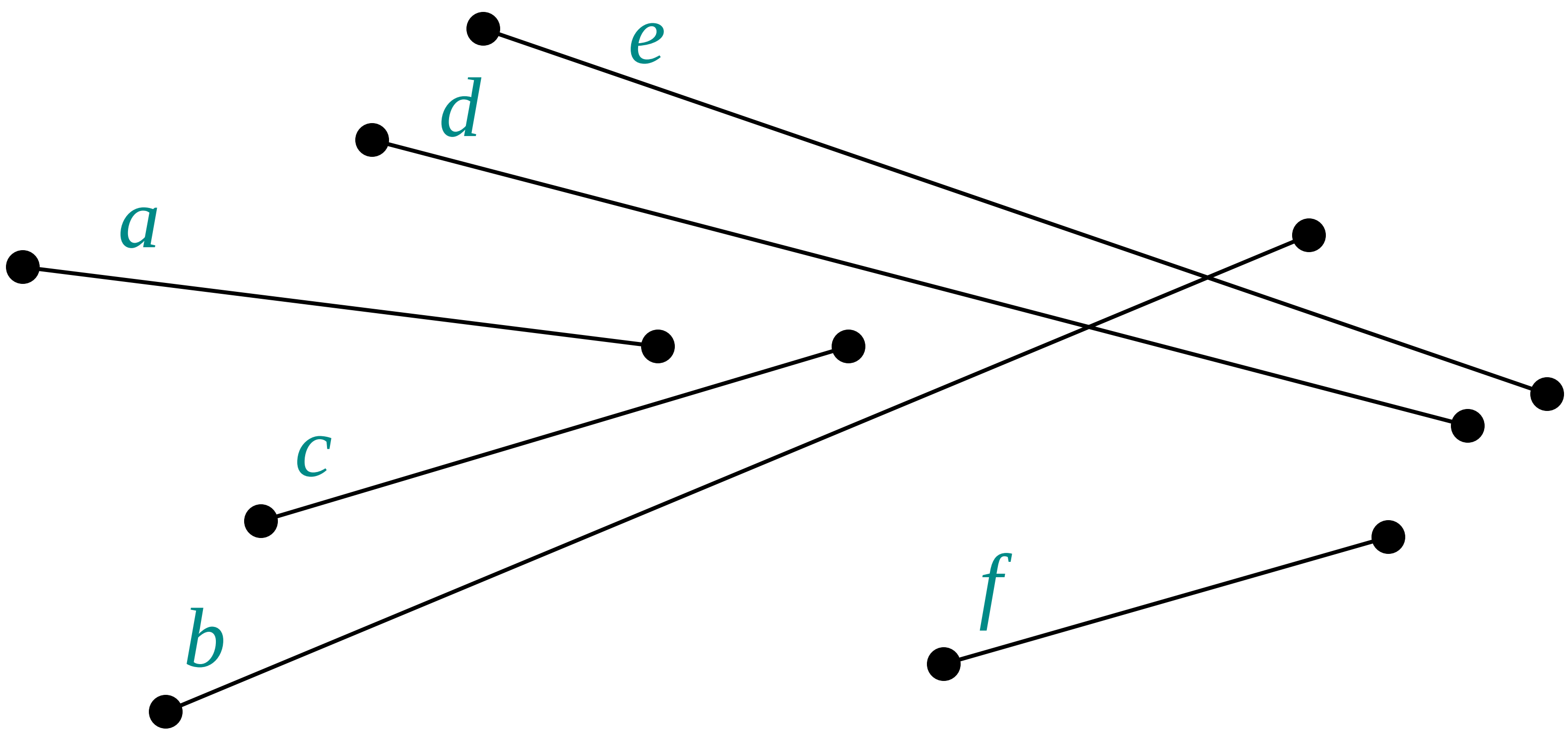
- ***right*** of L,
- ***left*** of L, or
- ***on*** L?





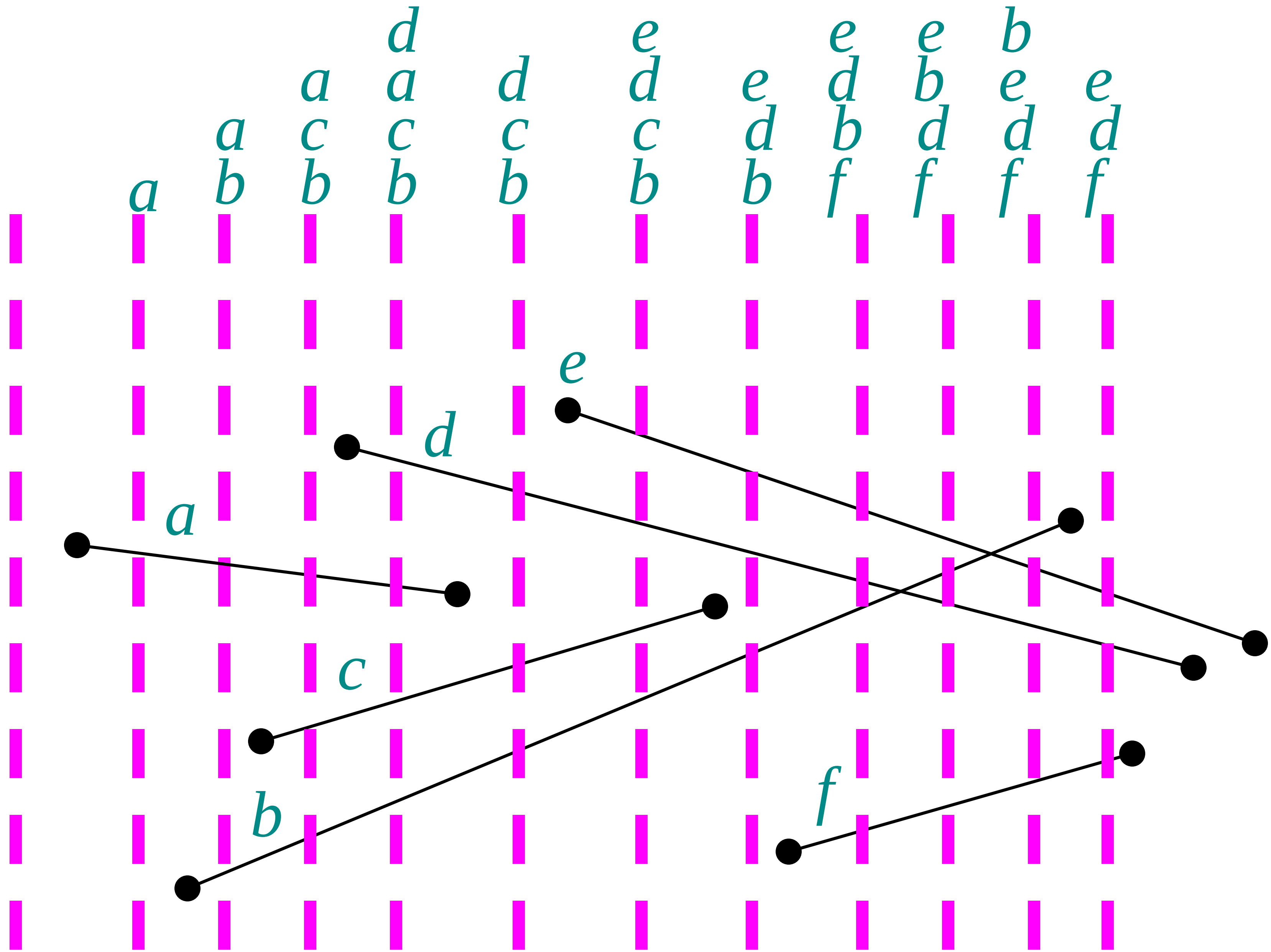
Line-segment intersection

Given n line segments, does any pair intersect?
Obvious algorithm: $O(n^2)$.



Sweep-line algorithm

- Sweep a vertical line from left to right (conceptually replacing x-coordinate with time).
- Maintain dynamic set S of segments that intersect the sweep line, ordered (tentatively) by y-coordinate of intersection.
- Order changes when
  - new segment is encountered, } segment endpoints
  - existing segment finishes, or } segment endpoints
  - two segments cross
- Key ***event points*** are therefore segment endpoints.


a
a b
a c b
d a c b
d c b
e d c b
e d b
e d b f
e b d f
b e d f
e d f
e
d
a
c
b
f

Sweep-line algorithm

Process event points in order by sorting segment endpoints by *x*-coordinate and looping through:

- For a left endpoint of segment *s*:
  - Add segment *s* to dynamic set *S*.
  - Check for intersection between *s* and its neighbors in *S*.
- For a right endpoint of segment s:
  - Remove segment *s* from dynamic set *S*.
  - Check for intersection between the neighbors of *s* in *S*.

Analysis

Use red-black tree to store dynamic set S.

Total running time: $O(n \lg n)$.

Correctness

Theorem: If there is an intersection, the algorithm finds it.

Proof: Let X be the leftmost intersection point. Assume for simplicity that

- only two segments s_1, s_2 pass through X, and
- no two points have the same x-coordinate.

At some point before we reach X, s_1 and s_2 become consecutive in the order of S. Either initially consecutive when s_1 or s_2 inserted, or became consecutive when another deleted. □