

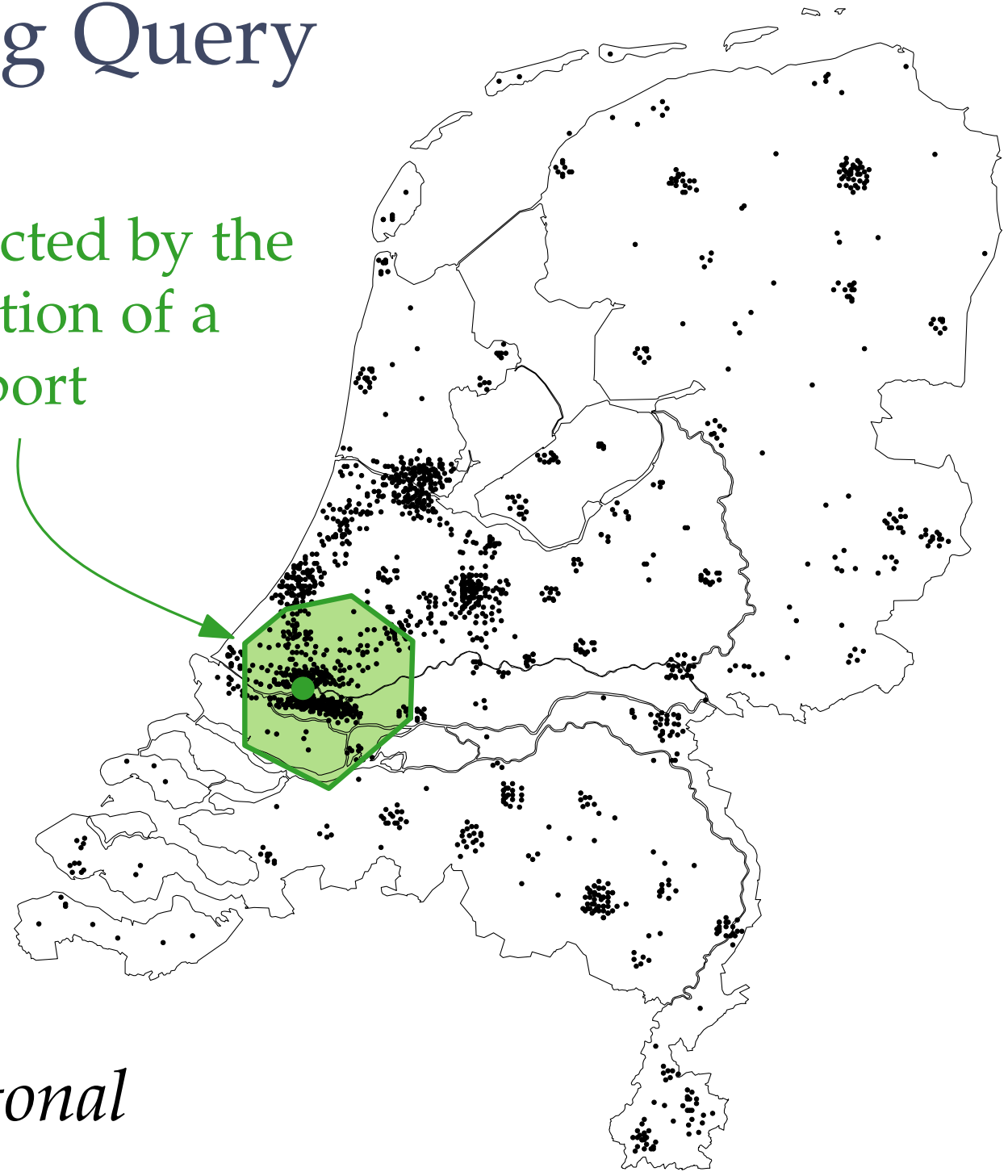
Computational Geometry

Simple Range Searching

Lecture #11

Range-Counting Query

area affected by the construction of a new airport



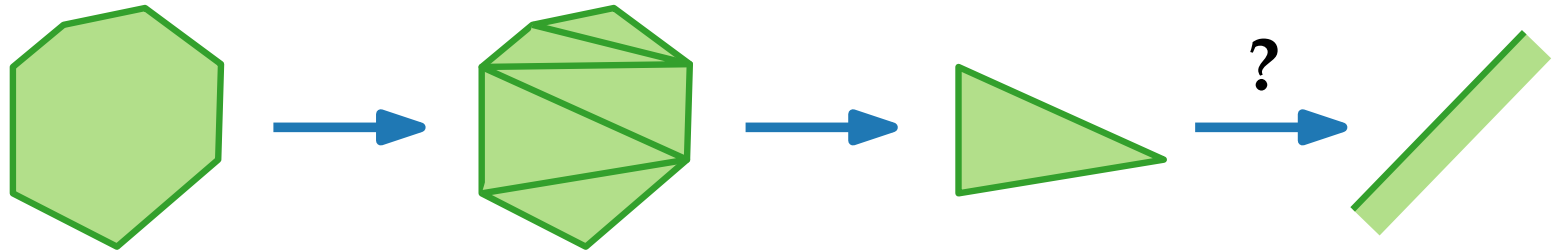
Observation.

Query range depends on, e.g., dominant wind directions

⇒ *non-orthogonal*

Non-orthogonal range queries

Query range:



Problem.

Given a set P of n points, preprocess P such that *half-space range-counting queries* can be answered quickly.

Task

Design a data structure for the 1-dim. case:

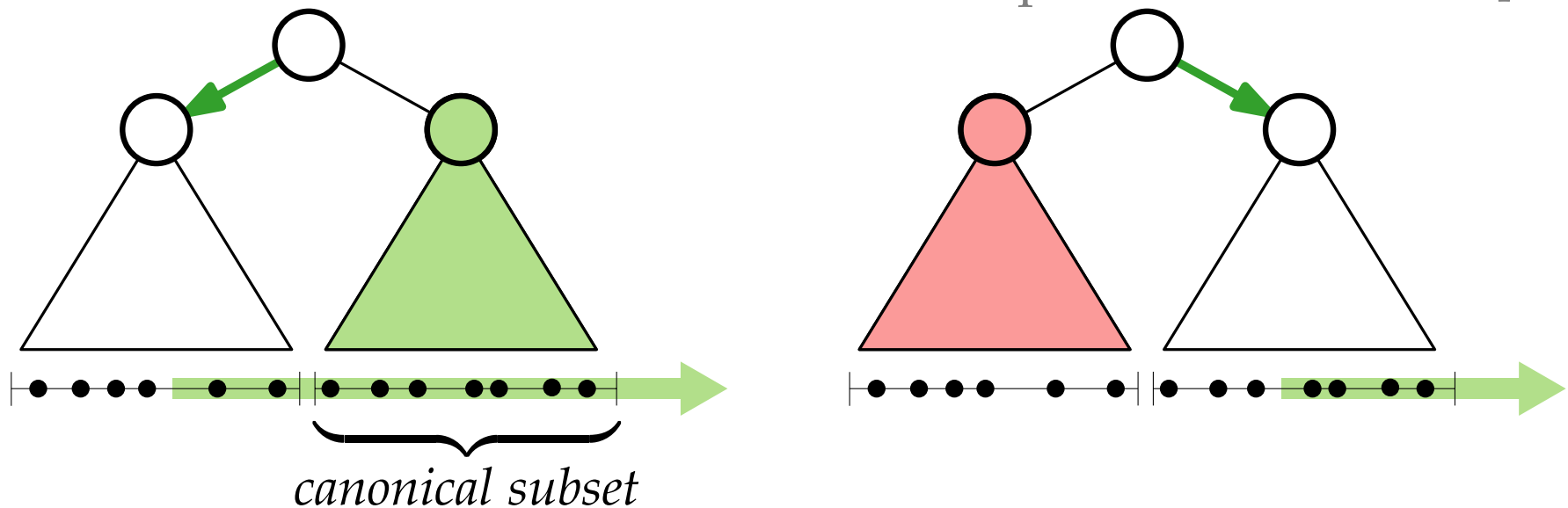
- Given a number x , return $|P \cap [x, \infty)|$.
- Consider P static / dynamic!

The 1-Dimensional Case

Task. Design a data structure for the 1-dim. case!

Solution.

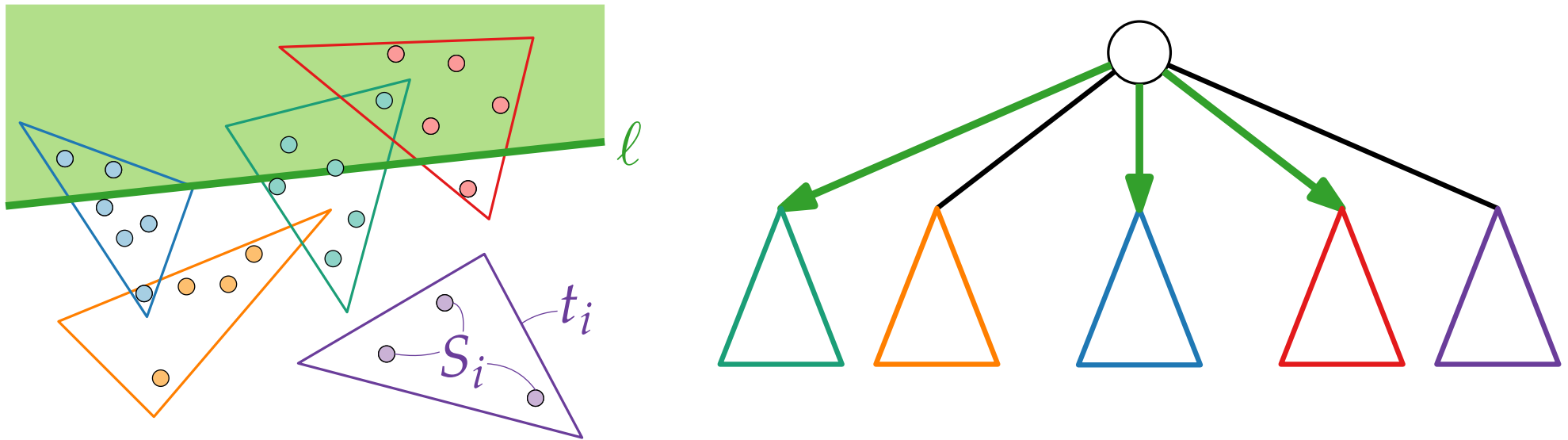
- use balanced binary search trees
- augment each node with the number of nodes in its subtree [see Cormen et al., *Introduction to Algorithms*, MIT press, 3rd ed., 2009]



Lesson. On each level, visit ≤ 1 subtree recursively!

Generalizing to 2 Dimensions

Partition the input! Query... in a *partition tree* ... recursively!



Definition. $\Psi(S) = \{(S_1, t_1), (S_2, t_2), \dots, (S_r, t_r)\}$ is a *simplicial partition* (of size r) for S if

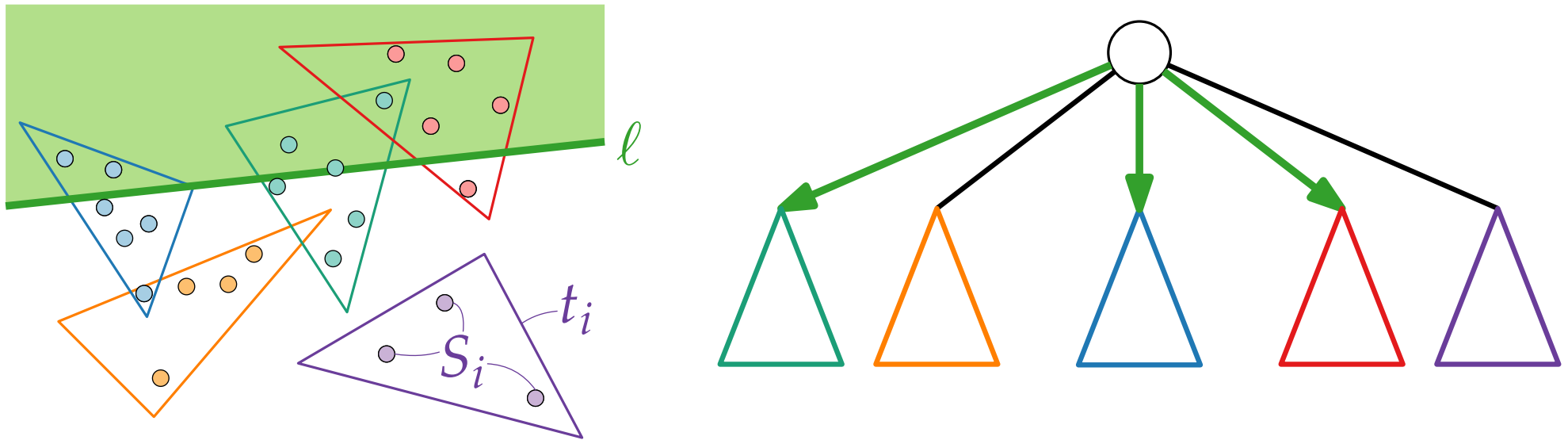
- S is partitioned by S_1, \dots, S_r and
- for $1 \leq i \leq r$, t_i is a triangle and $S_i \subset t_i$.

classes of S

$\Psi(S)$ is **fine** if $|S_i| \leq 2 \frac{|S|}{r}$ for every $1 \leq i \leq r$.

Generalizing to 2 Dimensions

Partition the input! Query... in a *partition tree* ... recursively!

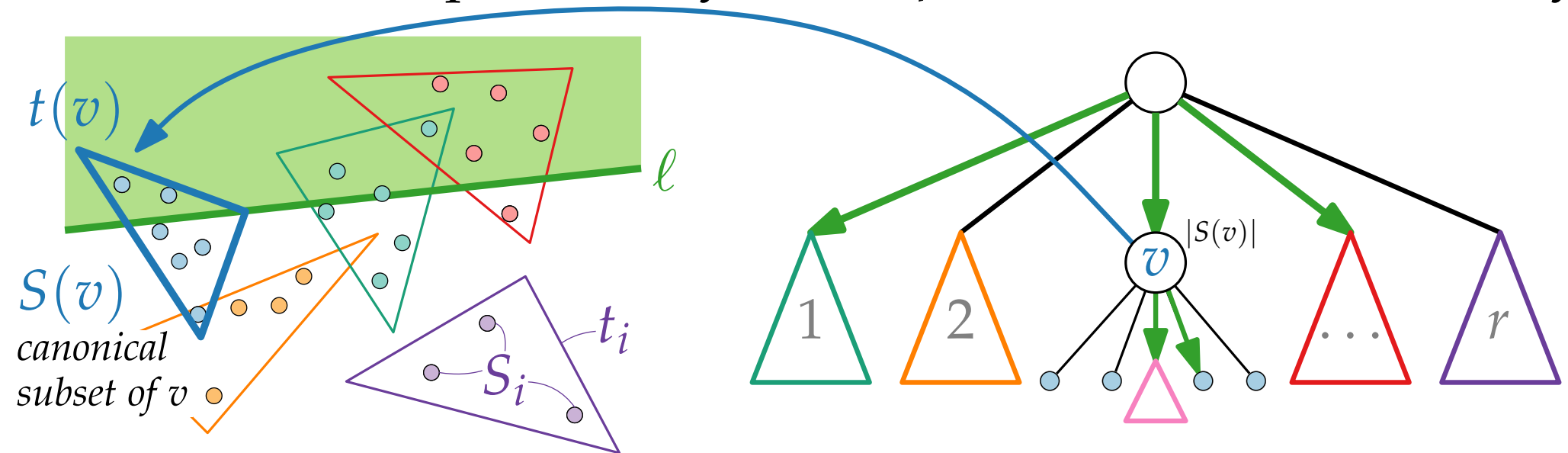


Definition. The **crossing number** of ℓ (w.r.t. $\Psi(S)$) is the number of triangles t_1, \dots, t_r crossed by ℓ .

The *crossing number* of $\Psi(S)$ is the maximum crossing number over all possible lines.

Generalizing to 2 Dimensions

Partition the input! Query... in a *partition tree* ... recursively!

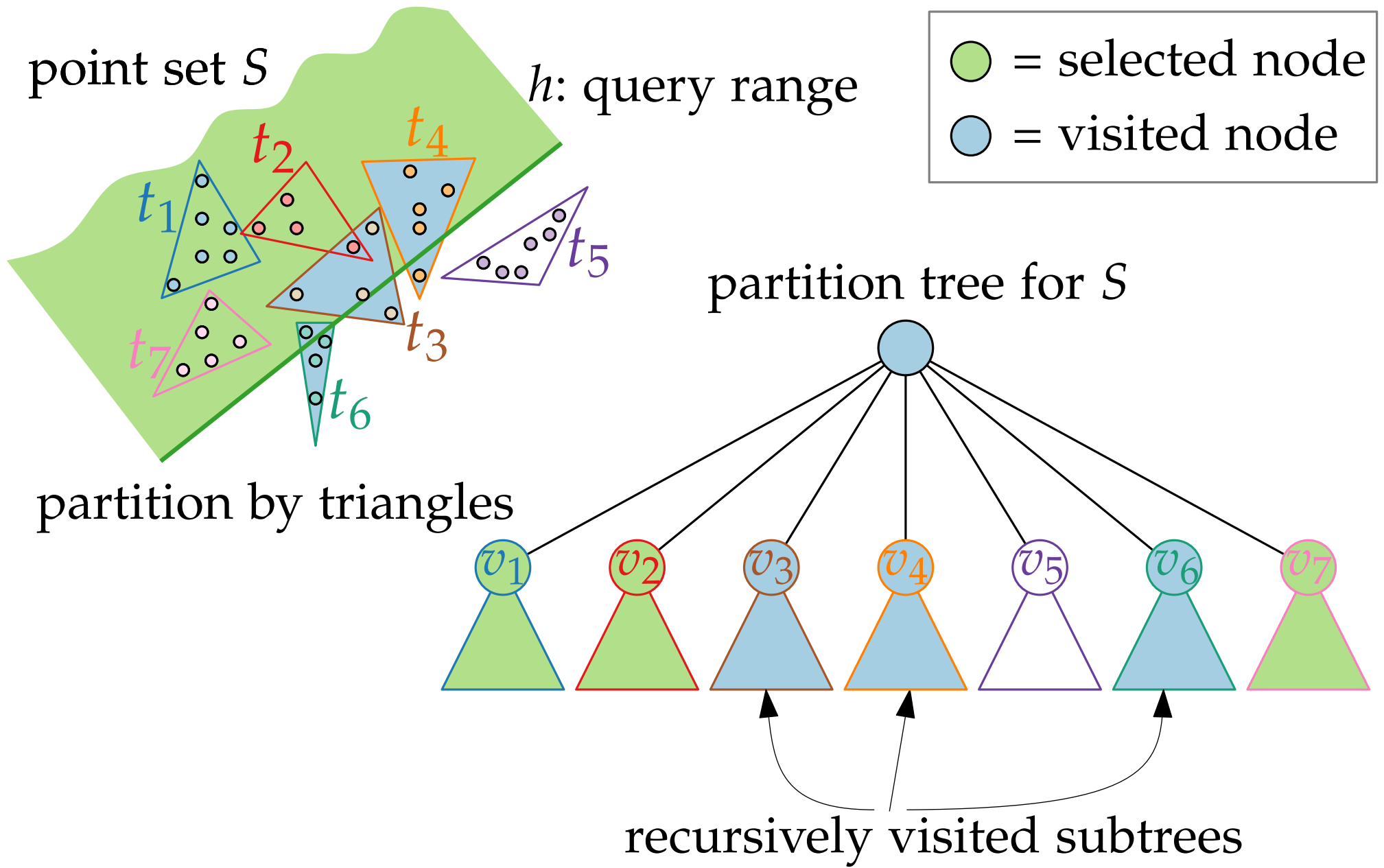


Theorem. For any set S of n pts and any $1 \leq r \leq n$, a fine [Matoušek, DCG 1992] simplicial partition of size r and crossing number $O(\sqrt{r})$ exists. For any $\varepsilon > 0$, such a partition can be built in $O(n^{1+\varepsilon})$ time.

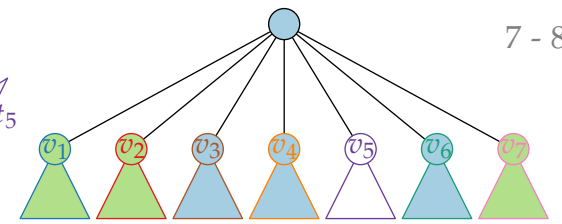
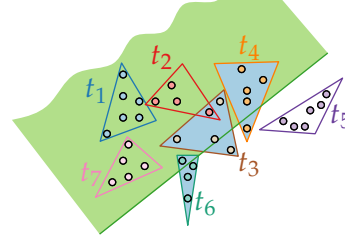
Lemma. A partition tree for S can be constructed in $O(n^{1+\varepsilon})$ time. The tree uses $O(n)$ storage.

search tree with n leaves

Example for a Query



Query Algorithm



SELECTINHALFPLANE(half-plane h , partit. tree \mathcal{T} for pt set S)

$N \leftarrow \emptyset$ // set of selected nodes

if $\mathcal{T} = \{\mu\}$ **then**

if point stored at μ lies in h **then**

$N \leftarrow \{\mu\}$

else

foreach child v of the root of \mathcal{T} **do**

if $t(v) \subset h$ **then**

$N \leftarrow N \cup \{v\}$

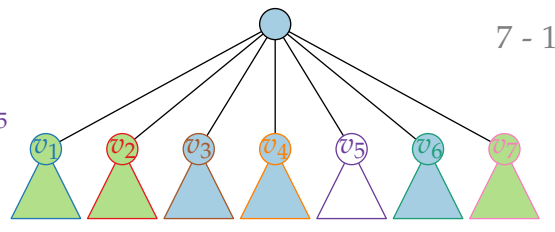
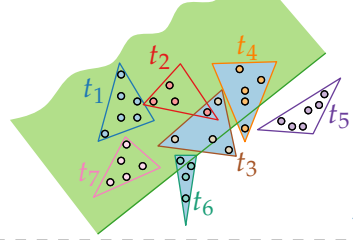
else

if $t(v) \cap h \neq \emptyset$ **then**

$N \leftarrow N \cup \text{SELECTINHALFPLANE}(h, \mathcal{T}_v)$

return N // with $S \cap h = \bigcup_{v \in N} S(v)$

Query Algorithm



COUNT

~~SELECTINHALFPLANE~~(half-plane h , partit. tree \mathcal{T} for pt set S)

$N \leftarrow \emptyset$ // ~~set of selected nodes~~
number

if $\mathcal{T} = \{\mu\}$ **then**

if point stored at μ lies in h **then**

$N \leftarrow \{\mu\}$ **1**

else

foreach child v of the root of \mathcal{T} **do**

if $t(v) \subset h$ **then**

$N \leftarrow N \cup \{v\} + |S(v)|$

else

if $t(v) \cap h \neq \emptyset$ **then**

$N \leftarrow N \cup \text{SELECTINHALFPLANE}(h, \mathcal{T}_v)$
 + COUNT

return N // with $|S \cap h| = |\cup_{v \in N} S(v)|$

Task:
Turn this into a range counting query algorithm!

Analysis of the Partition Tree

Lemma. For any $\varepsilon > 0$, there is a partition tree \mathcal{T} for S s.t.:
 for a query half-plane h ,
`SELECTINHALFPLANE` selects in $O(n^{1/2+\varepsilon})$ time
 a set N of $O(n^{1/2+\varepsilon})$ nodes of \mathcal{T}
 with the property that $h \cap S = \bigcup_{v \in N} S(v)$.

Proof. Let $\varepsilon > 0$. Let $r = 2(\sqrt{2c})^{1/\varepsilon}$.

$$\Rightarrow Q(n) \leq \begin{cases} 1 & \text{if } n = 1, \\ r + \sum_{v \in C(h)} Q(|S(v)|) & \text{if } n > 1. \end{cases}$$

$C(h)$: all children v of the root s.t. h crosses $t(v)$

Theorem. For any set S of n pts and any $1 \leq r \leq n$, a fine
 [Matoušek, simplicial partition of size r and crossing
 DCG 1992] number $c\sqrt{r}$ exists. For any $\varepsilon > 0$, such a
 partition can be built in $O(n^{1+\varepsilon})$ time.

Analysis of the Partition Tree

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- `SELECTINHALFPLANE` selects in $O(n^{1/2+\varepsilon})$ time
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- with the property that $h \cap S = \bigcup_{v \in N} S(v)$.

Corollary. Half-plane range counting queries can be answered in $O(n^{1/2+\varepsilon})$ time using $O(n)$ space and $O(n^{1+\varepsilon})$ prep.

Back to *Triangular* Range Queries

Any ideas? Just use SELECTINHALFPLANE!

Theorem. Given a set S of n pts in the plane, for any $\varepsilon > 0$, a triangular range-counting query can be answered in $O(n^{1/2+\varepsilon})$ time using a partition tree.

The tree can be built in $O(n^{1+\varepsilon})$ time and uses $O(n)$ space.

The points inside the query range can be reported in $O(k)$ additional time, where k is the number of reported pts.

Can we do better?

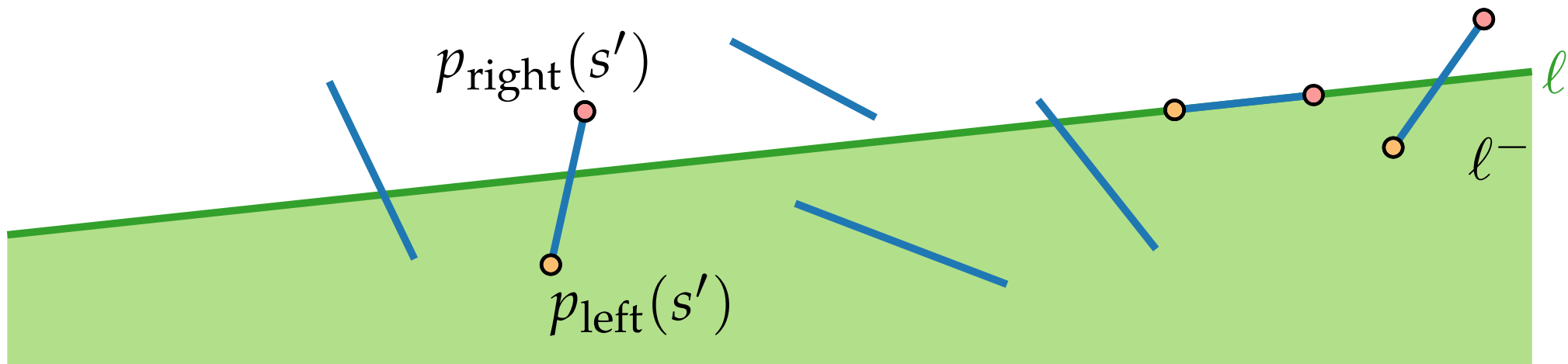
Use cutting trees! (Chapter 16.3)

Query time $O(\log^3 n)$, prep. & storage $O(n^{2+\varepsilon})$.

Multi-Level Partition Trees

Idea. Store with each internal node not just a number, but another data structure!

Task. Design a fast data structure for line segments that counts all segments intersecting a query line l .



$|S(v)|$

Query Algorithm

For $S' \subseteq S$, let
 $P_{\text{right}}^{\text{left}}(S') = \{p_{\text{right}}^{\text{left}}(s) \mid s \in S'\}$

SelectIntSegments(line ℓ , two-level partition tree \mathcal{T} for S)

$N \leftarrow \emptyset$

if $\mathcal{T} = \{\mu\}$ **then**

if segment stored in μ intersects ℓ **then** $N \leftarrow \{\mu\}$

else

foreach child ν of \mathcal{T} 's root **do**

if $t(\nu) \subset \ell^+$ **then**

$N \leftarrow N \cup \text{SelectInHalfplane}(\ell^-, \mathcal{T}_\nu^{\text{assoc}})$

else

if $t(\nu) \cap \ell \neq \emptyset$ **then**

$N \leftarrow N \cup \text{SelectIntSegments}(\ell, \mathcal{T}_\nu)$

return N

stores $P_{\text{left}}(S_{\text{seg}}(\nu))$, where
 $S_{\text{seg}}(\nu) = \{s \mid p_{\text{right}}(s) \in S(\nu)\}$

below

above ?

!!! $\bigcup_{\nu \in N} S(\nu) = \{s \in S \mid p_{\text{right}}(s) \text{ above } \ell \text{ and } p_{\text{left}}(s) \text{ below } \ell\}$.

Results

Lemma. A 2-level partition tree for line-intersection queries among a set of n segments uses $O(n \log n)$ storage.

Lemma. Let S be a set of n segments in the plane. For any $\varepsilon > 0$, there is a 2-level partition tree \mathcal{T} for S s.t.

- given a query line ℓ , we can select $O(n^{1/2+\varepsilon})$ nodes from \mathcal{T} whose canonical subsets represent the segments intersected by ℓ .
- The selection takes $O(n^{1/2+\varepsilon})$ time.

Corollary. Let S be a set of n segments in the plane. We can count the number of segments in S intersected by a query line in $O(n^{1/2+\varepsilon})$ time using $O(n \log n)$ space and $O(n^{1+\varepsilon})$ prep.

Results

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Lemma. Let S be a set of n segments in the plane. For any $\varepsilon > 0$, there is a 2-level partition tree \mathcal{T} for S s.t.

- given a query line ℓ , we can select $O(n^{1/2+\varepsilon})$ nodes from \mathcal{T} whose canonical subsets represent the segments intersected by ℓ .
- The selection takes $O(n^{1/2+\varepsilon})$ time.

Corollary. Let S be a set of n ~~segments~~ ^{δ -level objects} in the plane. We can count the number of ~~segments~~ in S in a δ -level ~~intersected by a query line~~ ^{query} in $O(n^{1/2+\delta\varepsilon})$ time using $O(n \log^{\delta-1} n)$ space and $O(n^{1+\delta\varepsilon})$ prep.