

Computational Geometry

- closest pair
- line segment intersection
- convex hull

Most of these have trivial $O(n^2)$ solutions

We improve these to $O(n \log n)$

| n | n^2 | $n \log n$ |
|------|-----------|------------|
| 10 | 100 | 10 |
| 100 | 10,000 | 200 |
| 1000 | 1,000,000 | 3000 |

Closest Pair

- Given a collection of n points, find the pair of points that are closest together.
 - 2D point $P_i = (x_i, y_i)$
 - Euclidean Distance $O(1)$ - time

Brute Force

- for each pair of points
 - find the distance
 - keep the smallest
- # of pairs of points
$$\frac{n(n-1)}{2} \in \Theta(n^2)$$

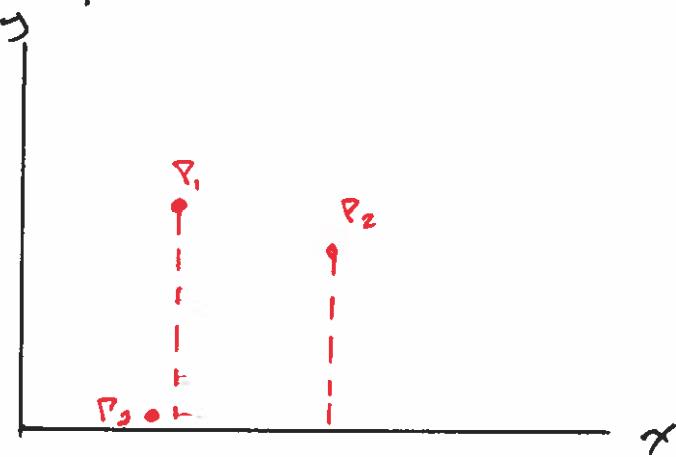
1D Closest Pair



- sort points $\Theta(n \log n)$
- linear pass comparing each point with its neighbors $\Theta(n)$

Scale this to 2D

- can we reduce 2D closest pair to sorting by projecting onto a number line? No



1D Closest Pair without Sorting

- Divide and conquer

1. Find the median m and partition the points into two groups L and R

2. Recursively find the closest pair in each half

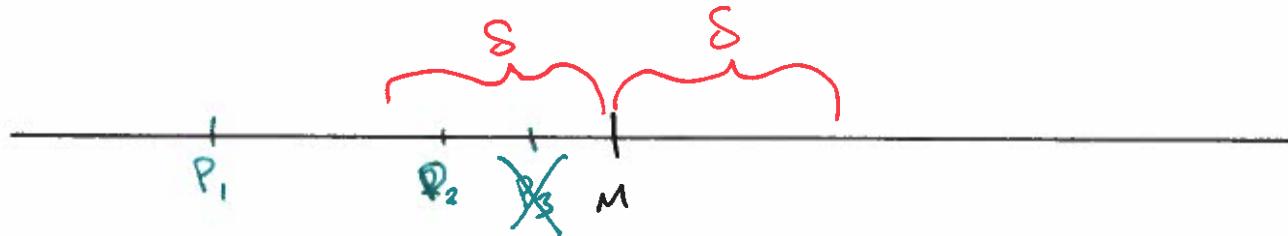
- let δ_L be the distance between the closest pair in the left half L

- let δ_R be ... in R

- let $\delta = \min(\delta_L, \delta_R)$

The closest pair might contain a point from L and a point from R

- let L' be all of the points in $(m-\delta, m]$
- let R' be all of the points in $[m, m+\delta]$



we only need to compare points from L' to points in R'

3. Extract L' and R' with a linear scan.

Compare each element in L' to each element in R' . If the closest pair among these has distance $< \delta$ return it. Otherwise return the closest pair from L or R .

Complexity 1D

- step 1
 - find the median $\Theta(n)$
 - partition the set $\Theta(n)$
- step 2
 - recurse on 2 problems of size $\frac{n}{2}$
- step 3
 - extract L' and R' $\Theta(n)$
 - compare points in L' to R' $\Theta(|L'| |R'|)$
 $O(1)$

$$\begin{aligned}T(n) &= \Theta(n) + 2T\left(\frac{n}{2}\right) + \Theta(n) \\&= 2T\left(\frac{n}{2}\right) + \Theta(n) \in \Theta(n \log n)\end{aligned}$$

2D Closest Pair

- generalize the 1D solution

1. Take the median m of the x -coordinates

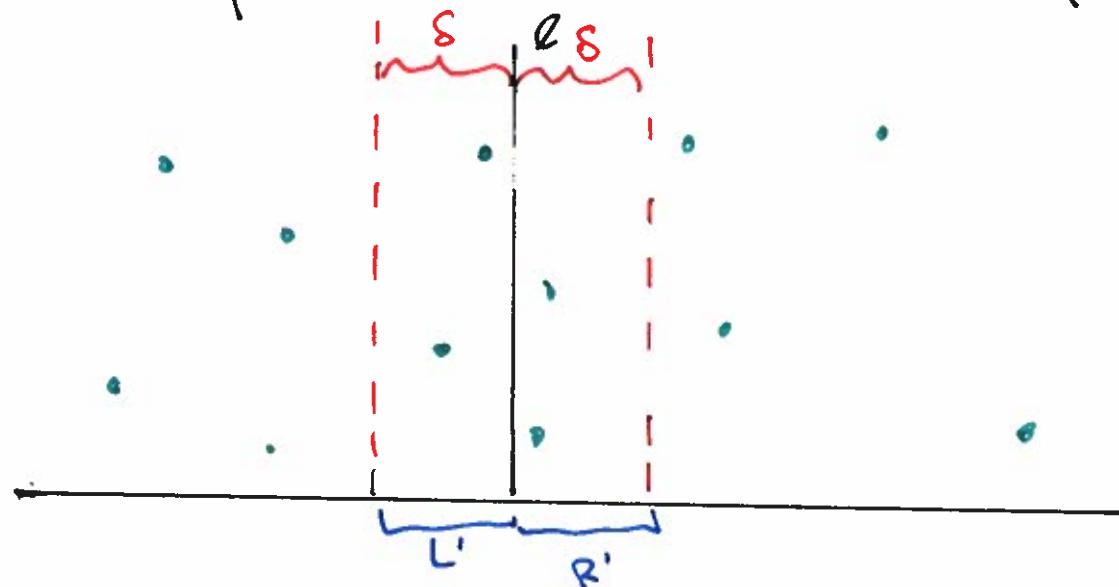
let ℓ be the vertical line $x=m$. Divide the points into sets L and R according to whether they are on the left or right of ℓ .

2. Recursively find the closest pairs in L and R .

$$\text{Let } \delta = \min(\delta_L, \delta_R)$$

3. If there is a closer pair of points p_L and p_R they must be within δ of ℓ .

- Define L' to be the points from L within δ of l .
- Define R' to be the points from R within δ of l .
- Compare each point from L' to each point from R'



- Sort L' and R' by y -coordinate

- Process the points from L' and R' in increasing y -order.

- for point $p_L \in L'$ we only consider points from R' such that $y_R \in (y_L - \delta, y_L + \delta)$

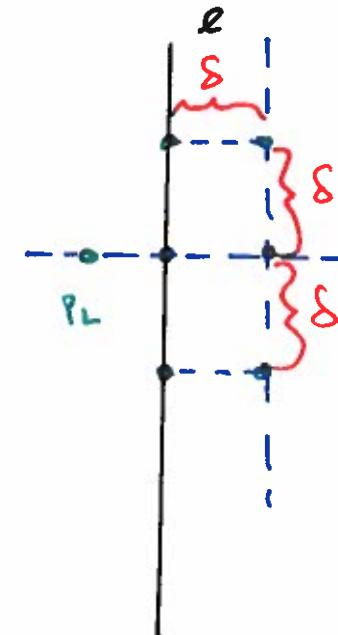
- Define a rectangle bounded by the lines l , $x = l + \delta$, $y = y_L - \delta$, $y = y_L + \delta$

- compare each point p_L with at most G points from R'

- since we sort by y -coordinate at each step we get

$$T(n) = 2T\left(\frac{n}{2}\right) + \Theta(n \log n)$$

$$\in \Theta(n \log^2 n)$$



- Presorting by y-coordinate gets us

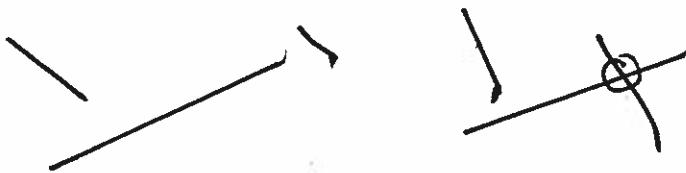
$$T(n) = 2T\left(\frac{n}{2}\right) + \Theta(n)$$

$$\in \Theta(n \log n)$$

- Can we do better? No

Line Segment Intersection

- Given a collection of n line segments in a plane determine if any intersect.

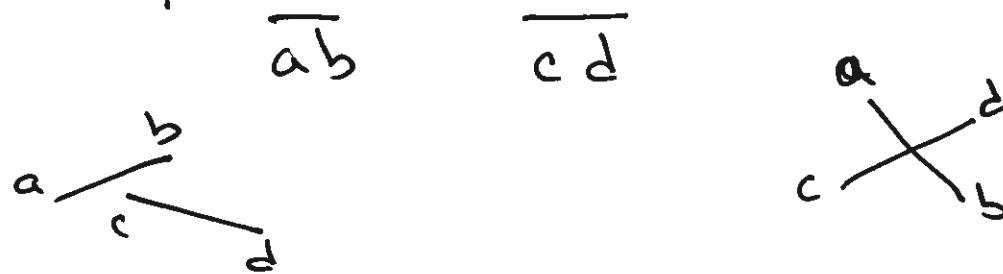


For simplicity assume

- no 3 lines intersect at a common point
- no vertical lines
- all x -coordinates are unique

Identifying Intersections $\Theta(1)$ -time

- consider $n=2$
- given a pair of line segments do they overlap?



- \overline{ab} and \overline{cd} intersect iff
 - the endpoints a and b are on opposite sides of the line \overleftrightarrow{cd}
 - the endpoints c and d are on opposite sides of the line \overleftrightarrow{ab}