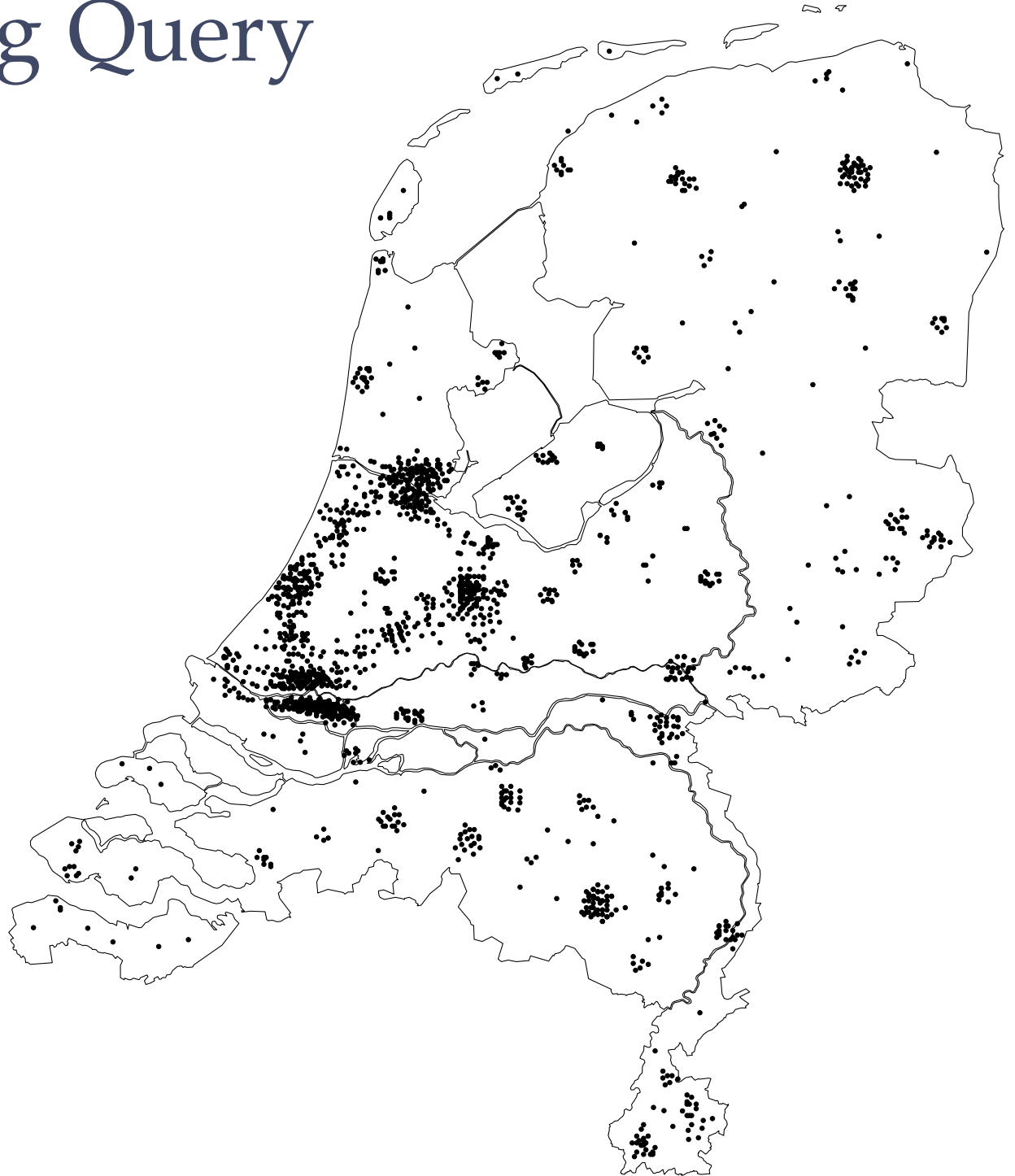


Computational Geometry

Lecture 11: Simple Range Searching

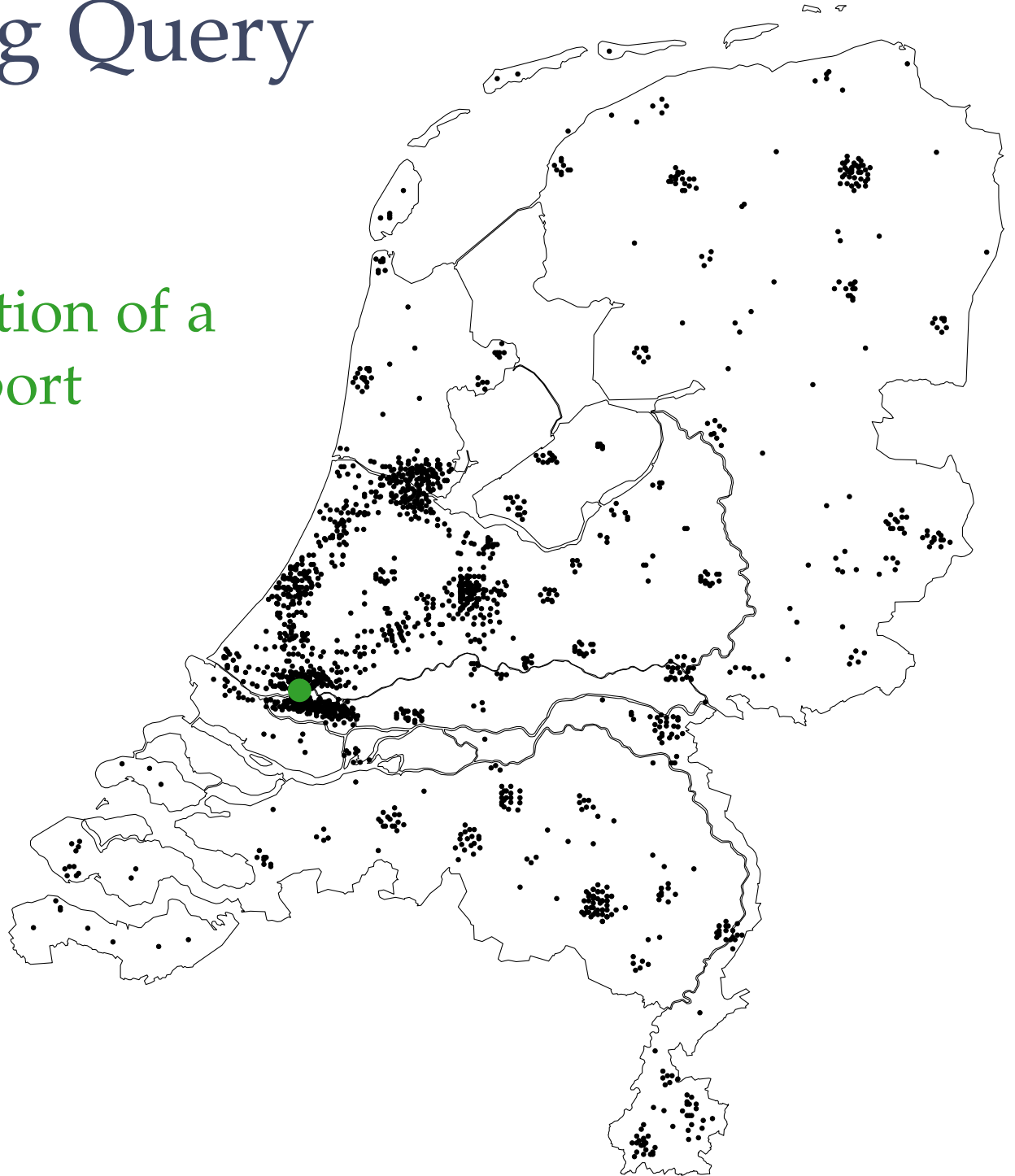
Part I: The 1-Dimensional Case

Range-Counting Query



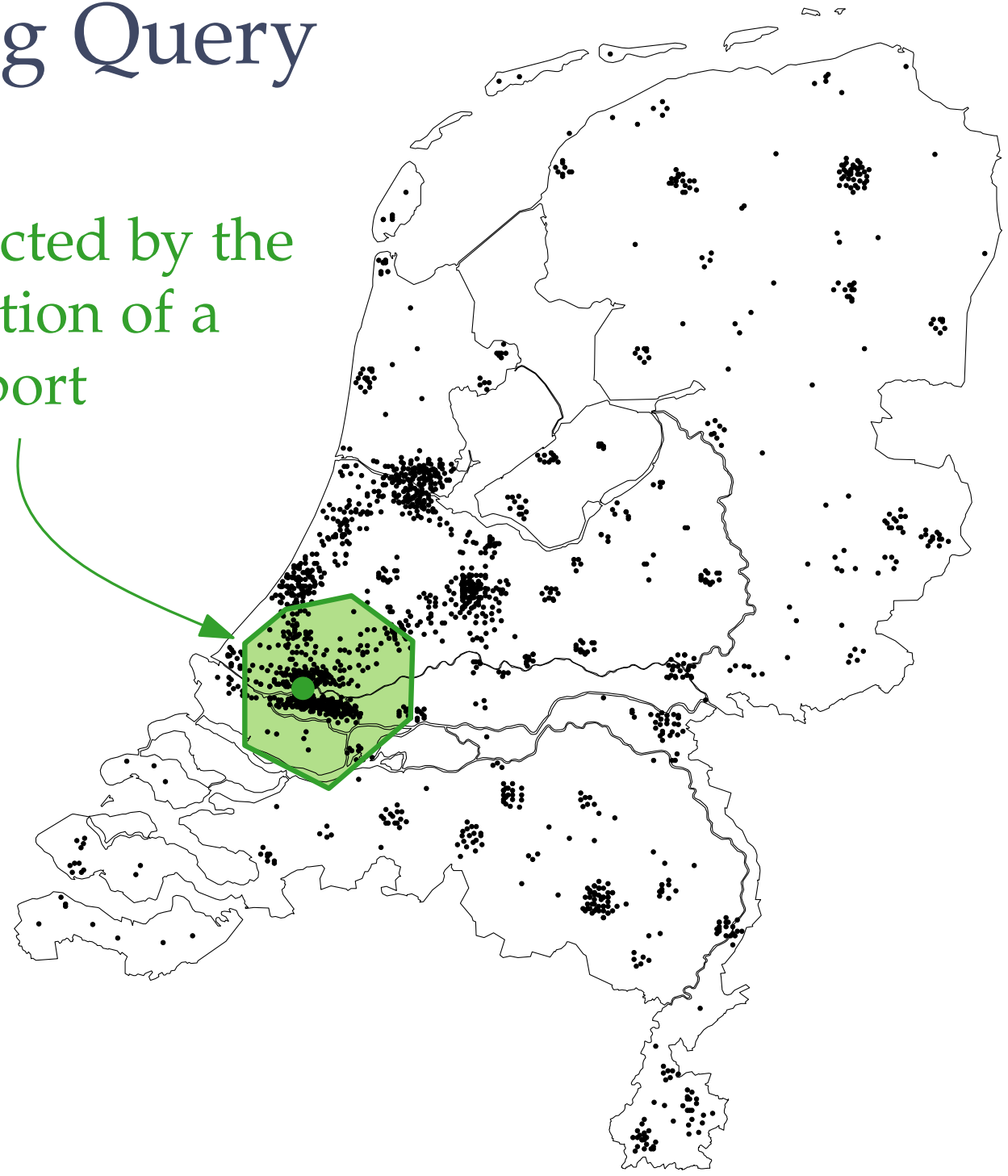
Range-Counting Query

construction of a
new airport



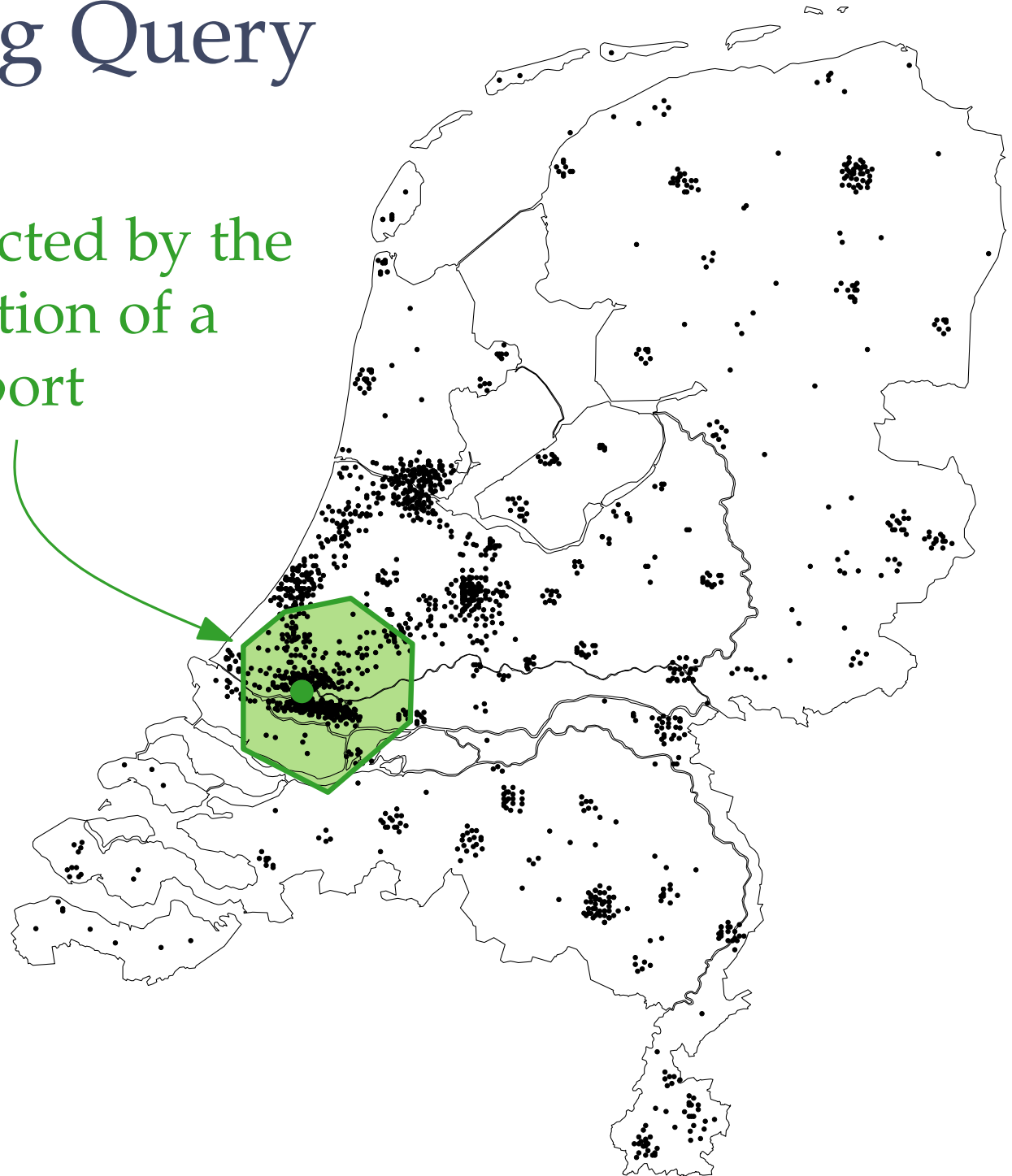
Range-Counting Query

area affected by the construction of a new airport



Range-Counting Query

area affected by the
construction of a
new airport

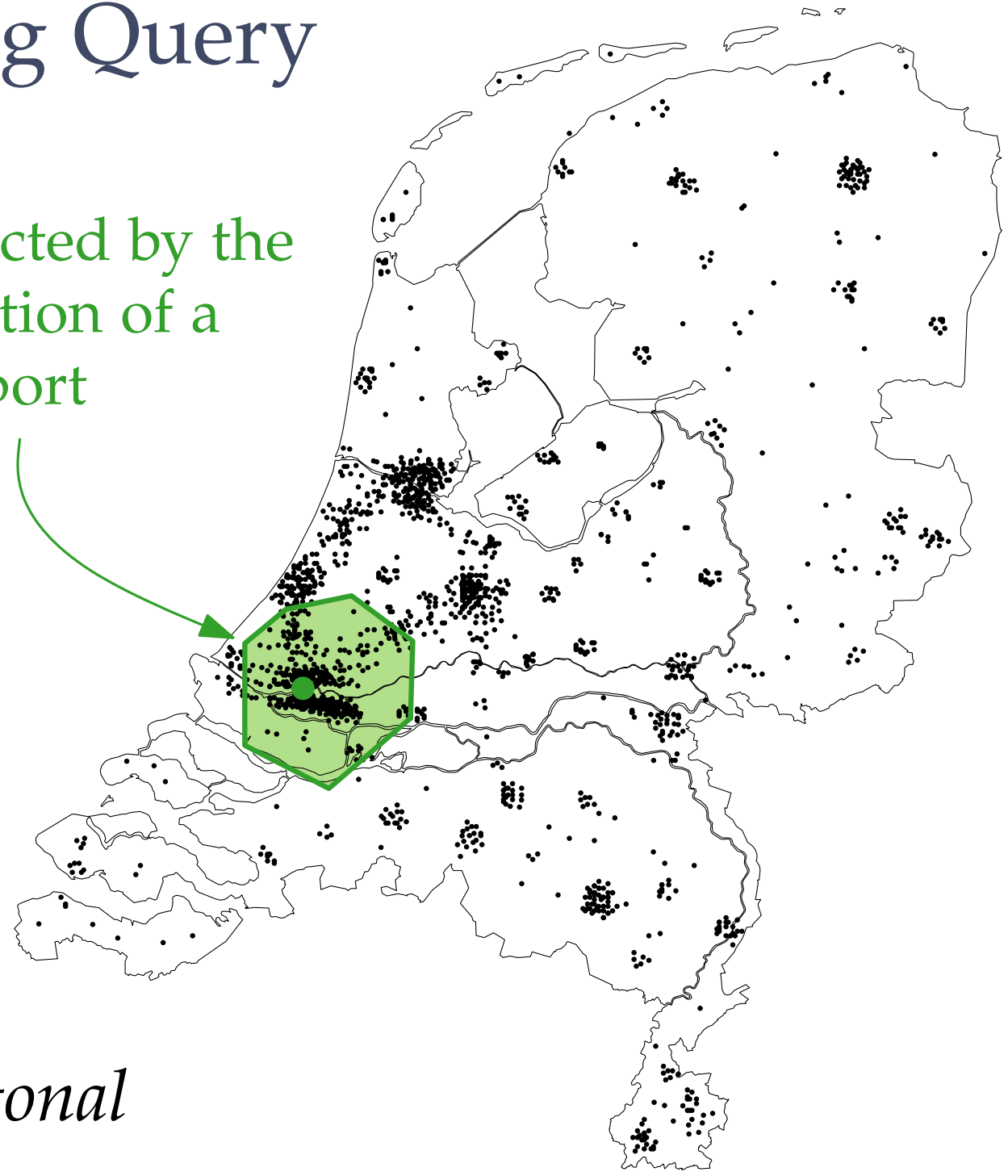


Observation.

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

Range-Counting Query

area affected by the construction of a new airport



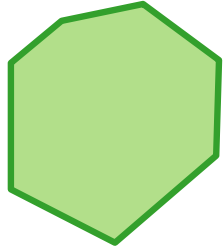
Observation.

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

⇒ *non-orthogonal*

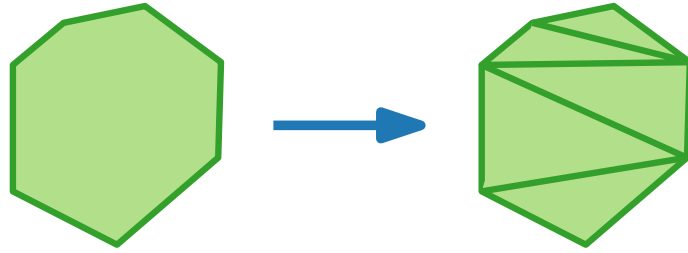
Non-orthogonal range queries

Query range:



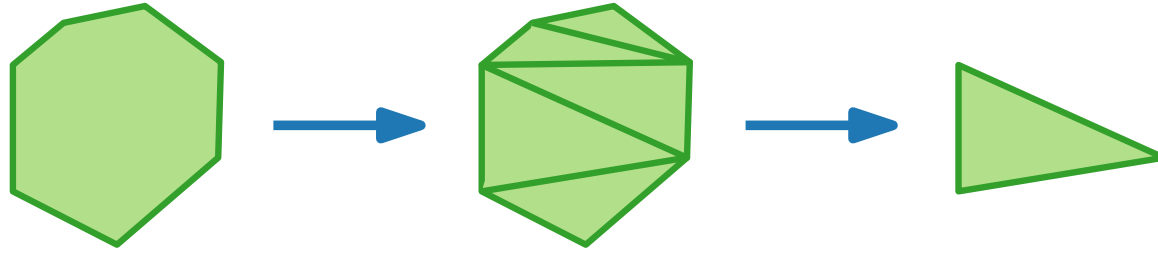
Non-orthogonal range queries

Query range:



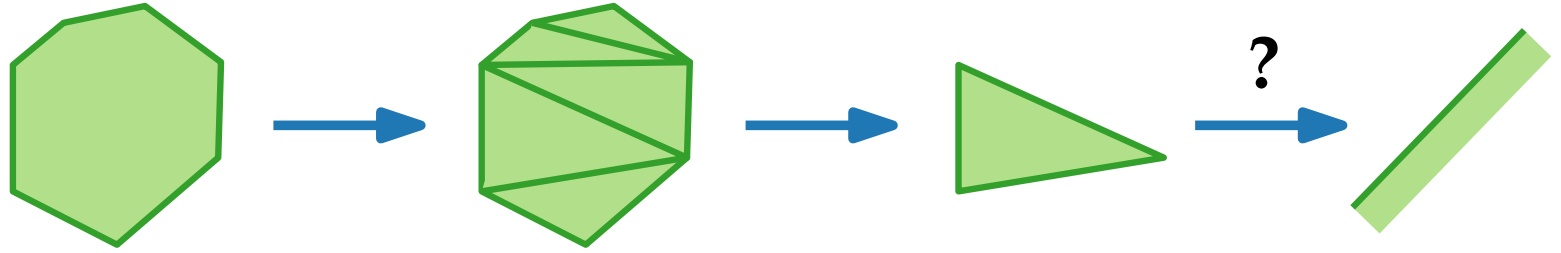
Non-orthogonal range queries

Query range:



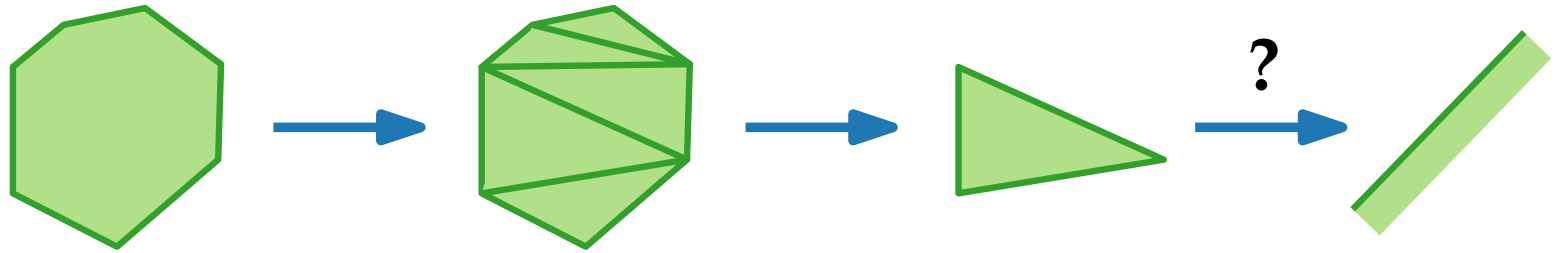
Non-orthogonal range queries

Query range:



Non-orthogonal range queries

Query range:

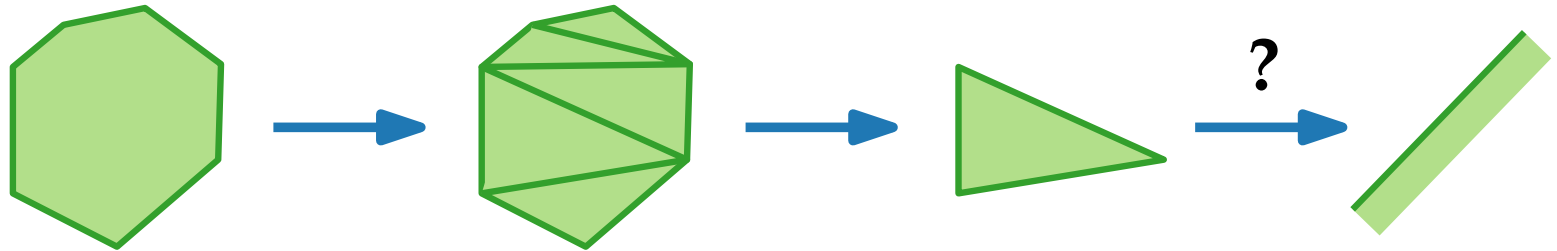


Problem.

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

Non-orthogonal range queries

Query range:



Problem.

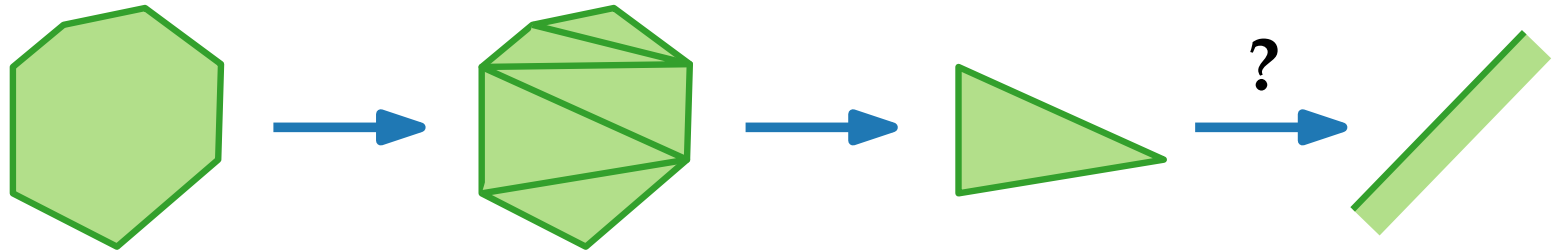
Given a set P of n points, preprocess P such that *half-space range-counting queries* can be answered quickly.

Task.

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

Non-orthogonal range queries

Query range:



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

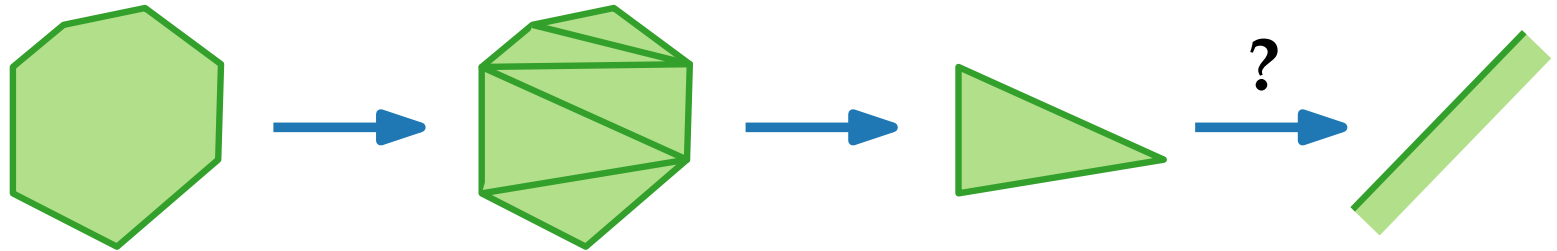
Task.

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

- Given a number x , return $|P \cap [x, \infty)|$.

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.

The 1-Dimensional Case

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Solution. ■ use balanced binary search trees

The 1-Dimensional Case

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

Solution.

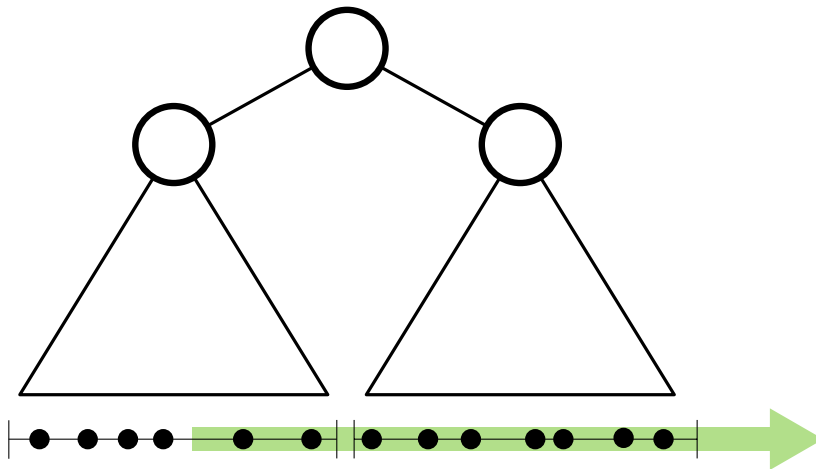
- use balanced binary search trees
- augment each node with the number of nodes in its subtree [see Cormen et al., *Introduction to Algorithms*, MIT press, 3rd ed., 2009]

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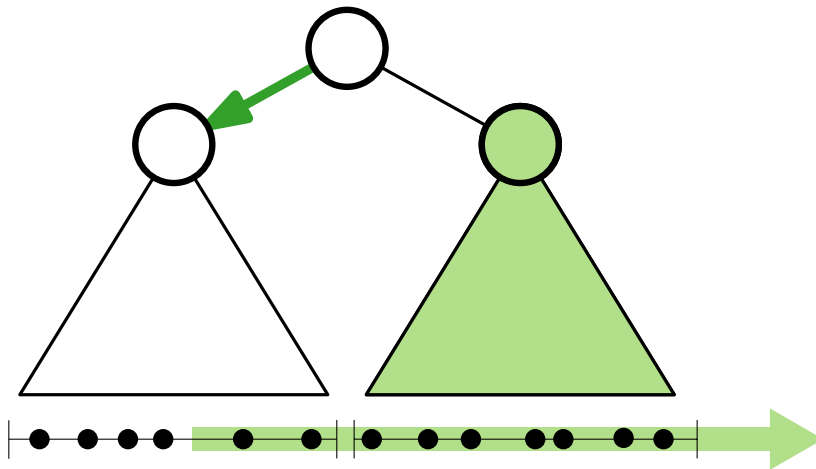


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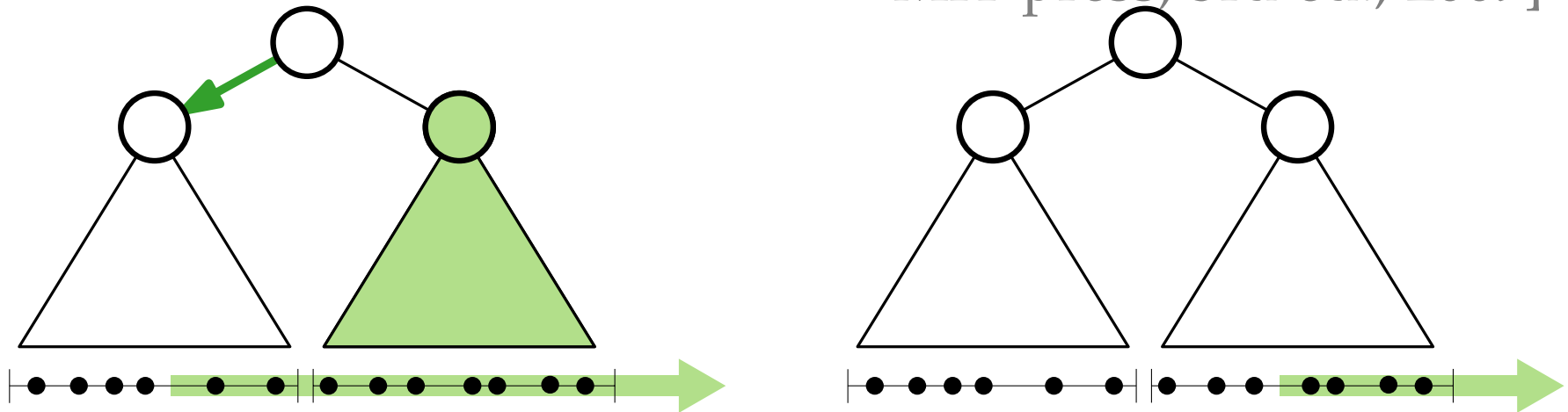


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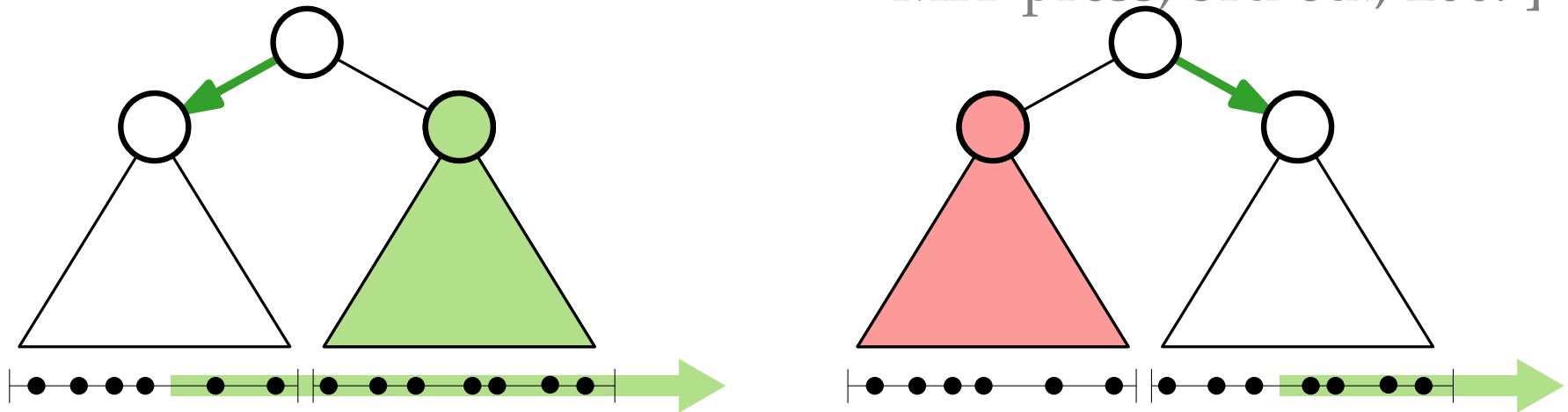


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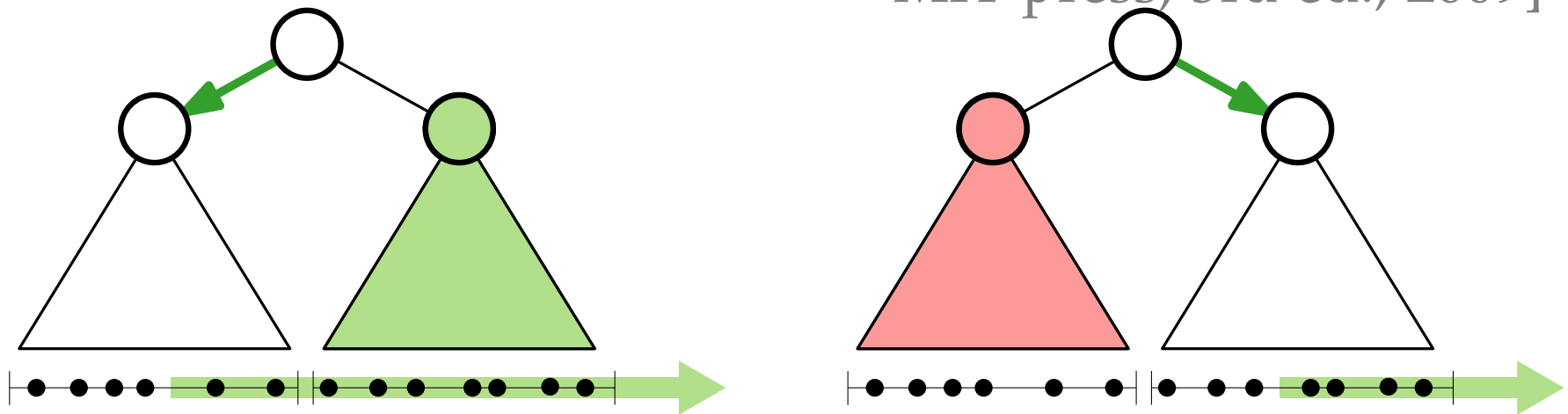


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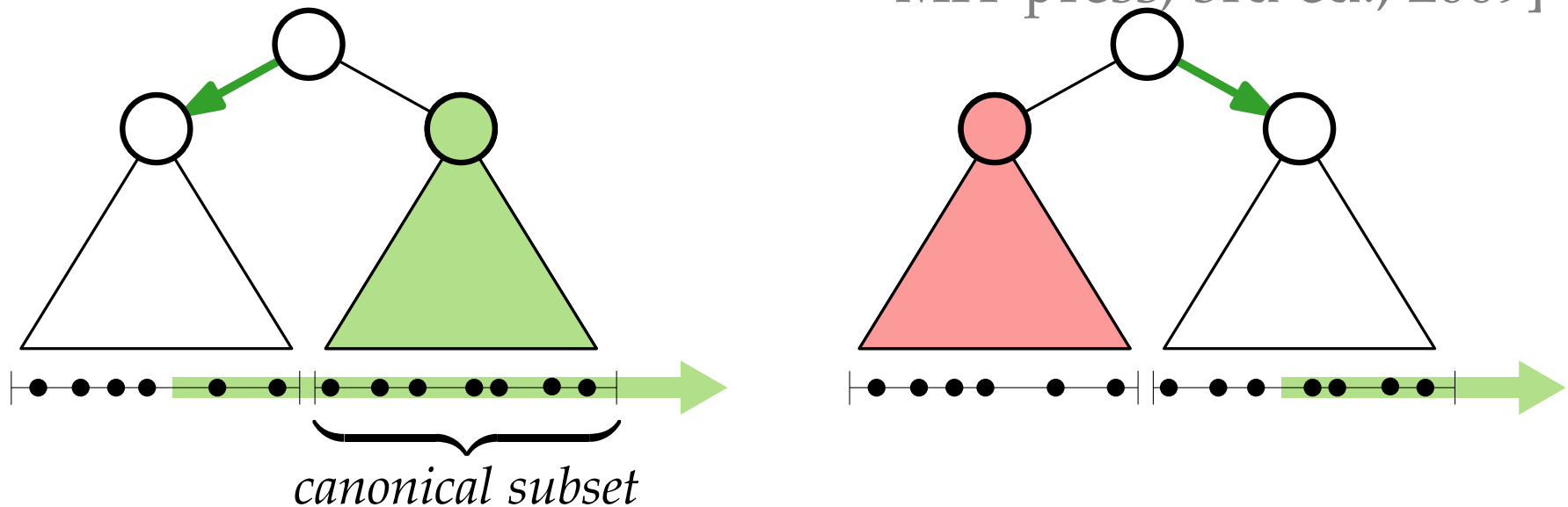
Lesson. On each level, visit ≤ 1 subtree recursively!

The 1-Dimensional Case

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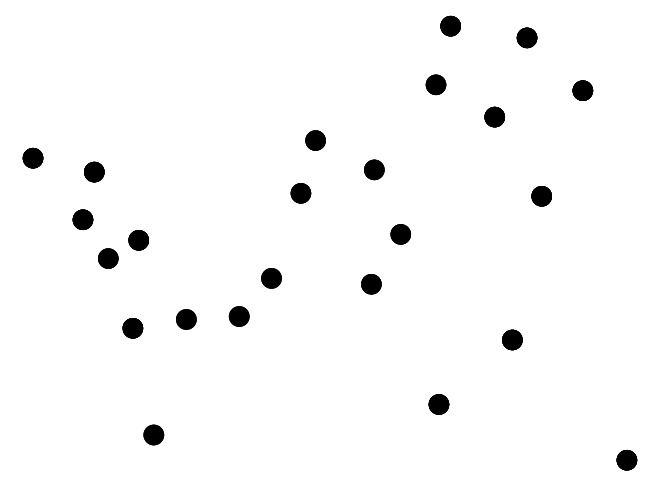
Computational Geometry

Lecture 11: Simple Range Searching

Part II: Generalizing to 2 Dimensions

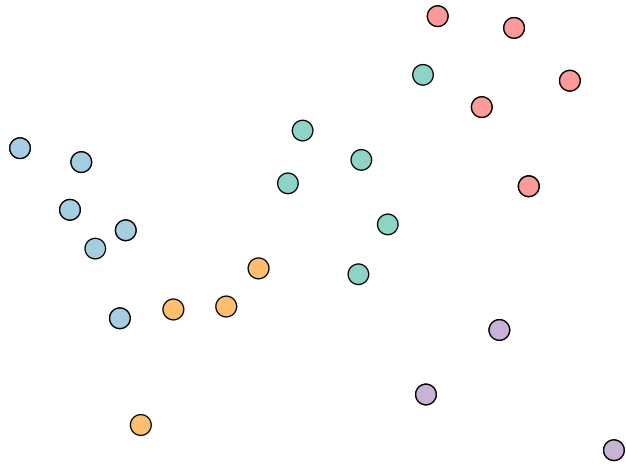
Generalizing to 2 Dimensions

Any ideas?



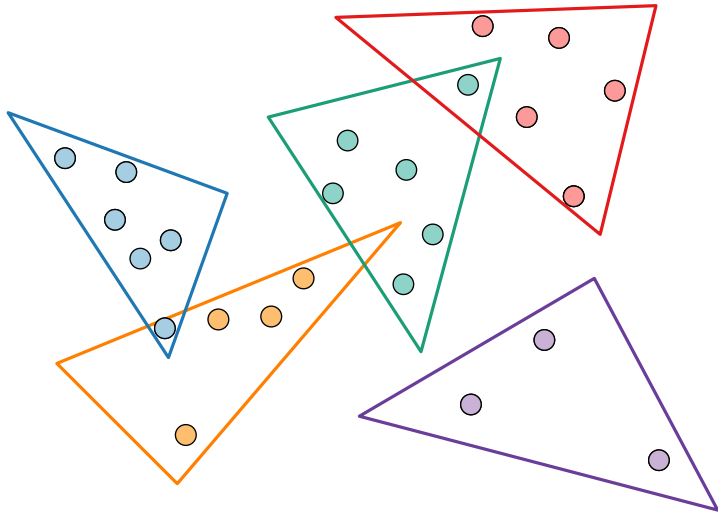
Generalizing to 2 Dimensions

Any ideas?



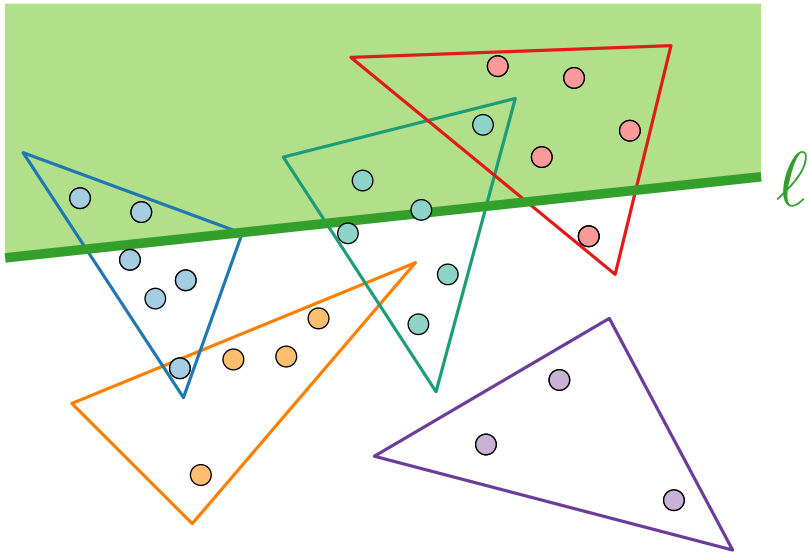
Generalizing to 2 Dimensions

Partition the input!



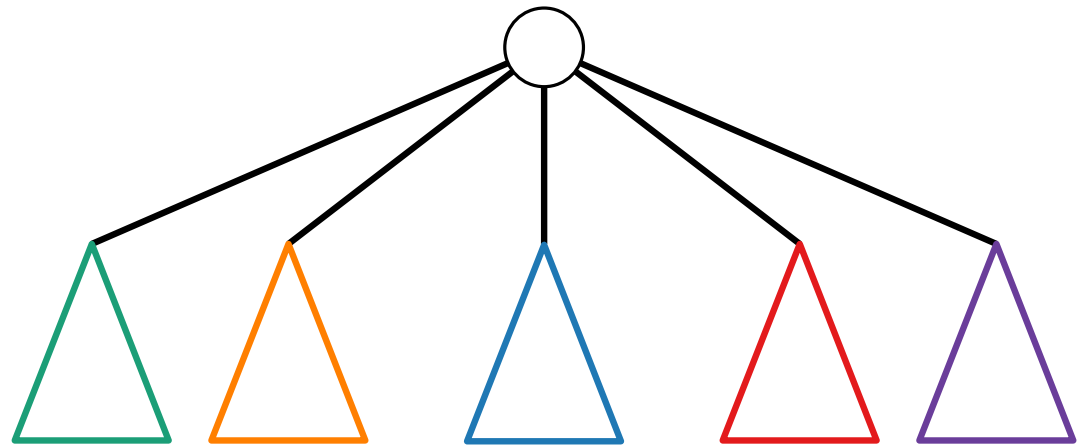
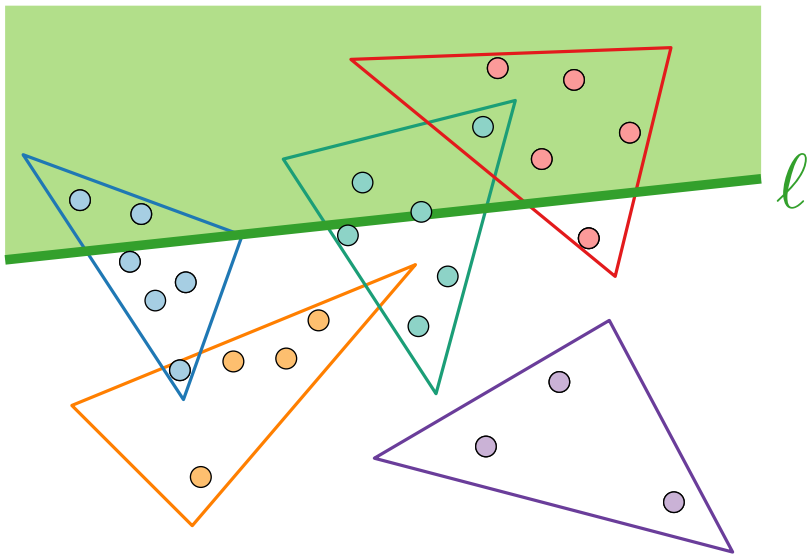
Generalizing to 2 Dimensions

Partition the input! Query...



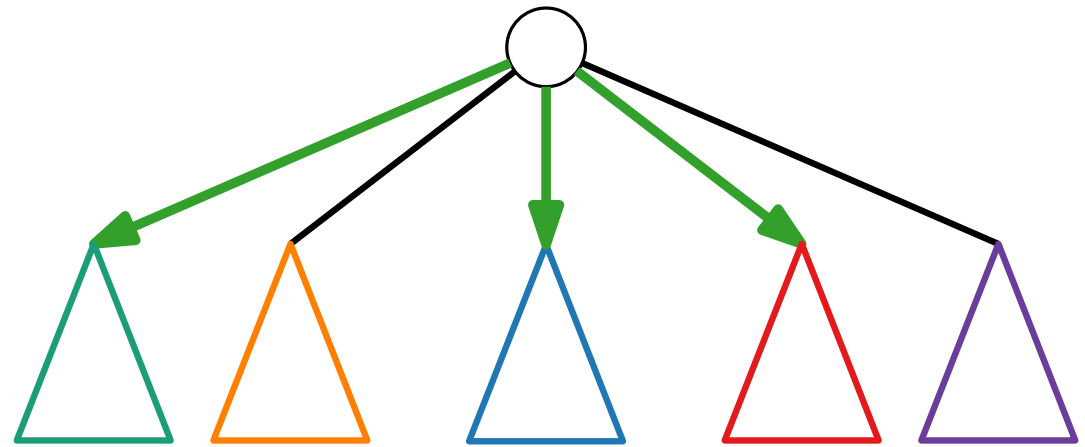
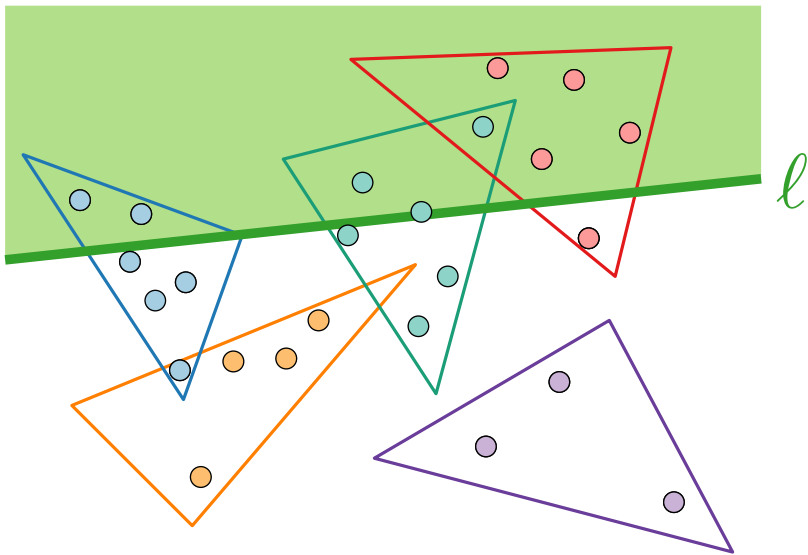
Generalizing to 2 Dimensions

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



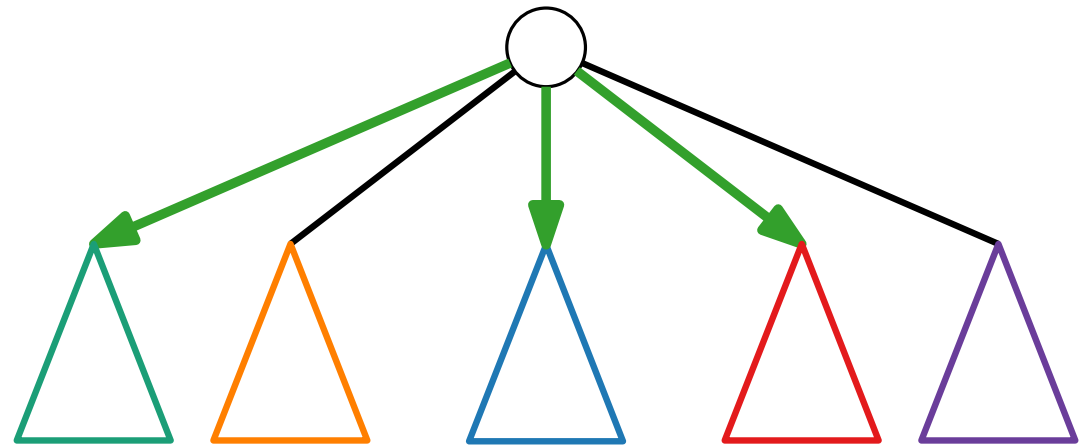
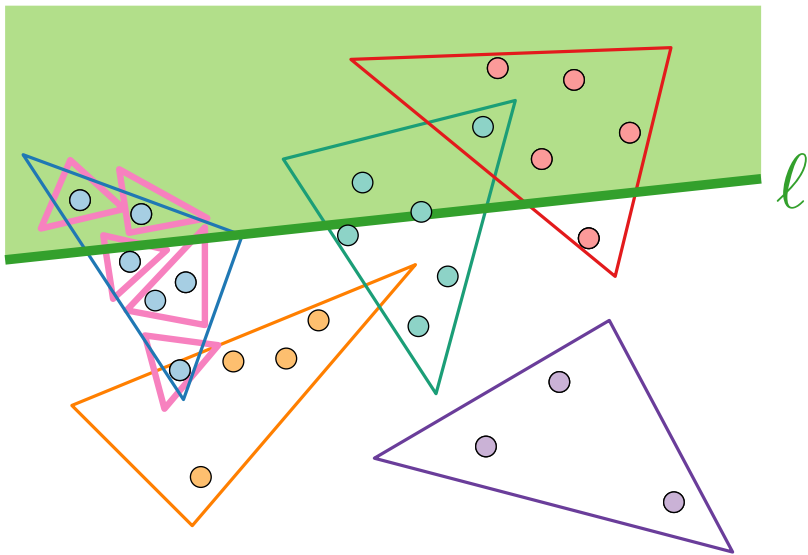
Generalizing to 2 Dimensions

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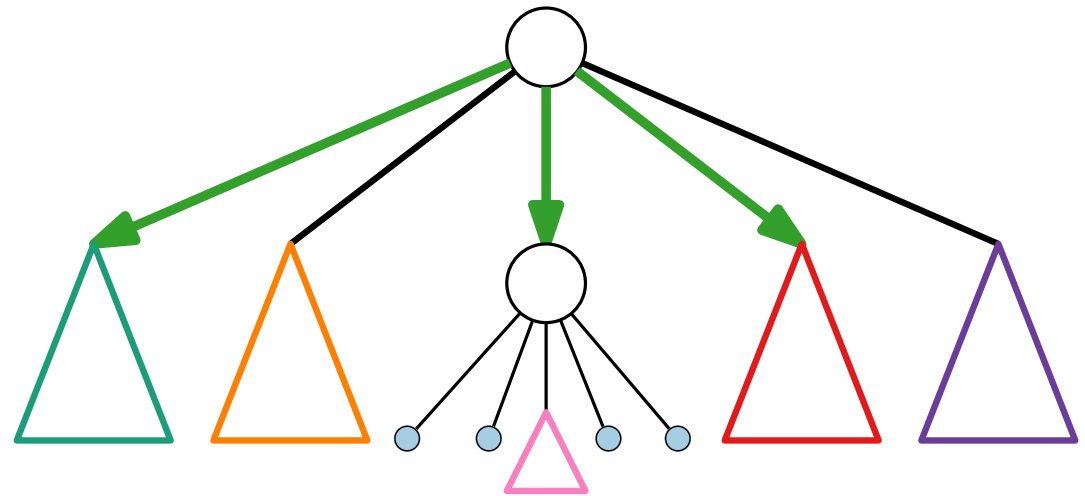
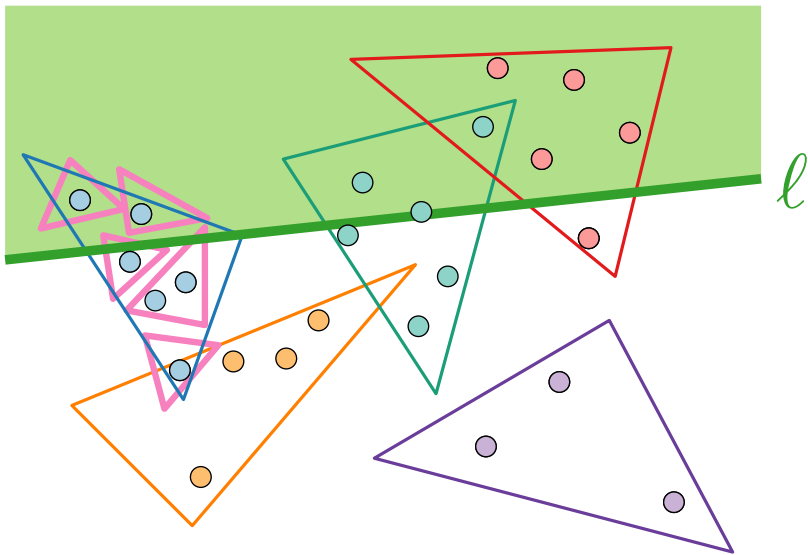
Generalizing to 2 Dimensions

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



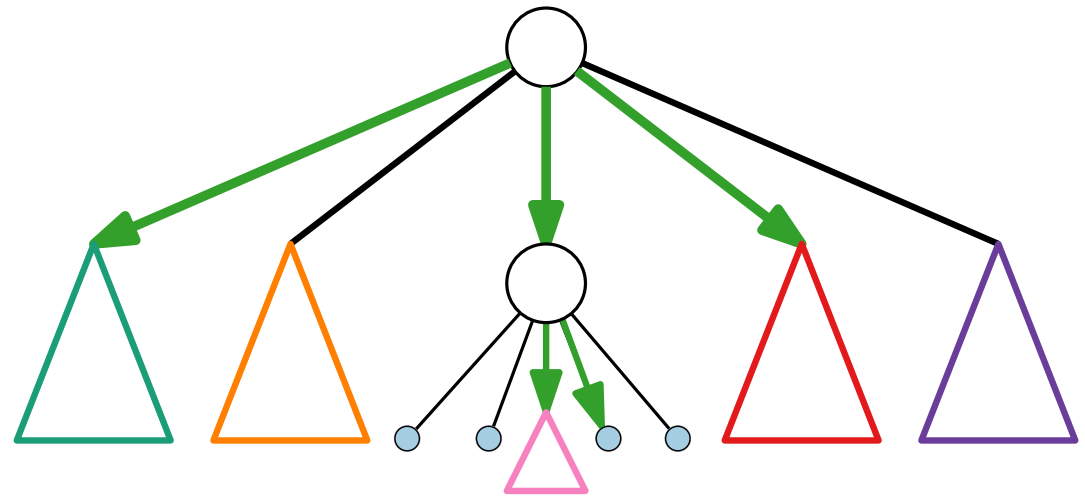
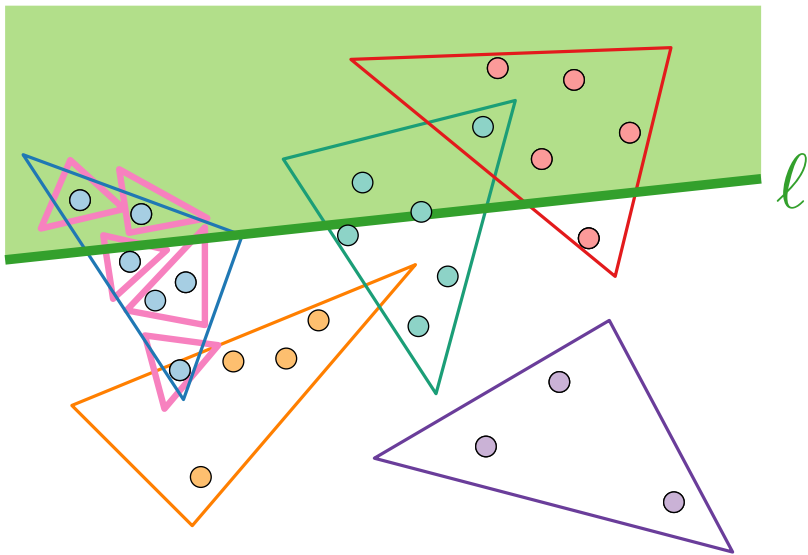
Generalizing to 2 Dimensions

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



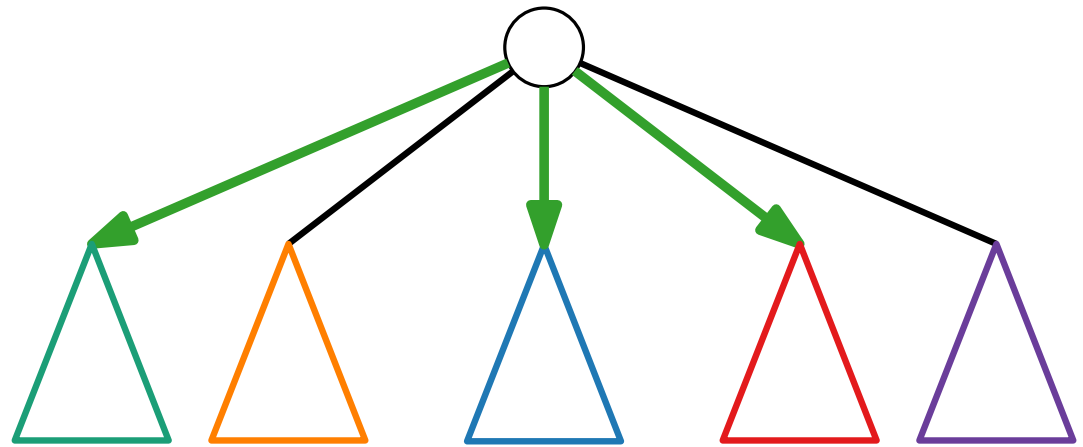
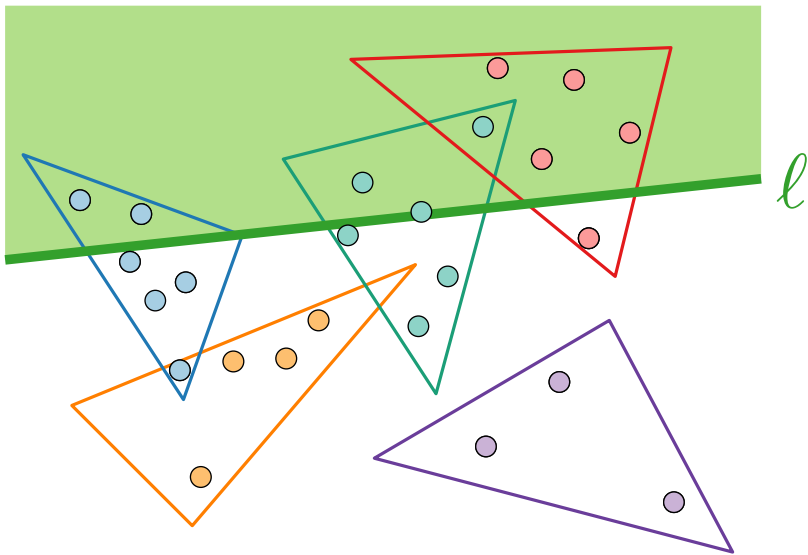
Generalizing to 2 Dimensions

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Generalizing to 2 Dimensions

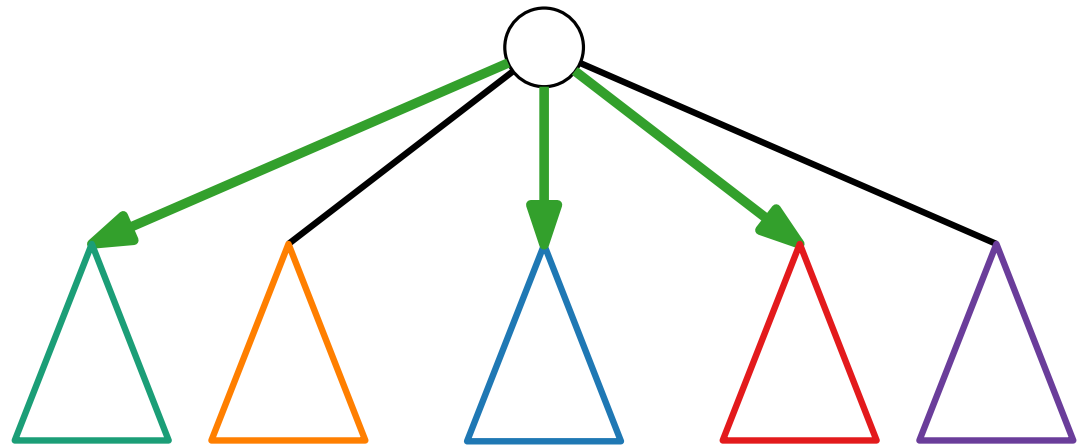
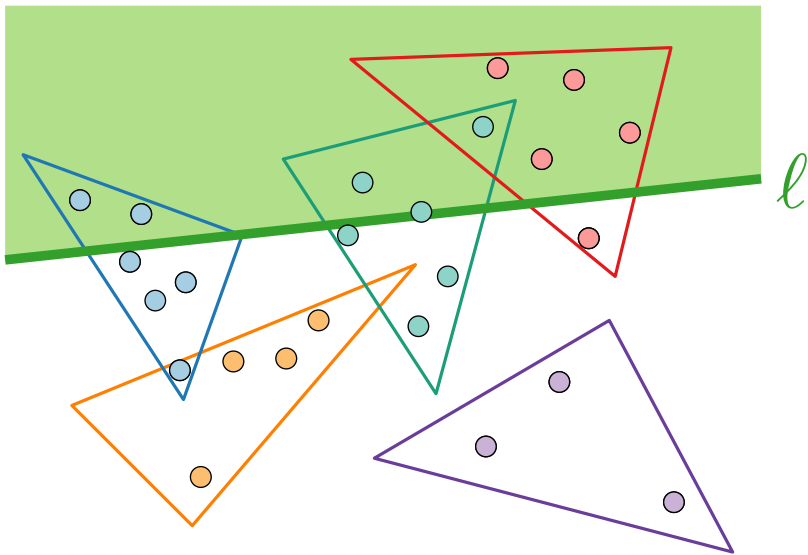
Partition the input! Query... in a *partition tree* ... recursively!



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

Generalizing to 2 Dimensions

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

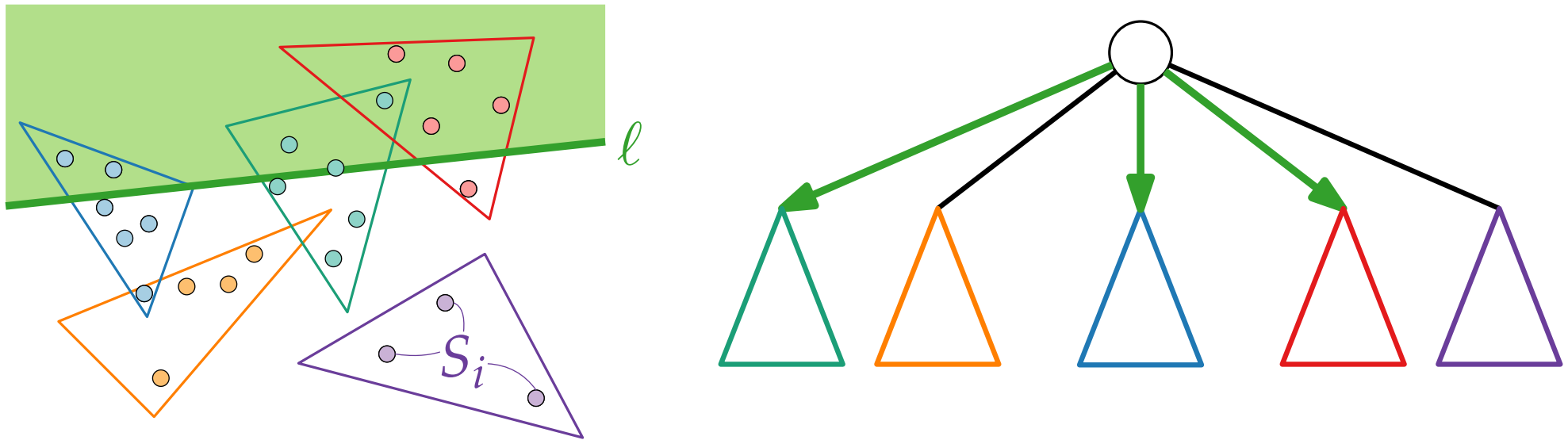


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Generalizing to 2 Dimensions

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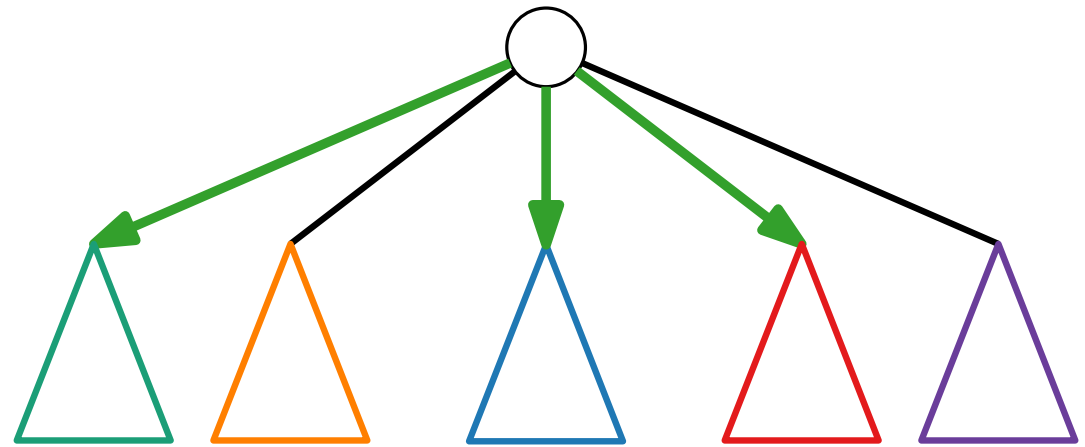
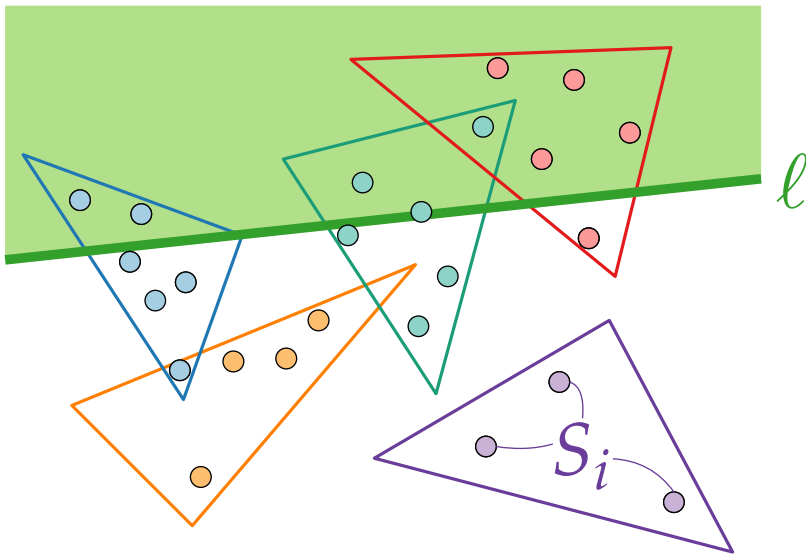


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Generalizing to 2 Dimensions

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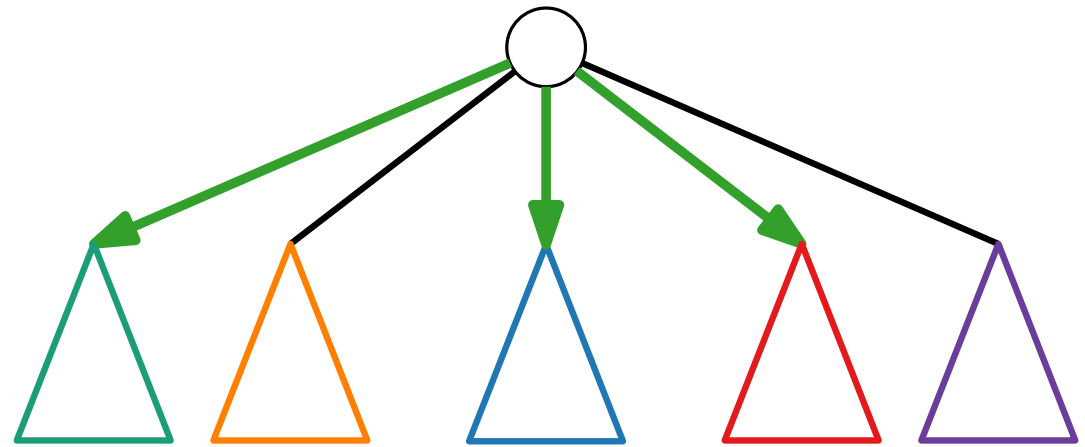
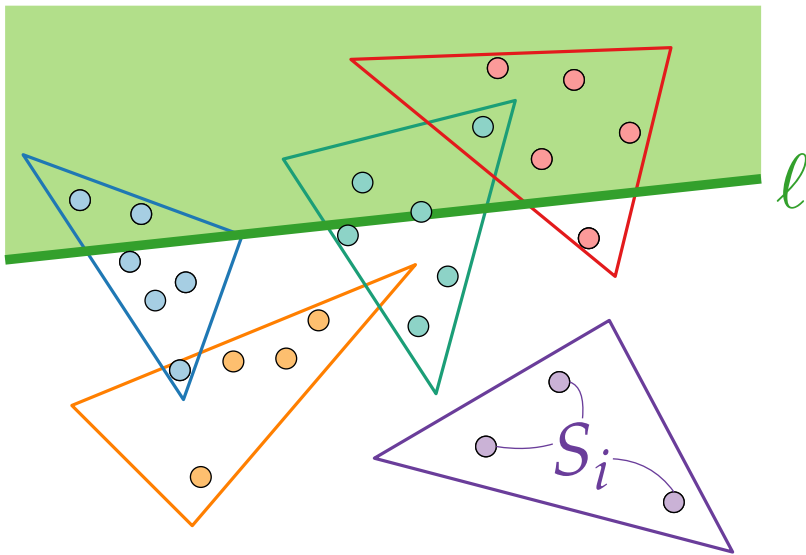


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- S is partitioned by S_1, \dots, S_r and *classes of S*

Generalizing to 2 Dimensions

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



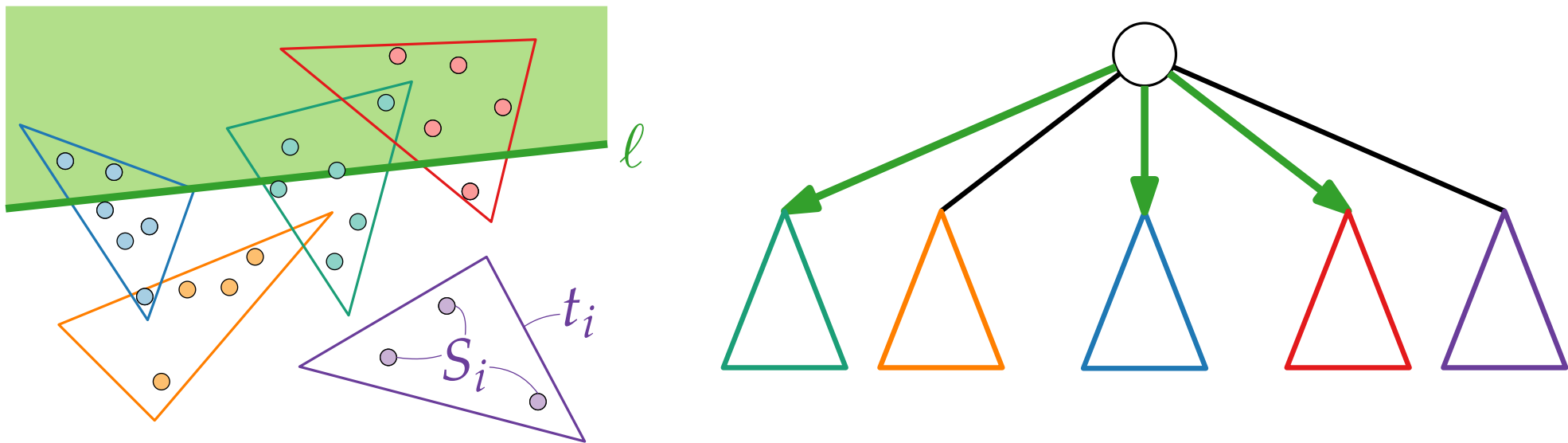
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classes of S

Generalizing to 2 Dimensions

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



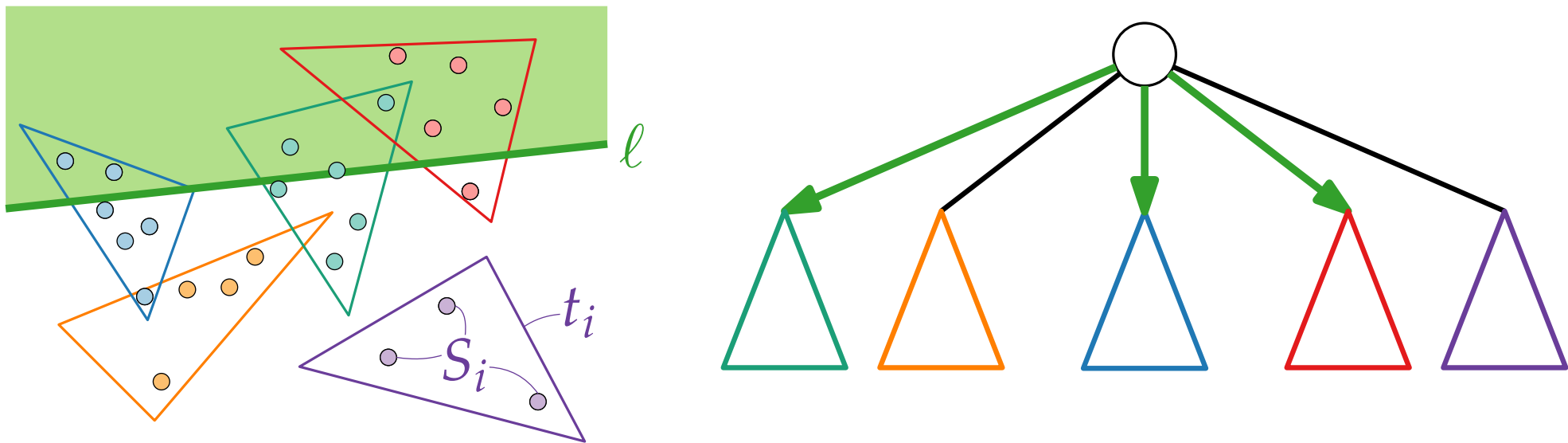
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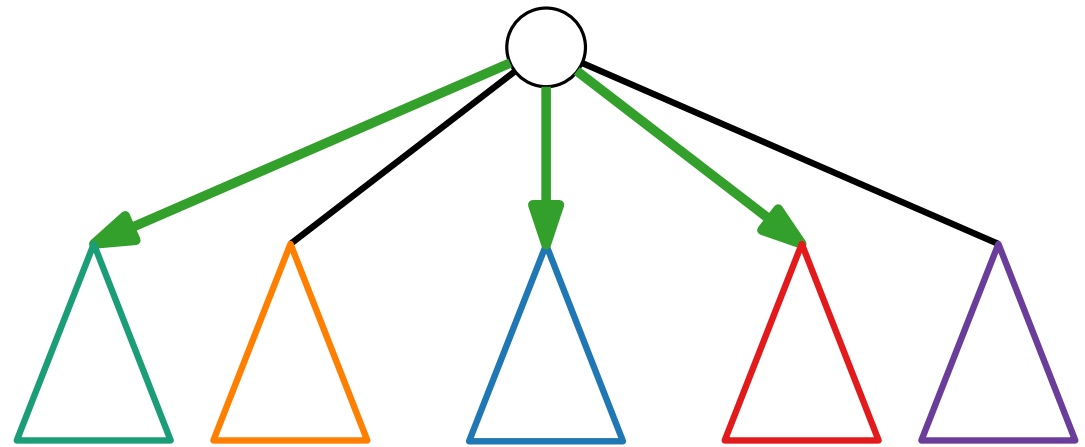
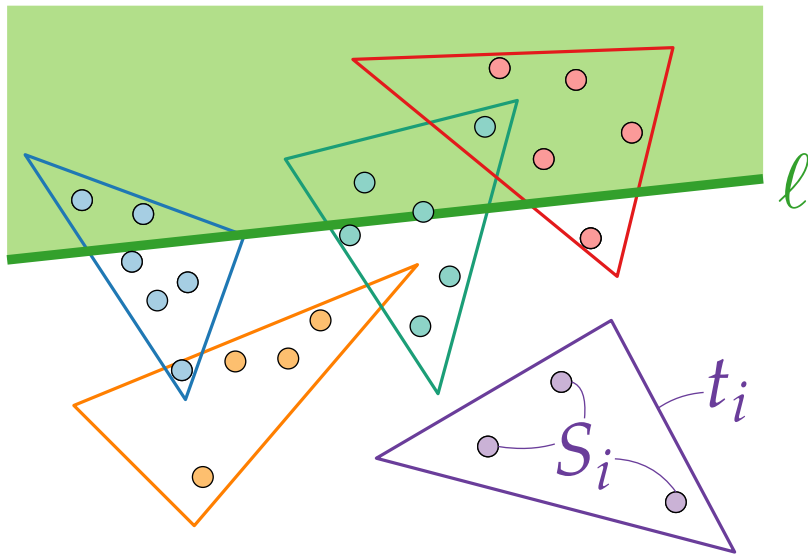
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classes of S

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

Generalizing to 2 Dimensions

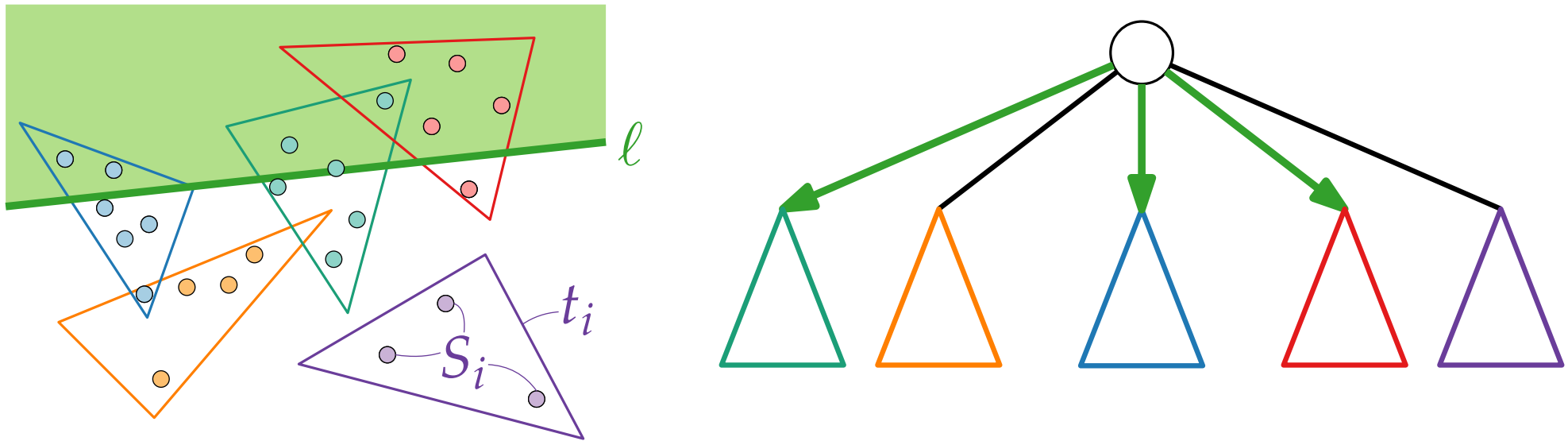
Partition the input! Query... in a *partition tree* ... recursively!



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

Generalizing to 2 Dimensions

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

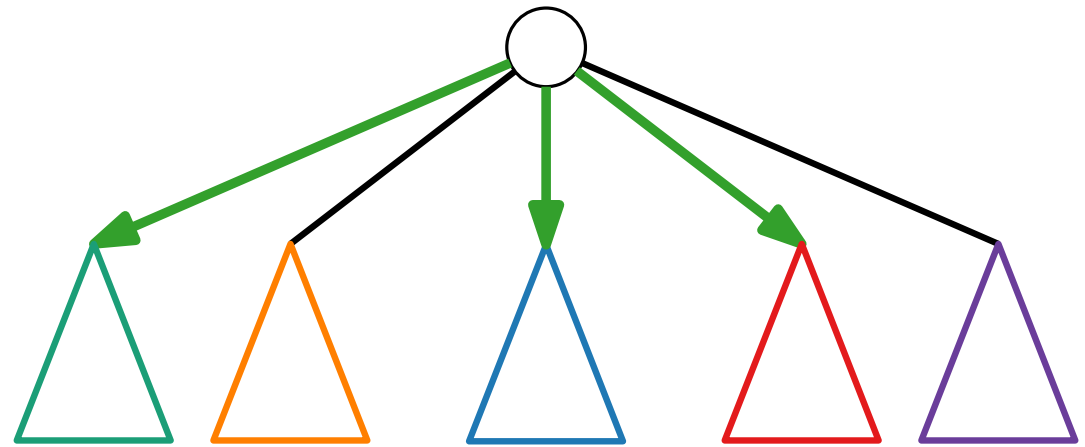
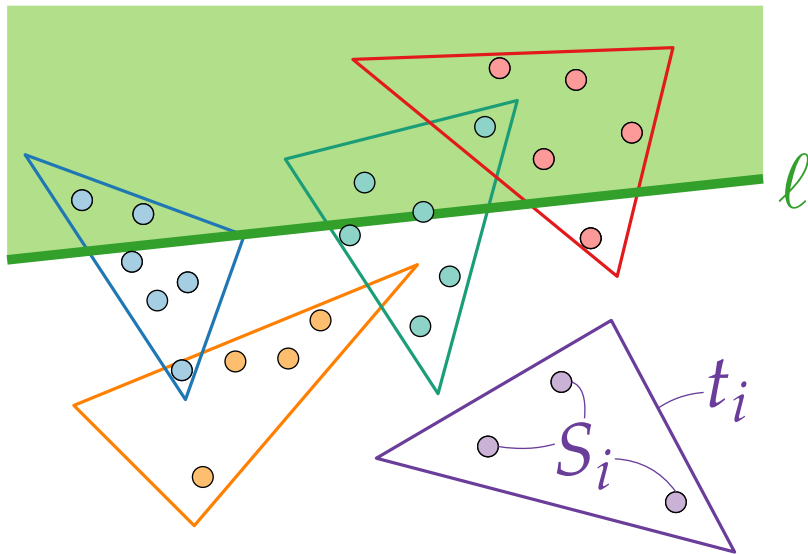


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The *crossing number* of $\Psi(S)$ is the maximum crossing number over all possible lines.

Generalizing to 2 Dimensions

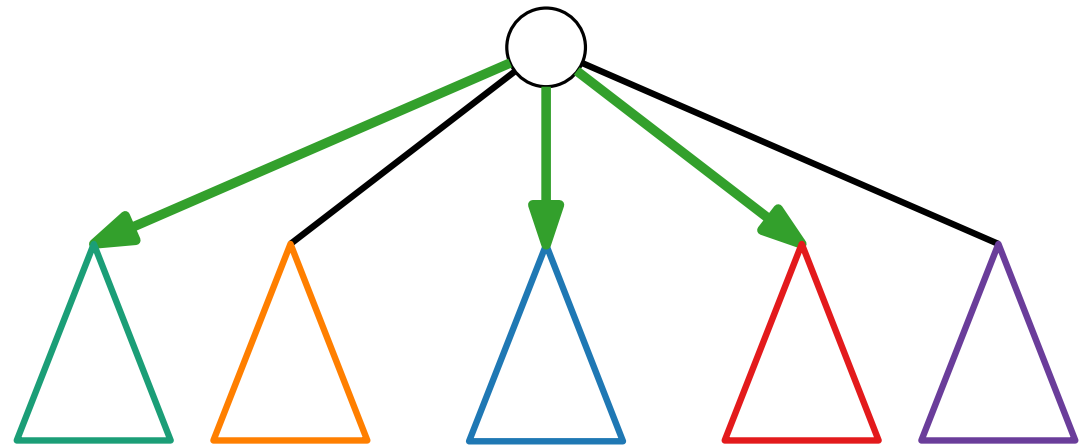
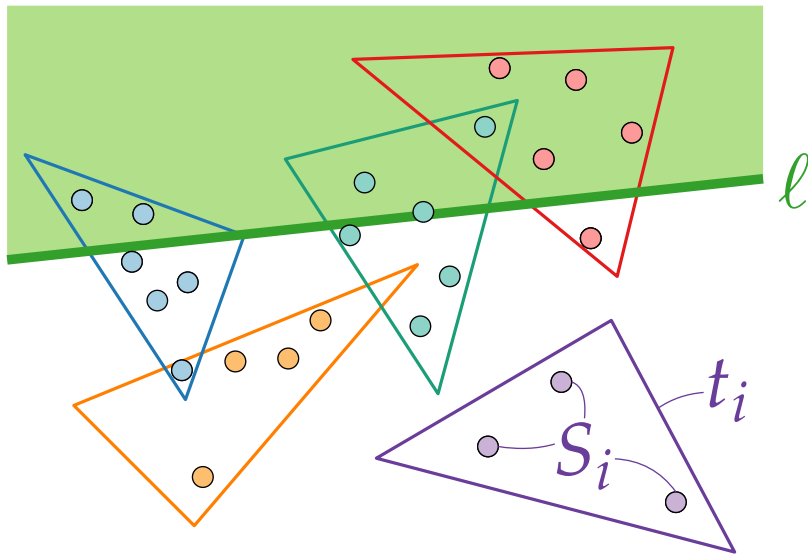
Partition the input! Query... in a *partition tree* ... recursively!



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 $O(\quad)$ exists.

Generalizing to 2 Dimensions

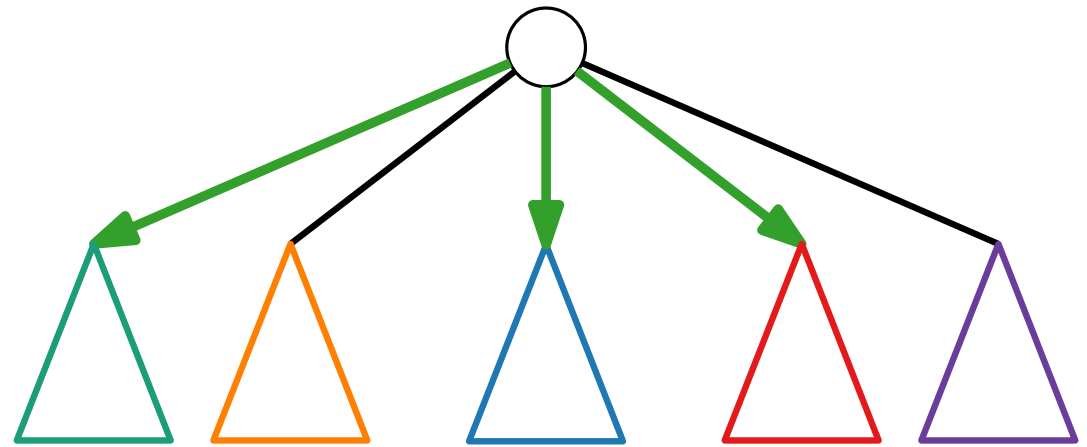
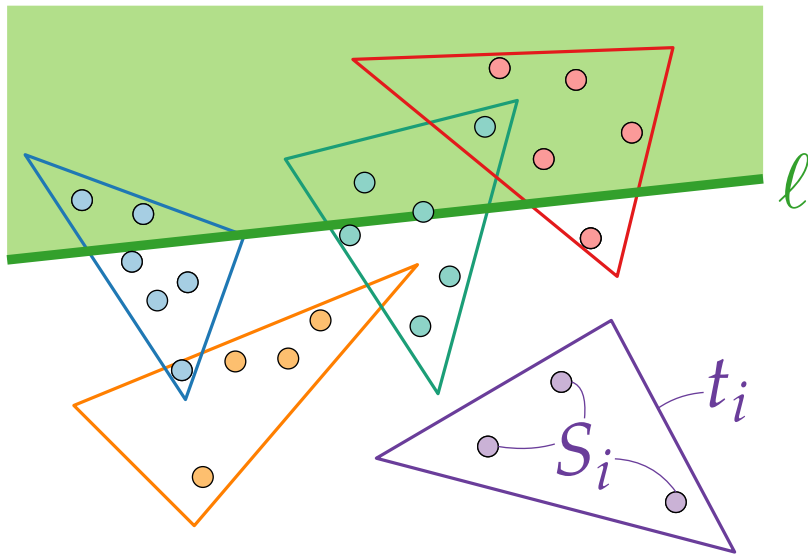
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Generalizing to 2 Dimensions

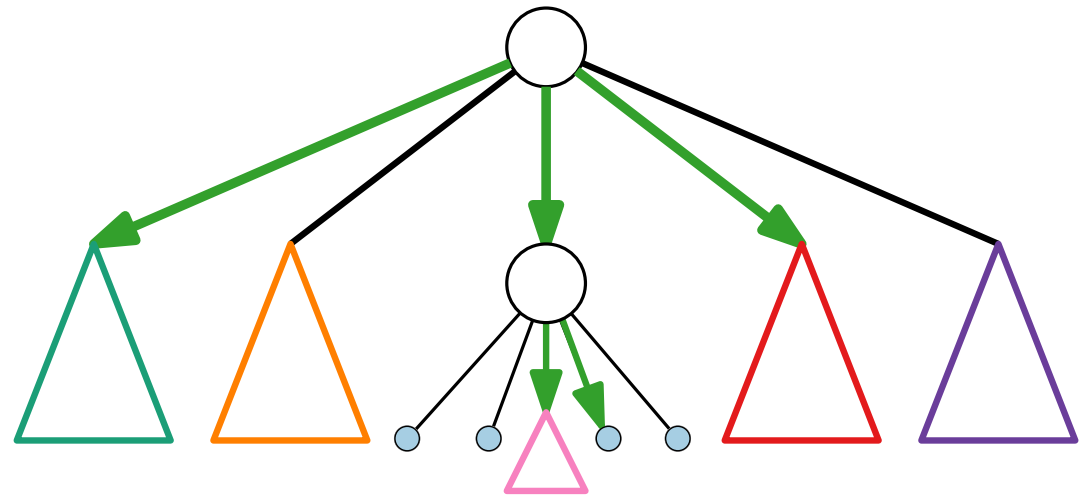
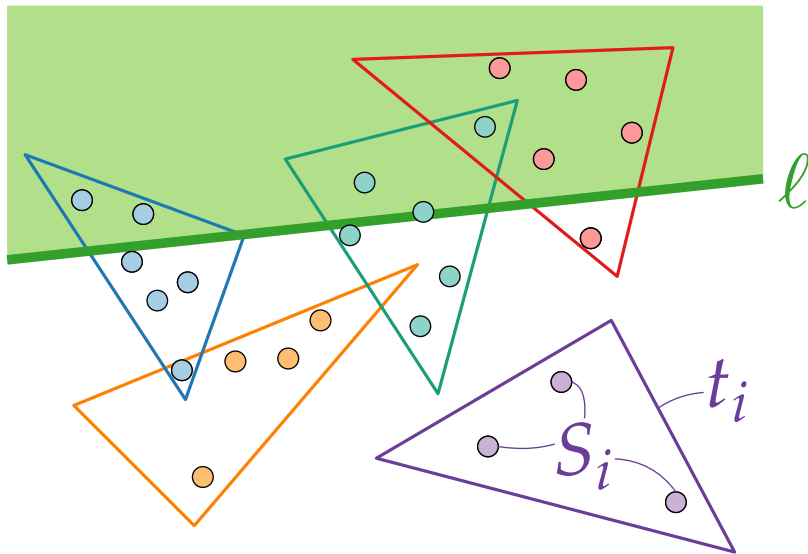
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Generalizing to 2 Dimensions

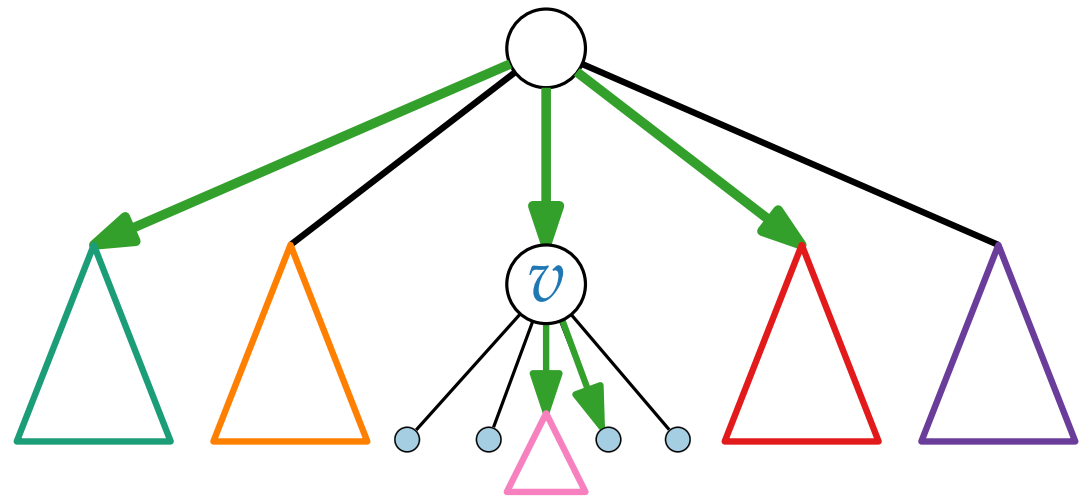
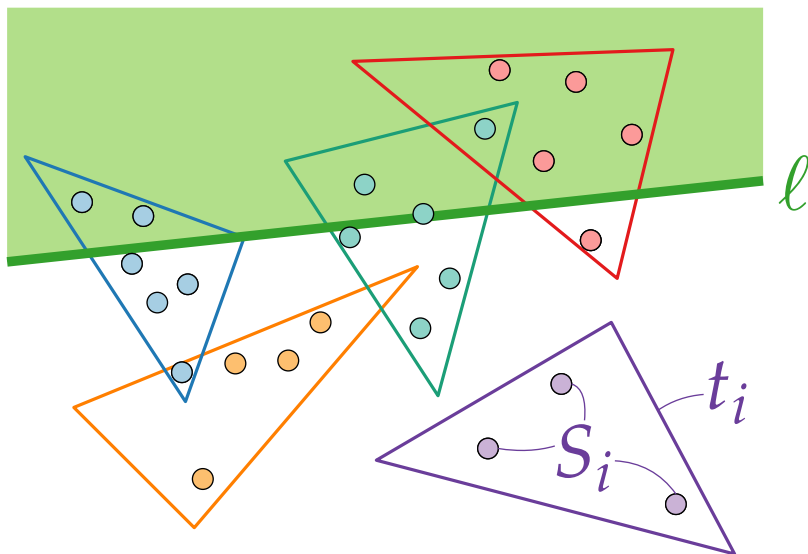
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Generalizing to 2 Dimensions

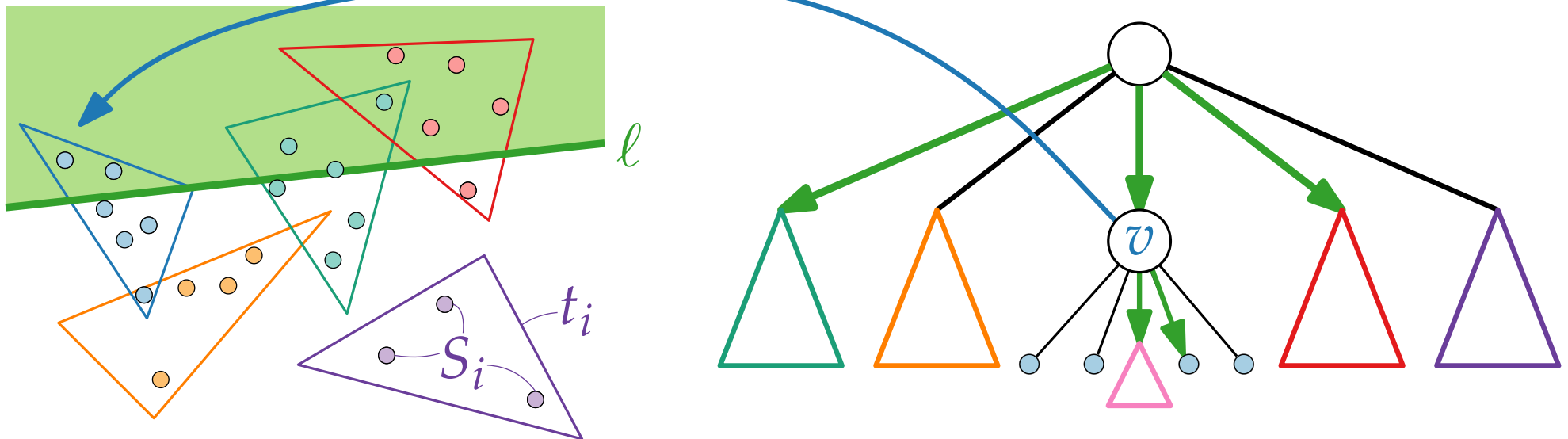
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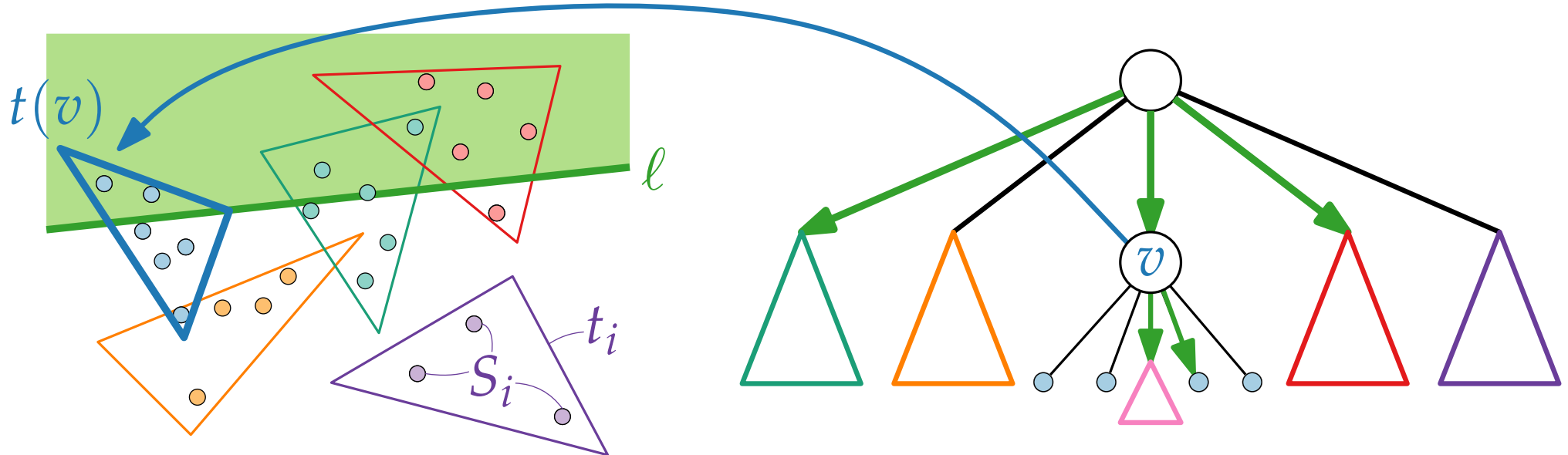
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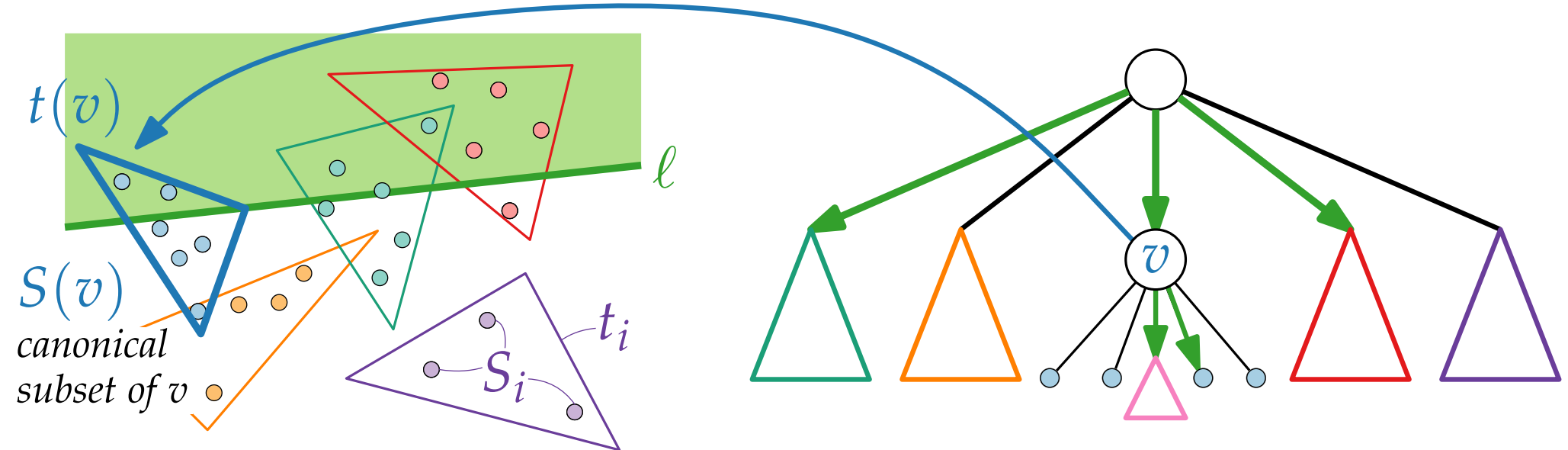
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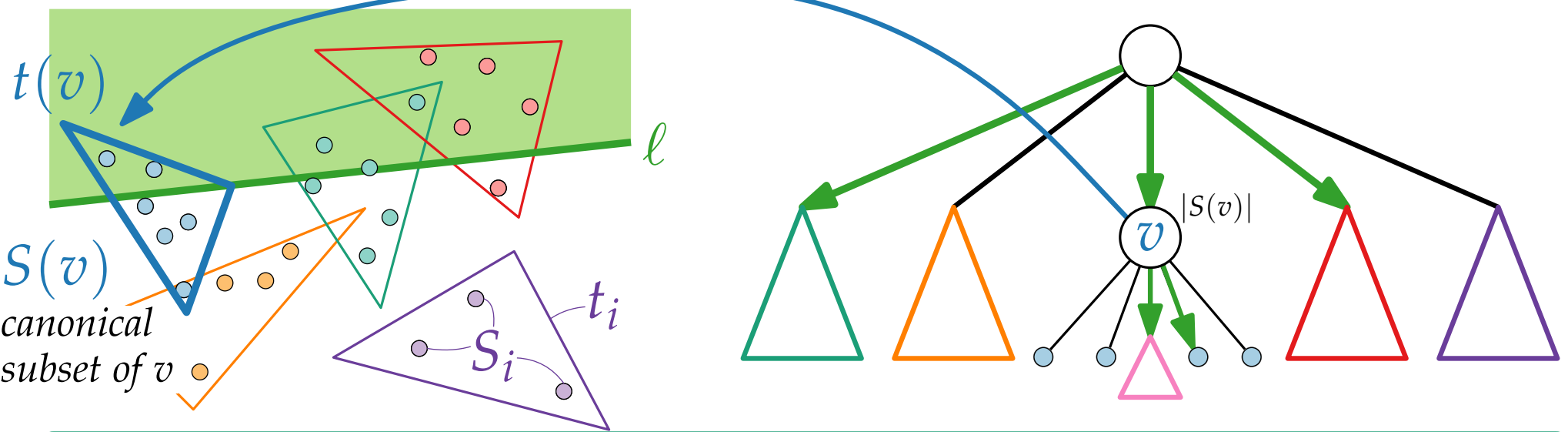
Partition the input! Query... in a *partition tree* ... recursively!



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.

Generalizing to 2 Dimensions

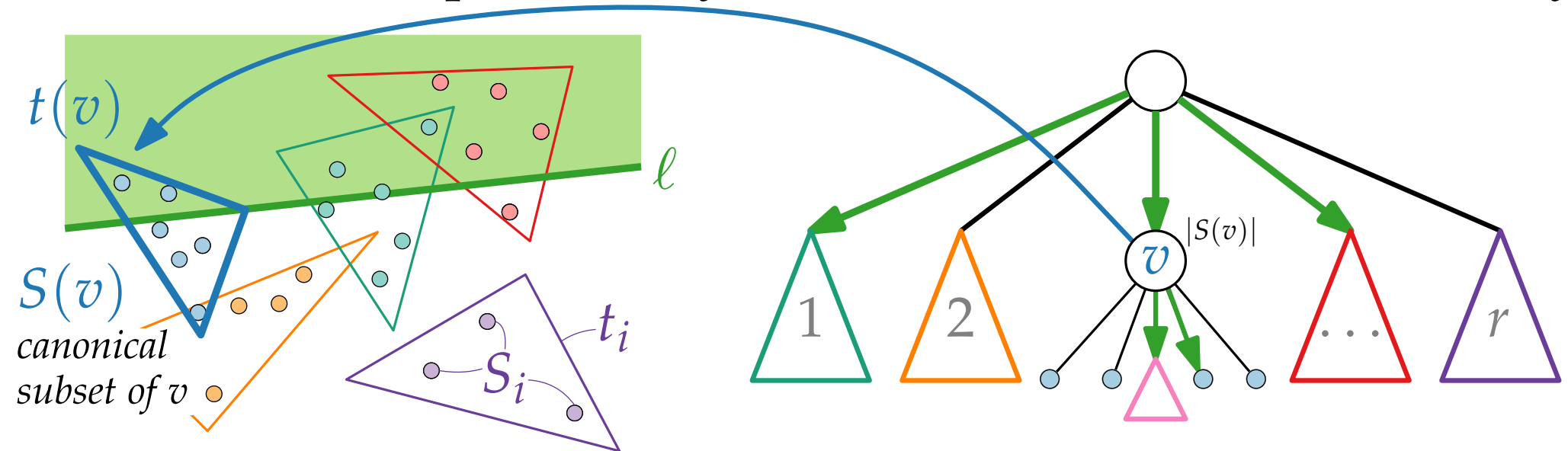
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Generalizing to 2 Dimensions

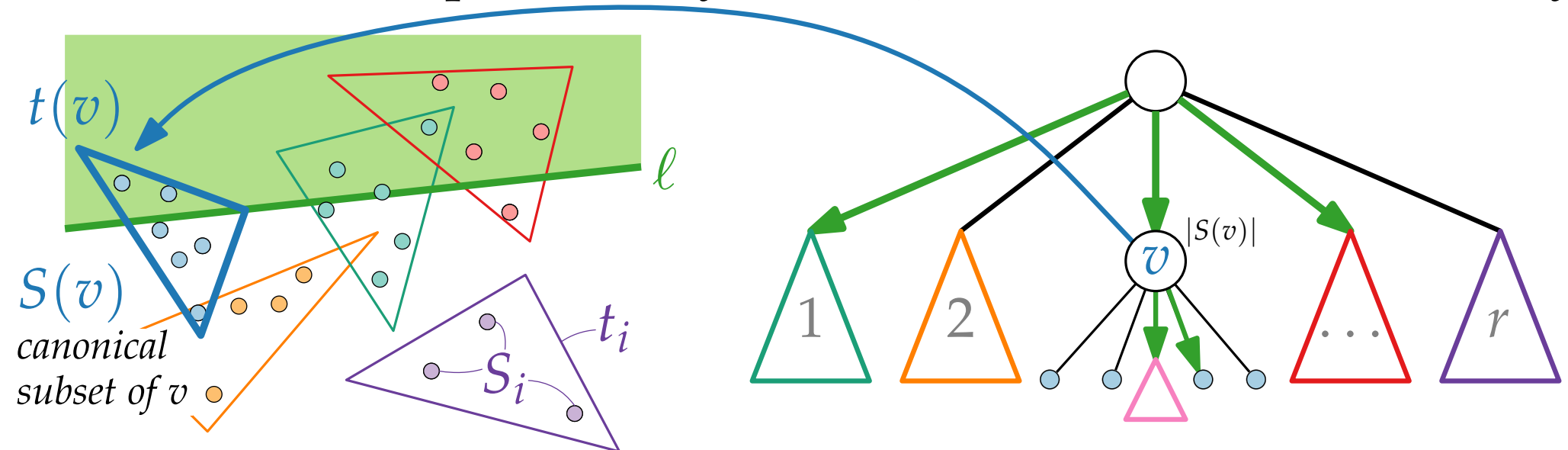
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Generalizing to 2 Dimensions

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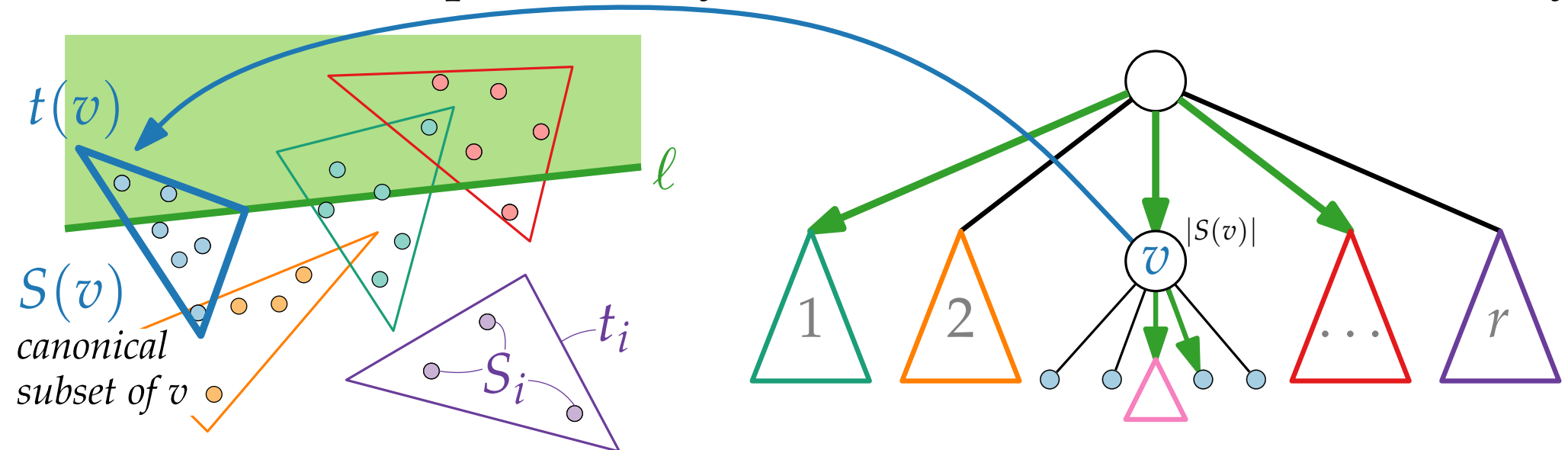


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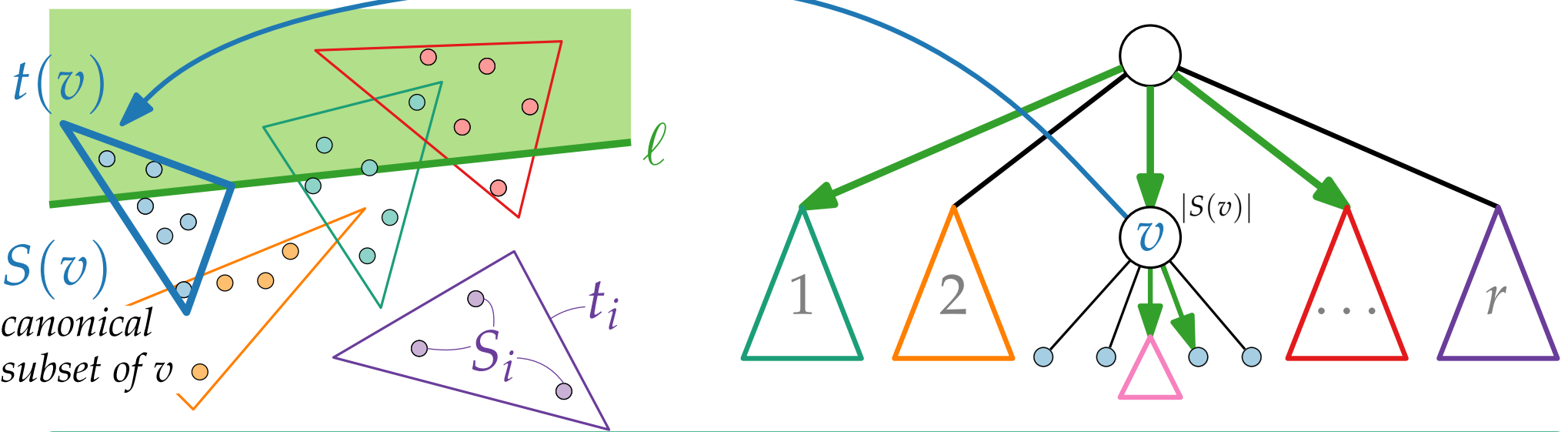


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search tree with n leaves

Computational Geometry

Lecture 11: Simple Range Searching

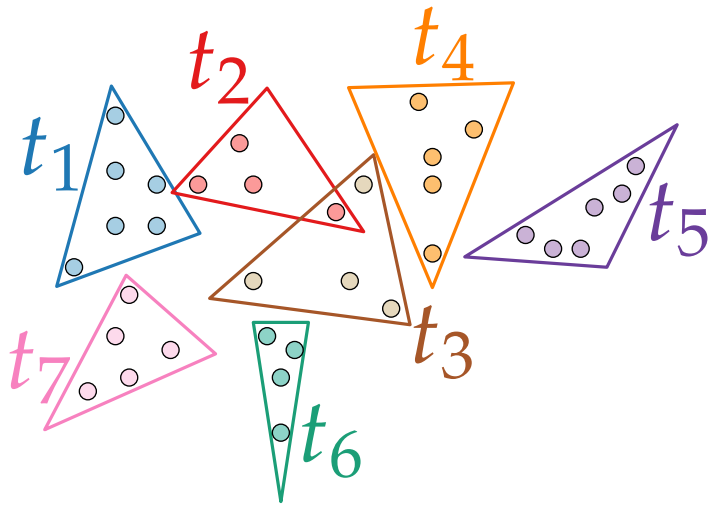
Part III: Query Algorithm

Example for a Query

point set S

Example for a Query

point set S

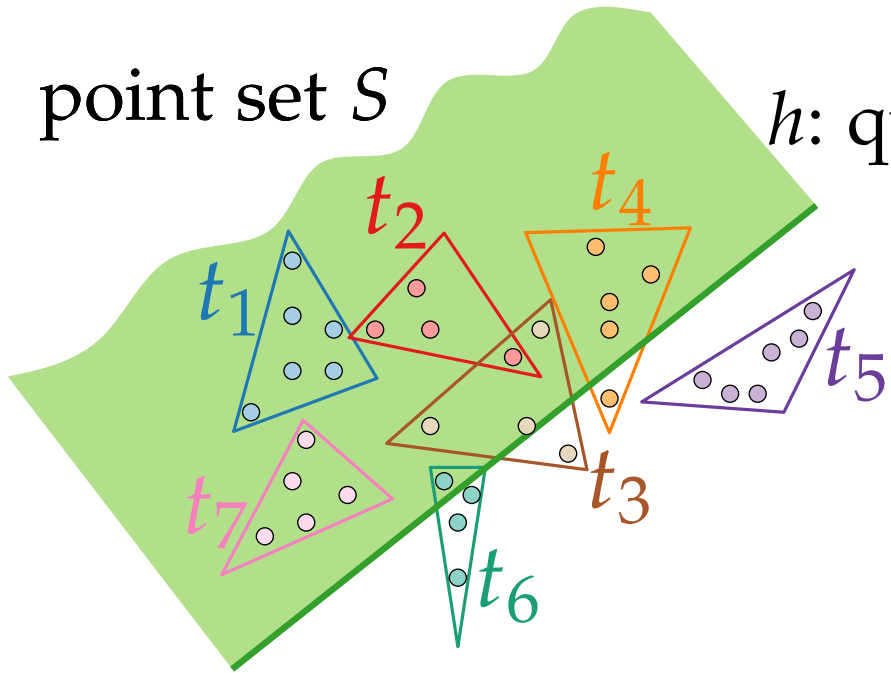


partition by triangles

Example for a Query

point set S

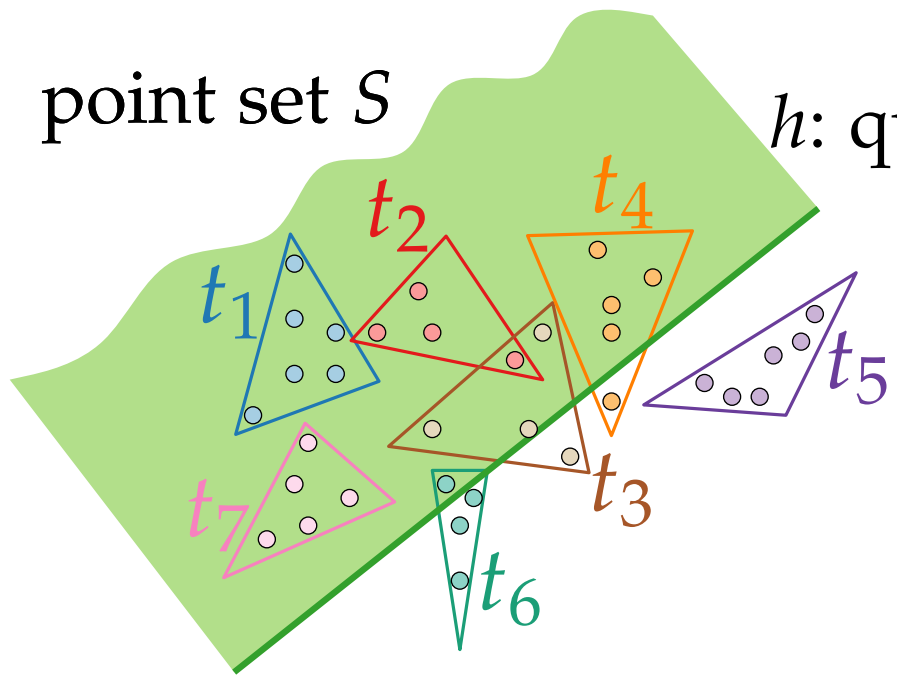
h : query range



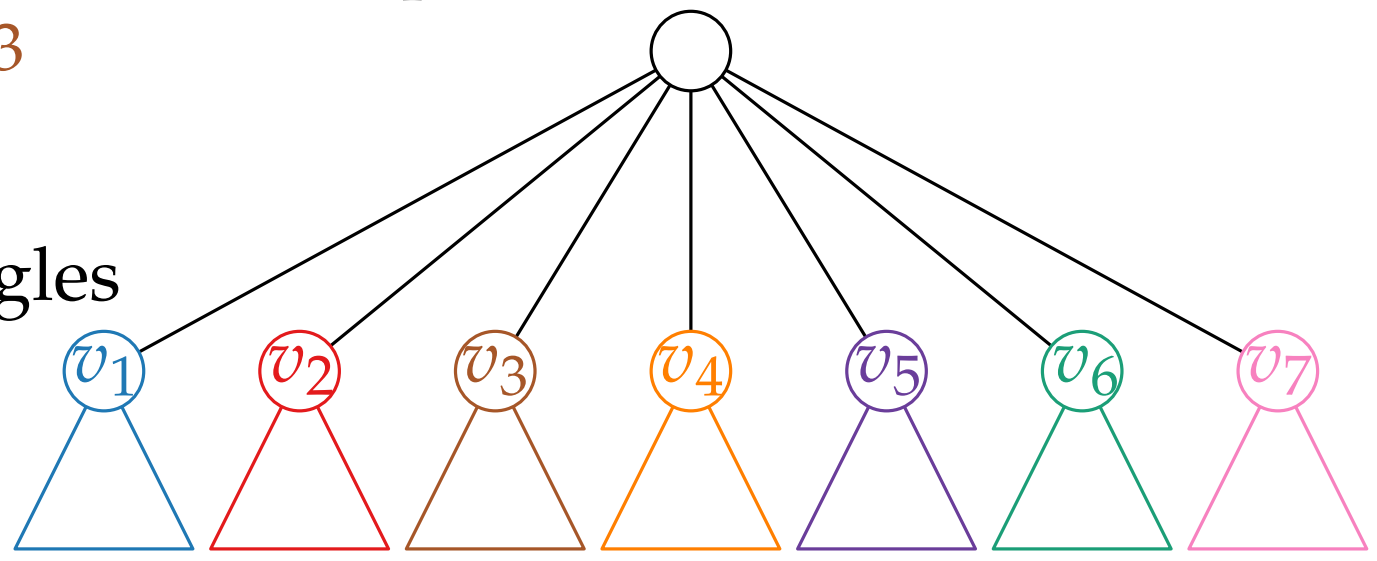
partition by triangles

Example for a Query

point set S h : query range

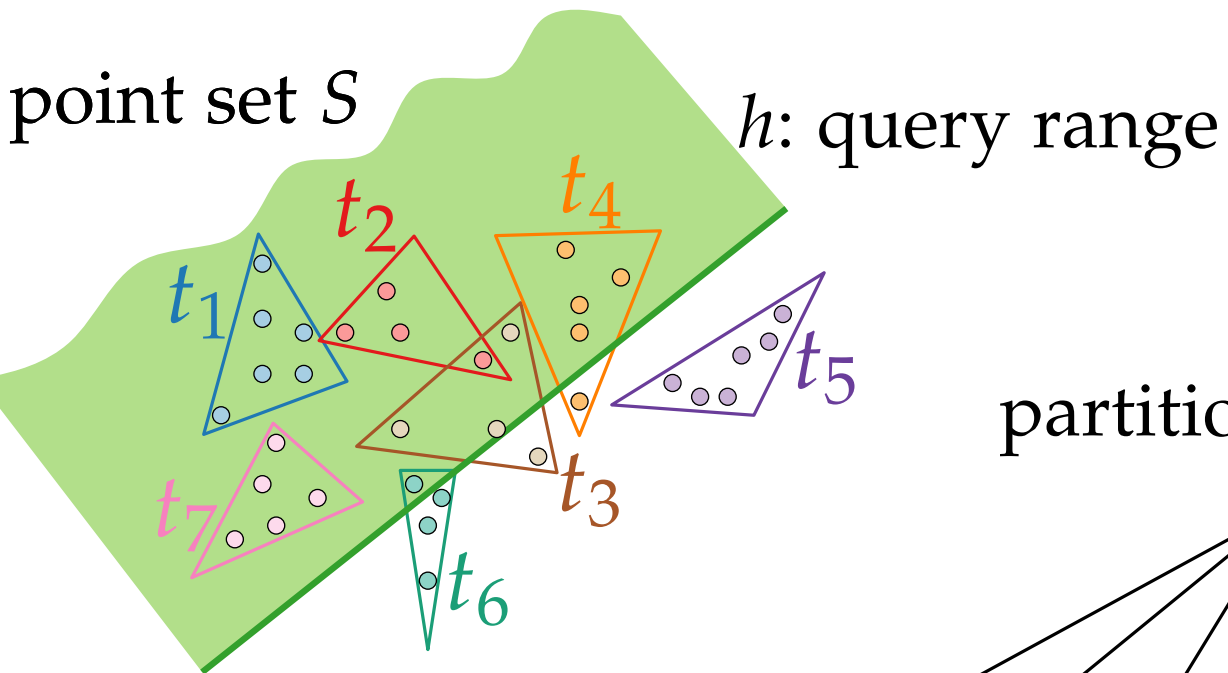


partition tree for S



partition by triangles

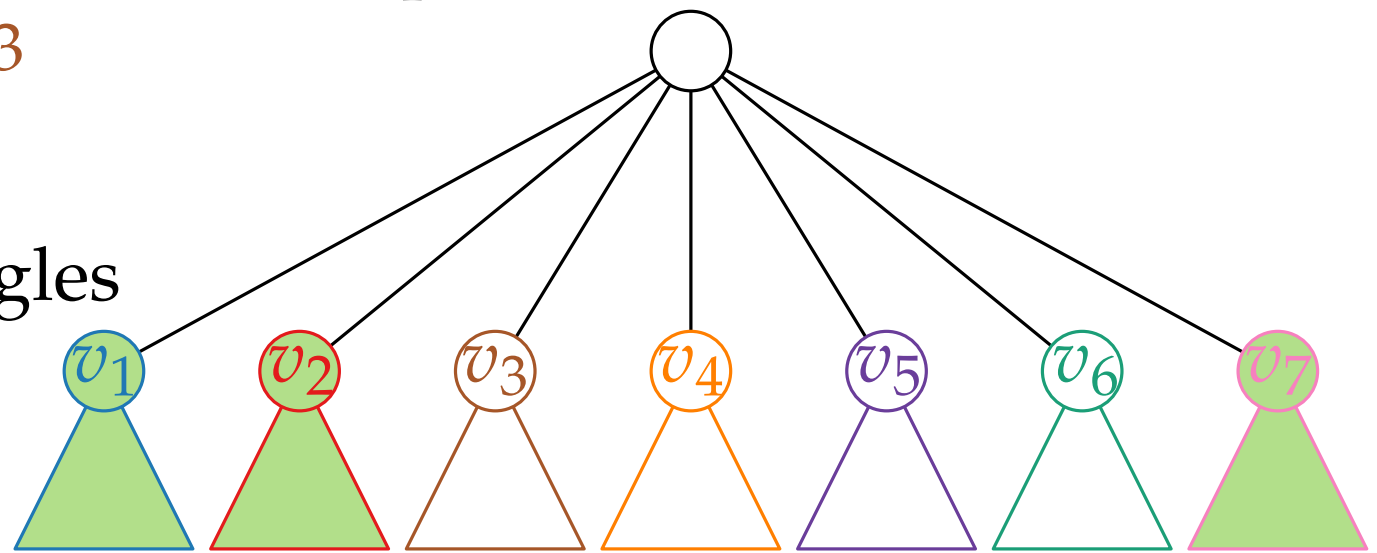
Example for a Query



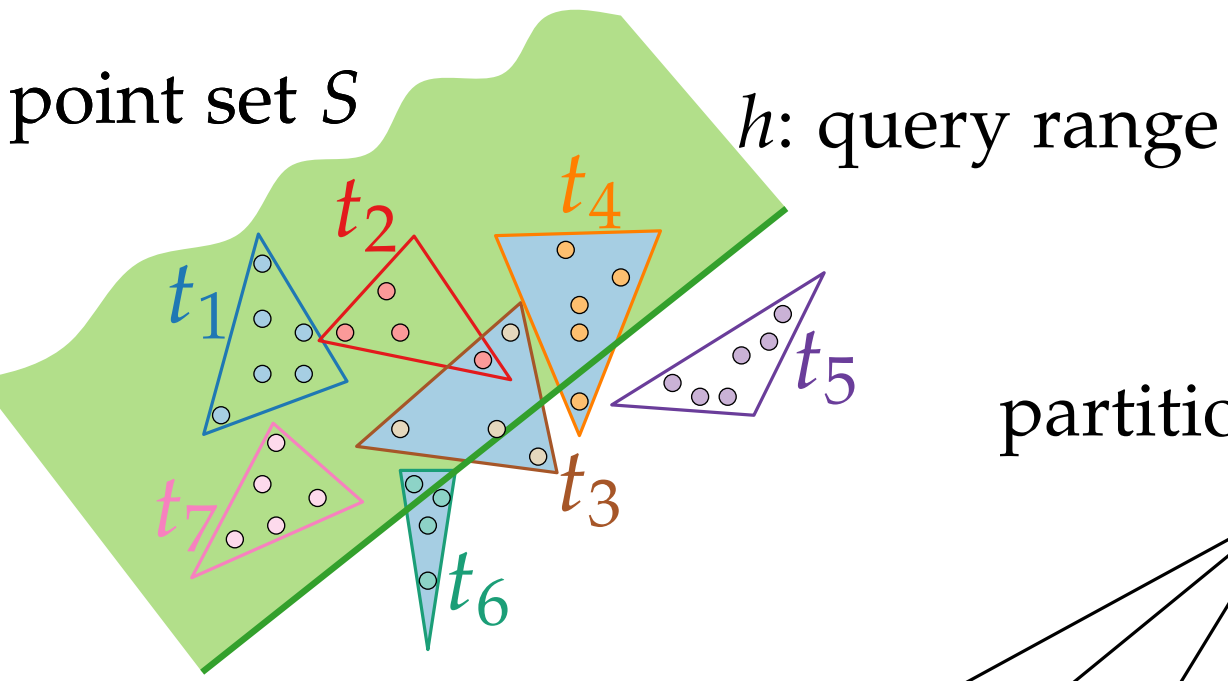
● = selected node

partition by triangles

partition tree for S

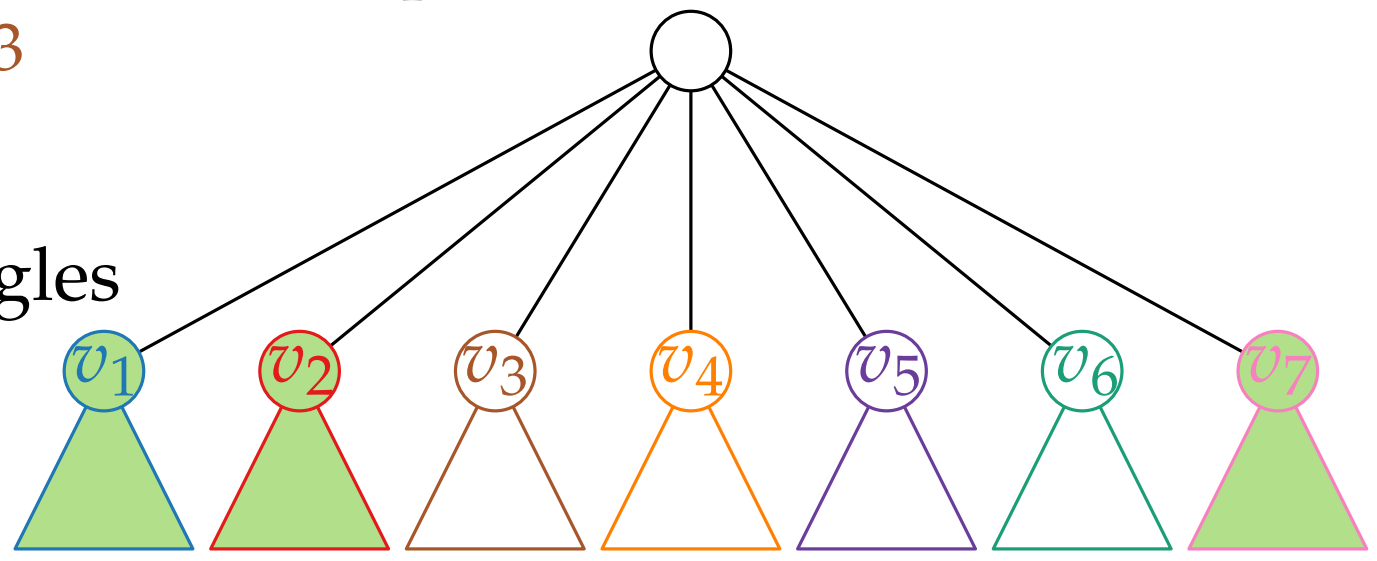


Example for a Query

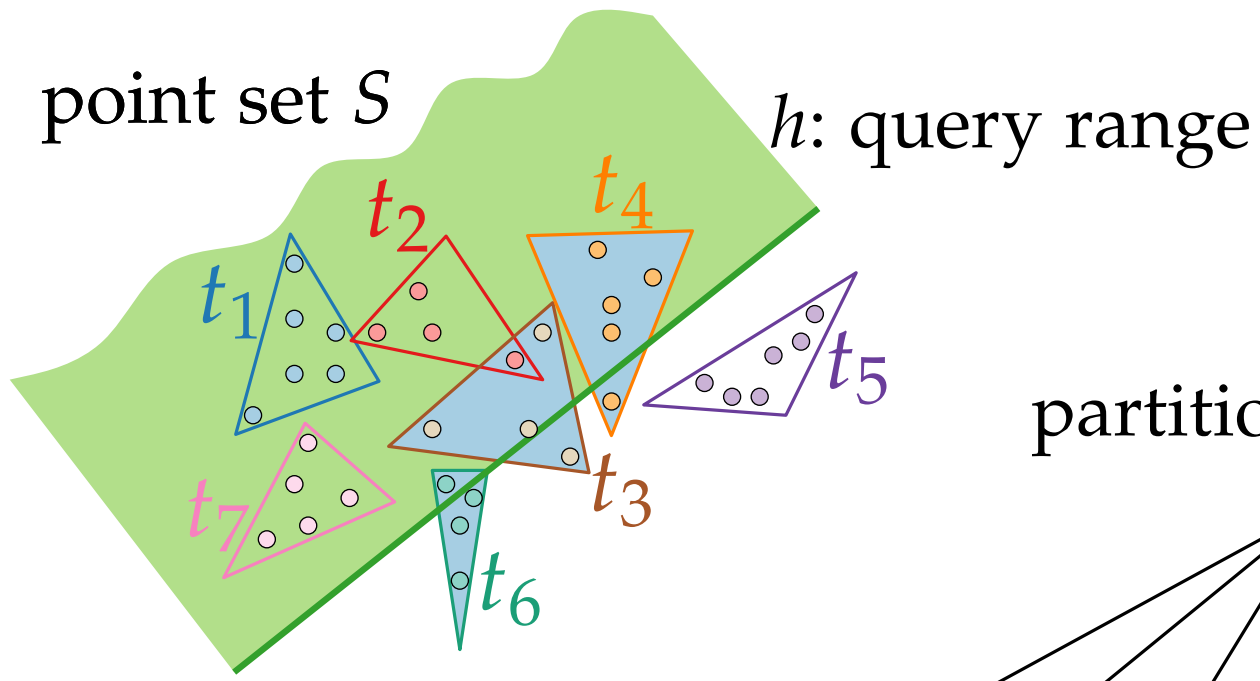


● = selected node

partition tree for S



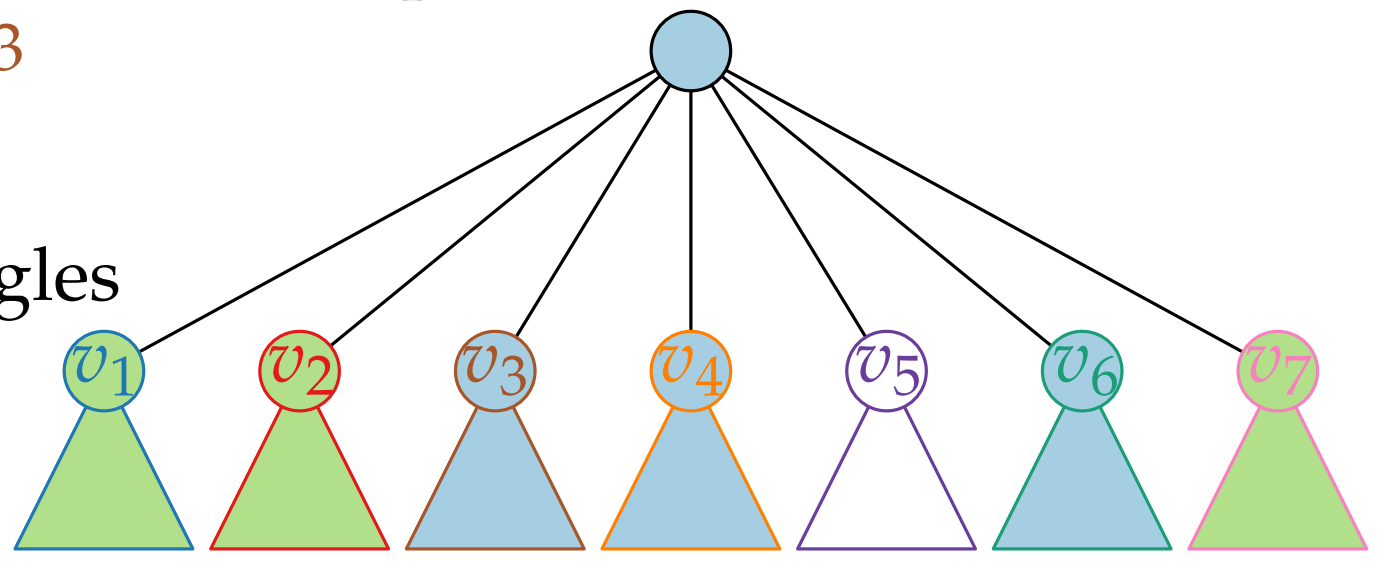
Example for a Query



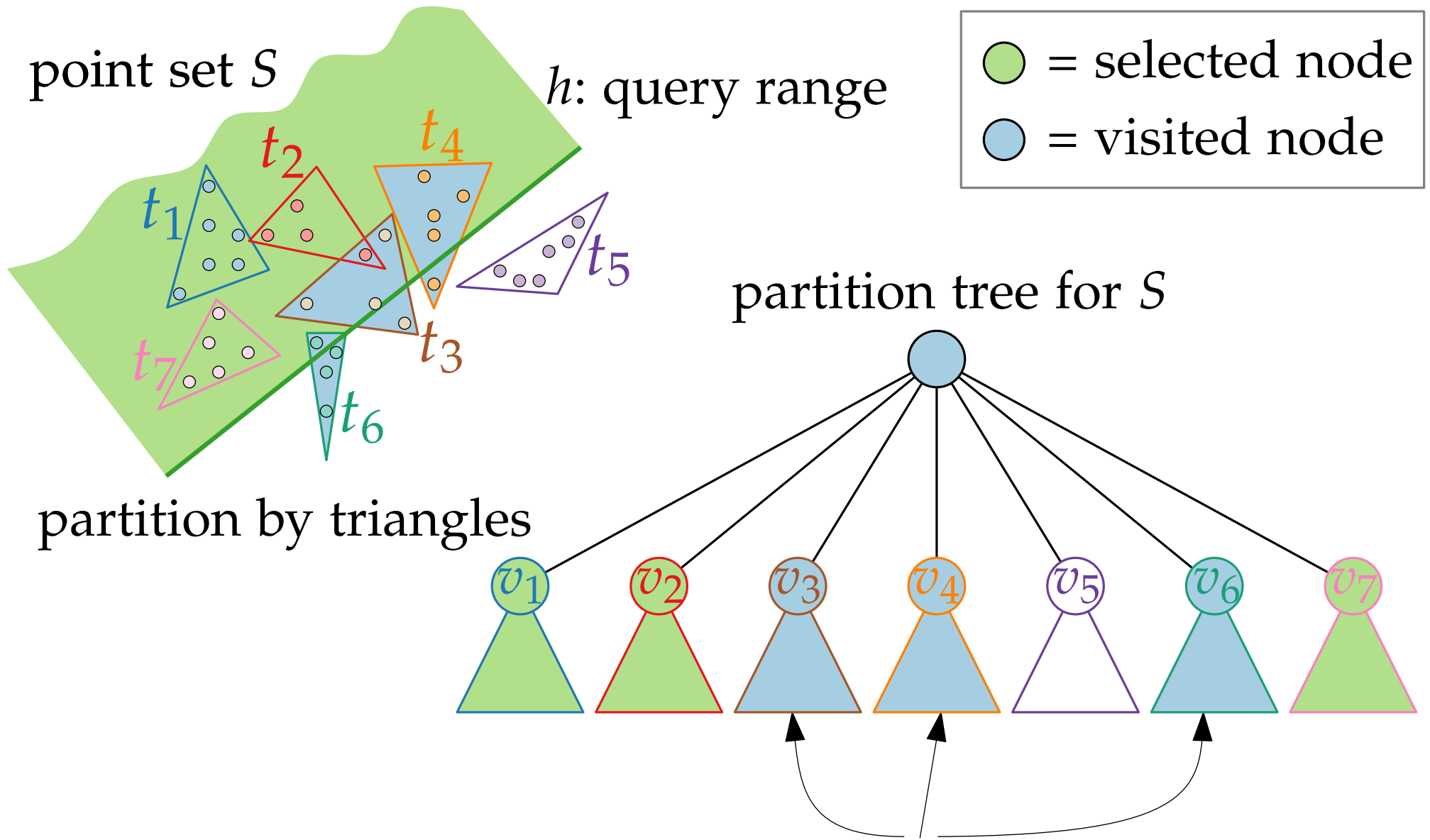
● = selected node
● = visited node

partition by triangles

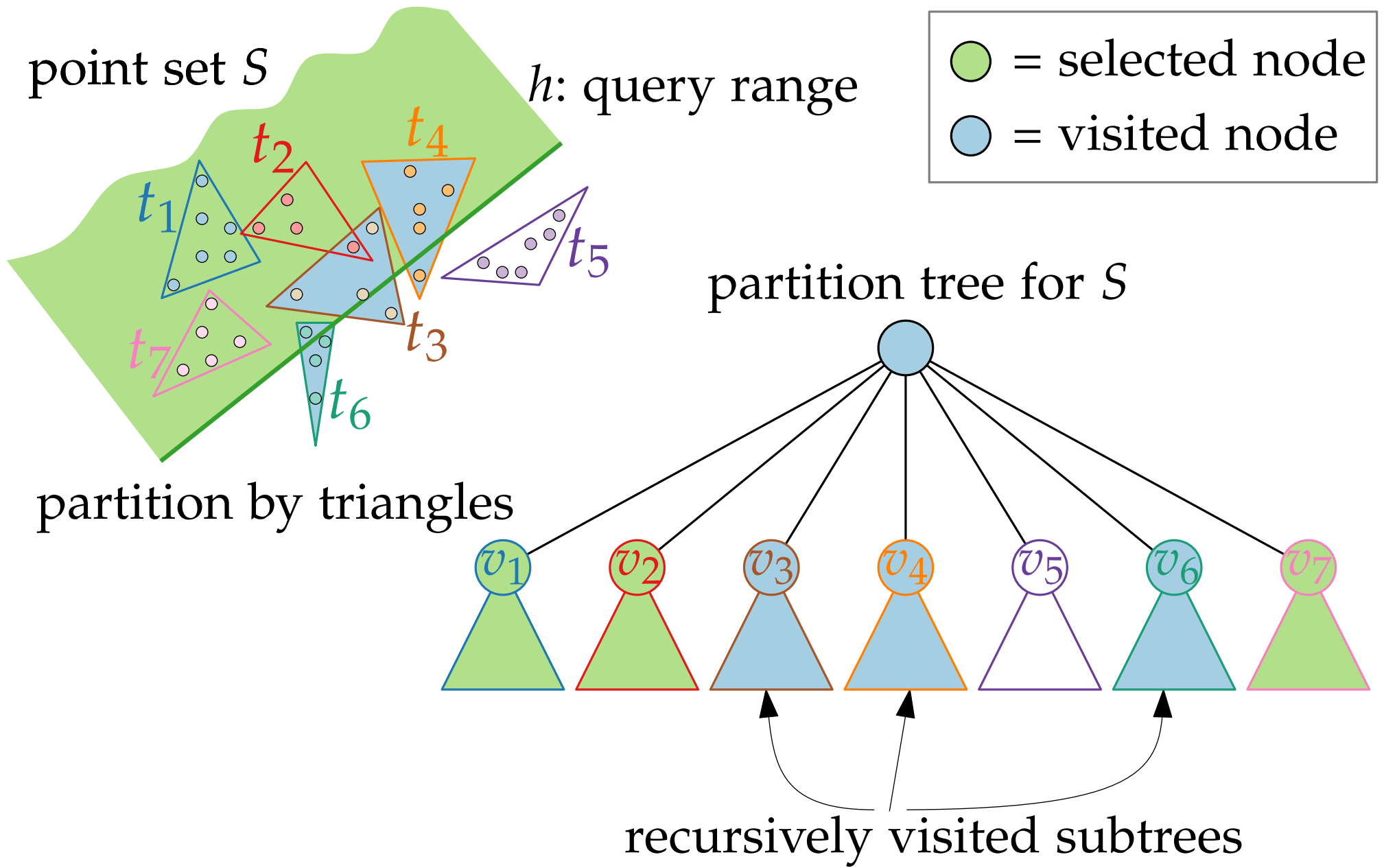
partition tree for S



Example for a Query



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

Query Algorithm



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

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

else

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

Query Algorithm



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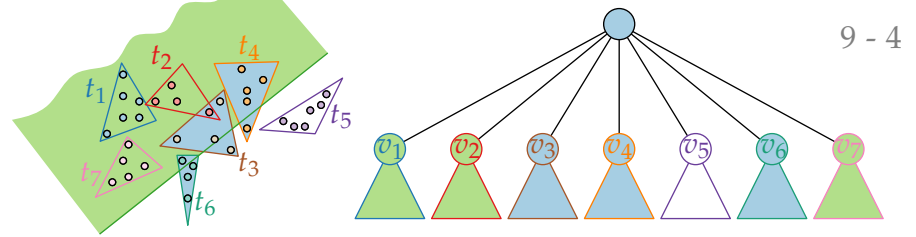
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Query Algorithm



9 - 5

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Query Algorithm



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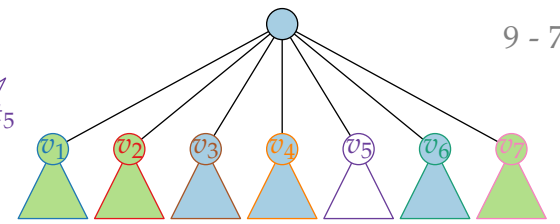
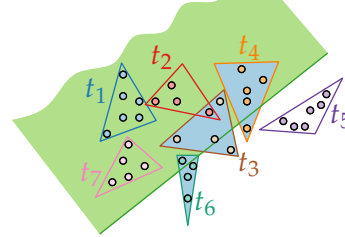
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Query Algorithm



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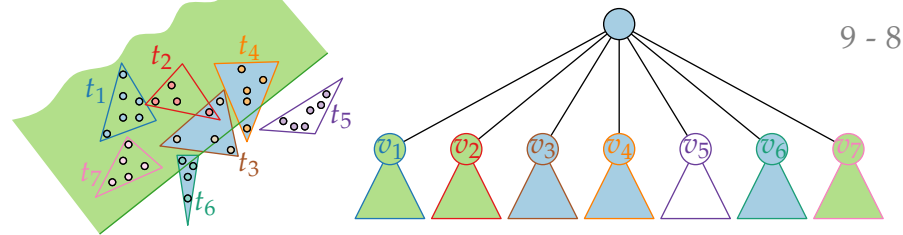
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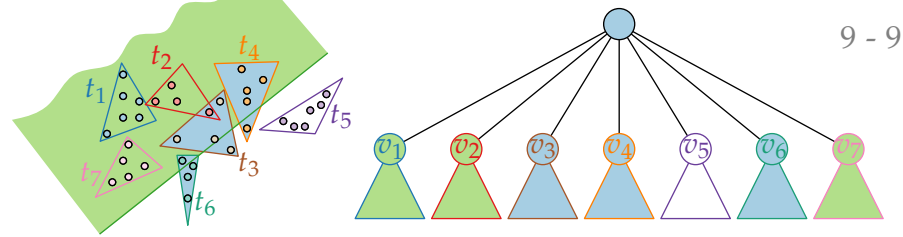
else

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

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

Query Algorithm



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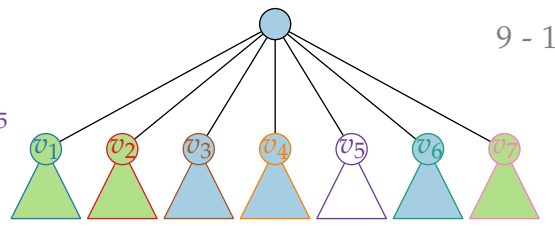
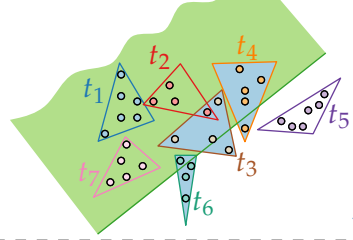
$N \leftarrow N \cup \text{SELECTINHALFPLANE}(h, \mathcal{T}_v)$

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

Task.

Turn this into a range counting query algorithm!

Query Algorithm



COUNT

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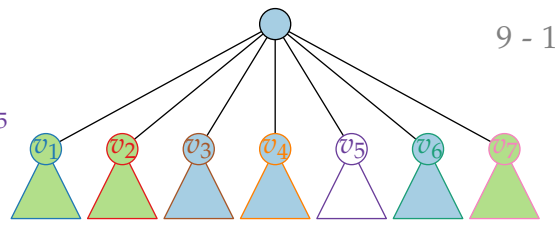
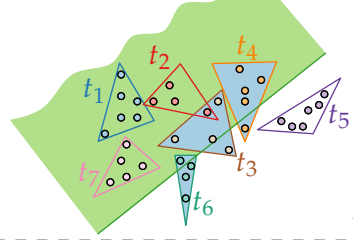
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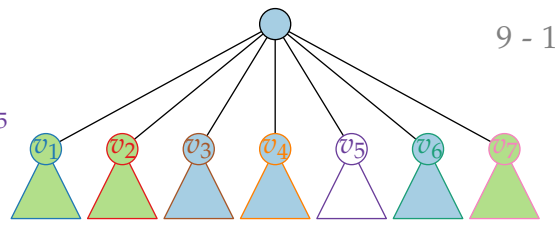
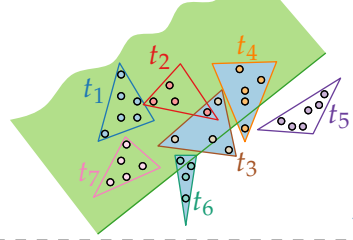
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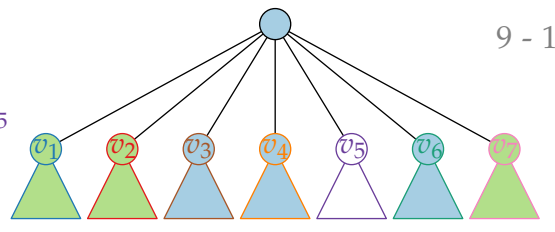
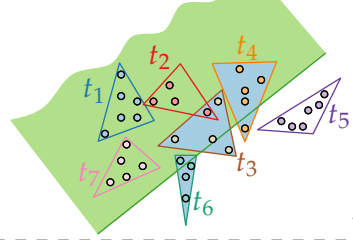
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Query Algorithm



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

$N \leftarrow \{\mu\} \cup N + 1$

else

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

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

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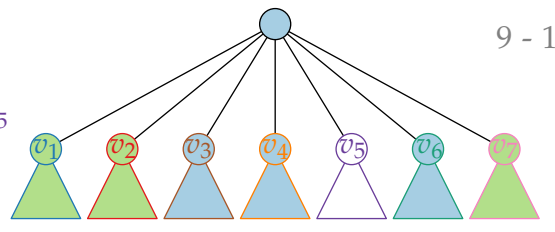
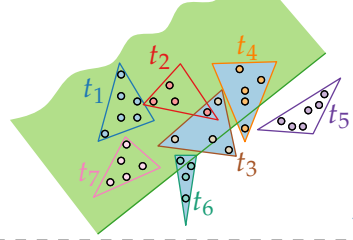
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Task.
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Query Algorithm



COUNT

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

$N \leftarrow \del{\emptyset} 0$ // ~~set of selected nodes~~
number

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

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else

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

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

else

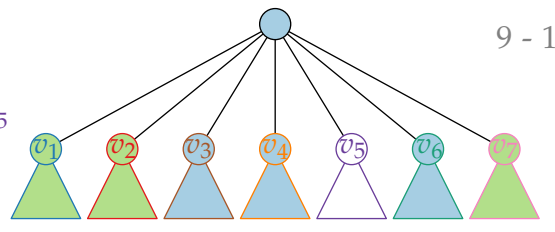
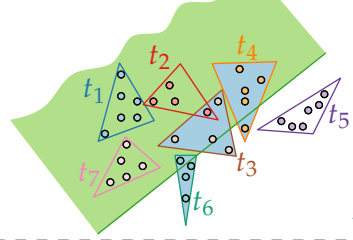
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 + **COUNT**

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

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Turn this into a range counting query algorithm!

Computational Geometry

Lecture 11: Simple Range Searching

Part IV: Analysis of the Partition Tree

Analysis of the Partition Tree

Lemma. For any $\varepsilon > 0$, there is a partition tree \mathcal{T} for S s.t.:

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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?

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Any ideas? Just use SELECTINHALFPLANE!

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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.

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

Computational Geometry

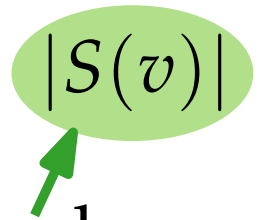
Lecture 11: Simple Range Searching

Part V: Multi-Level Partition Trees

Multi-Level Partition Trees

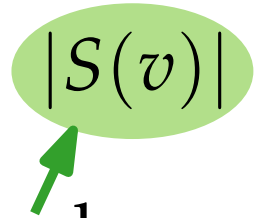
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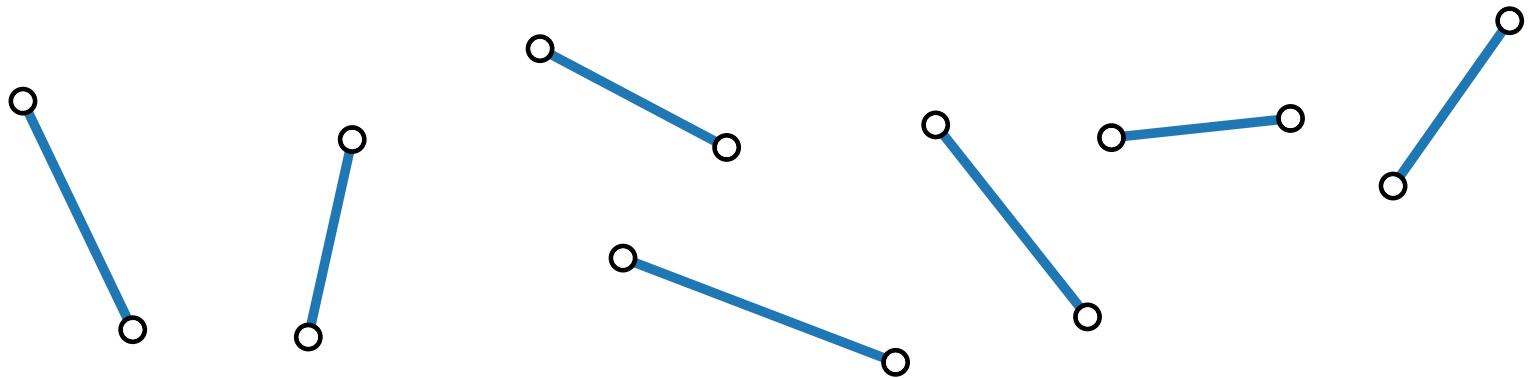
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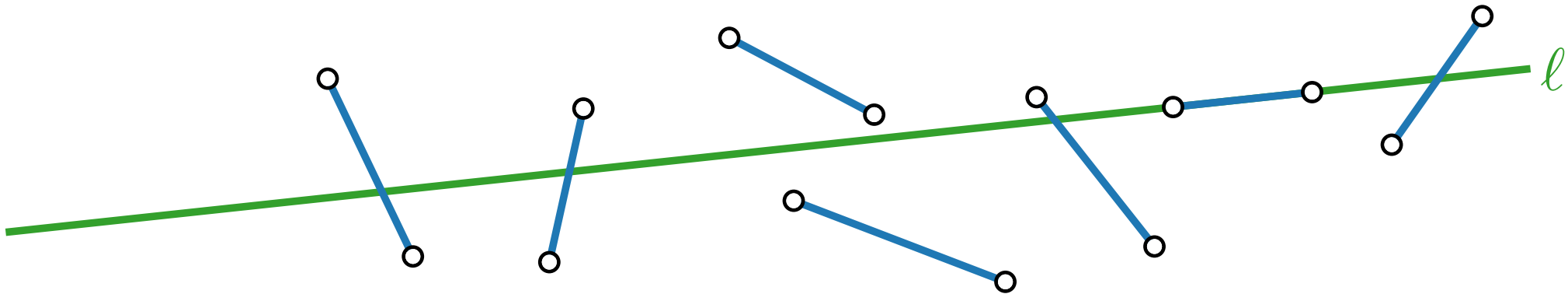


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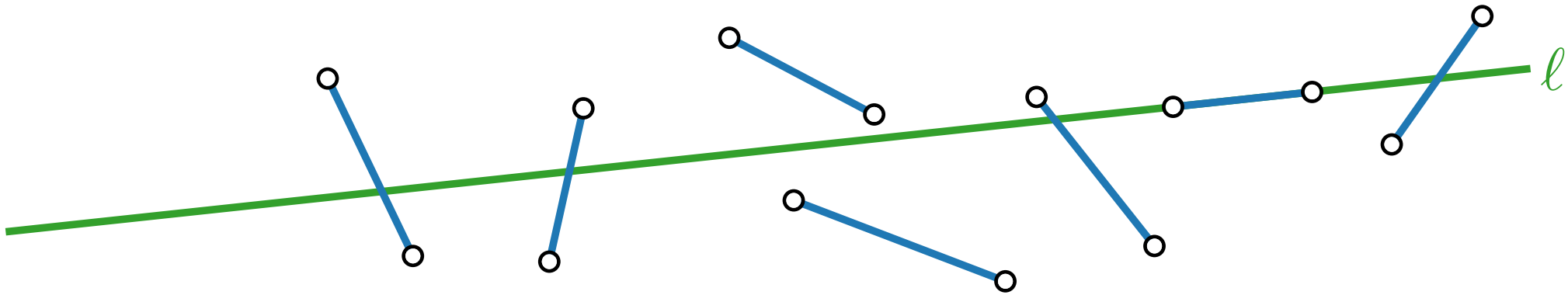
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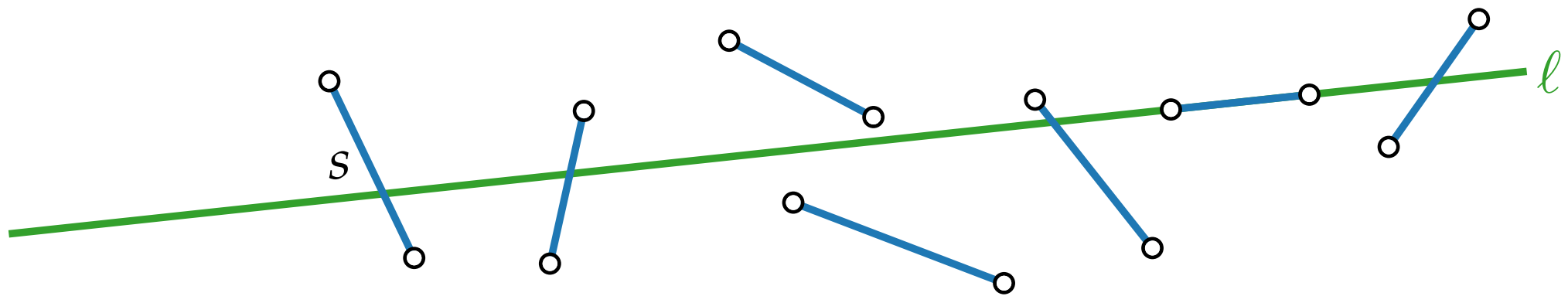
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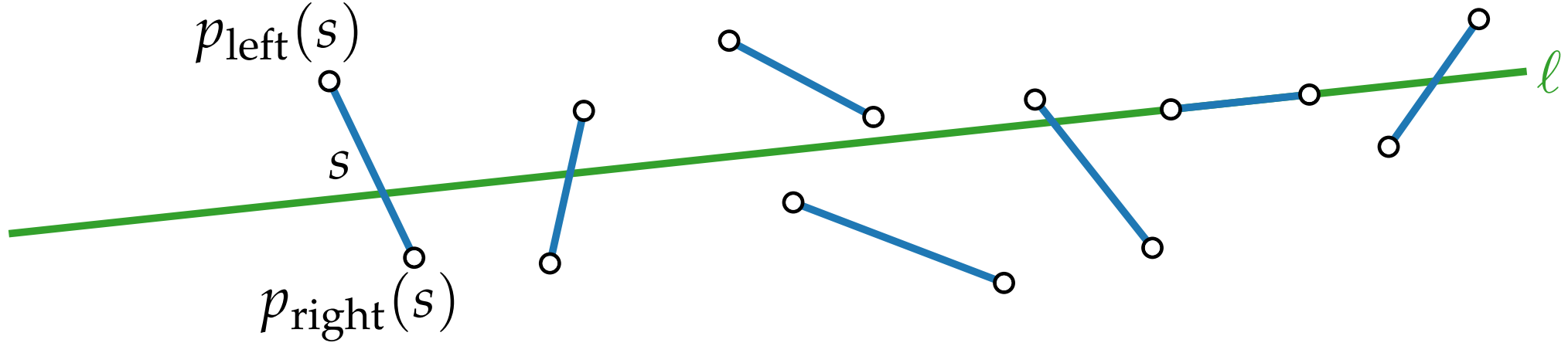
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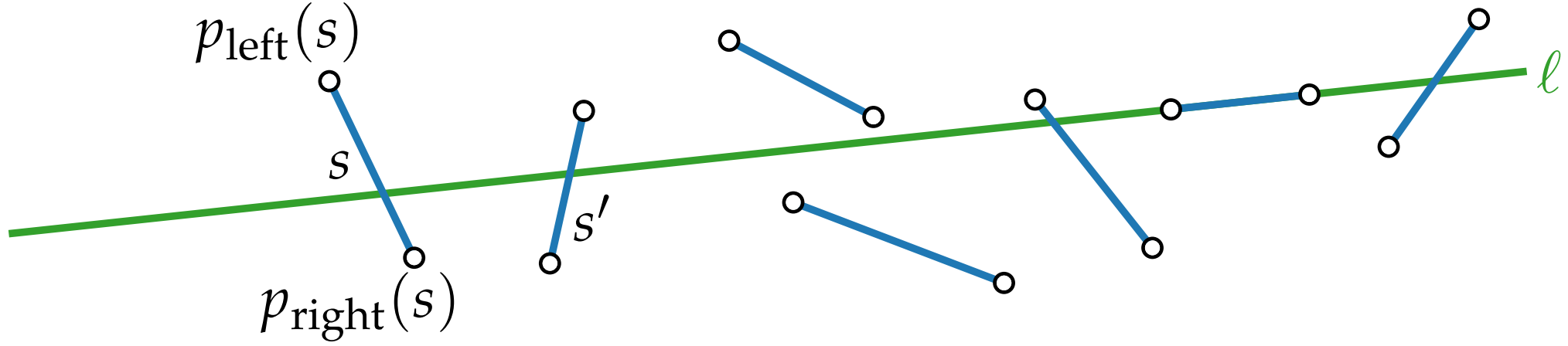
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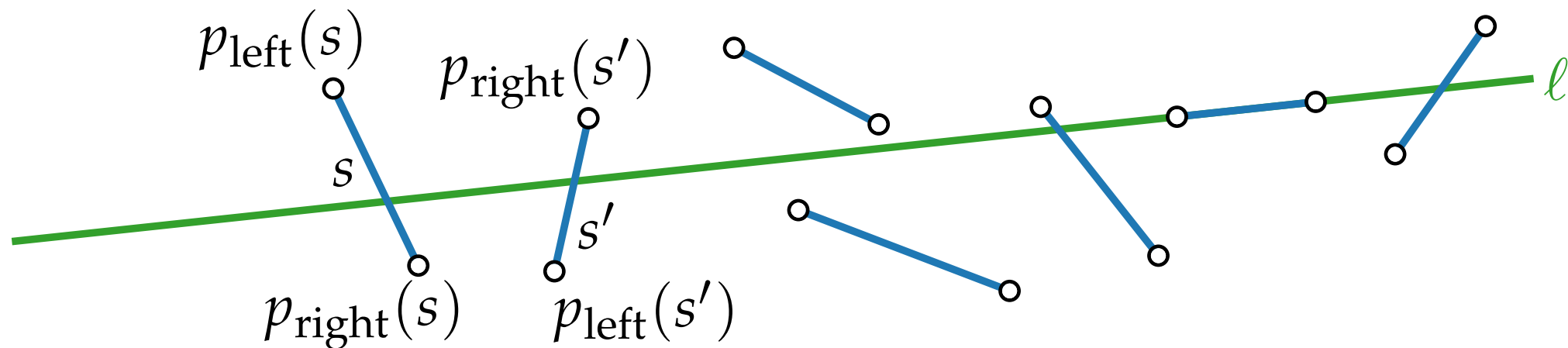


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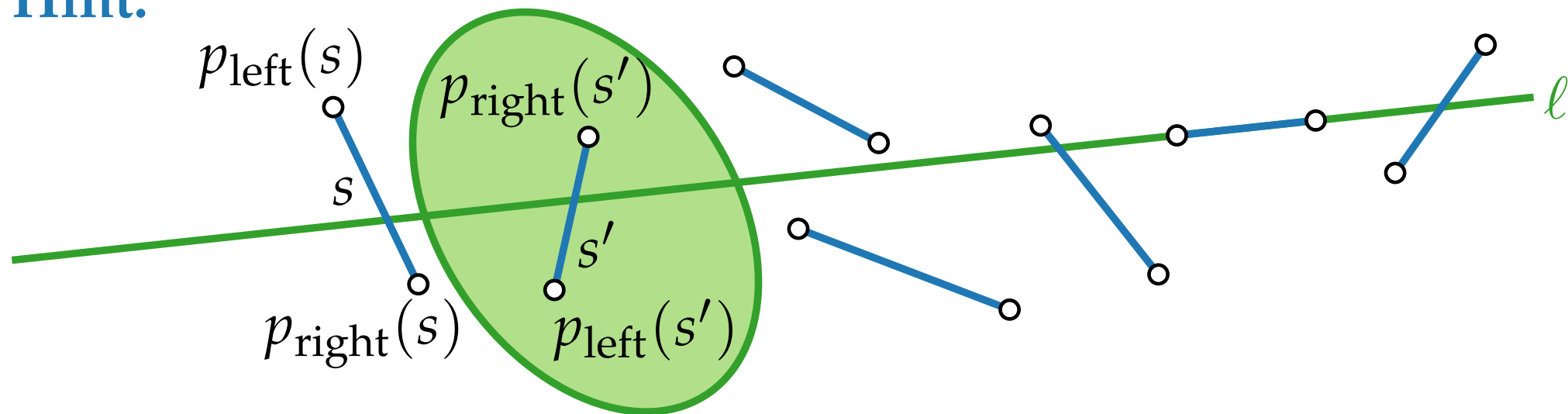
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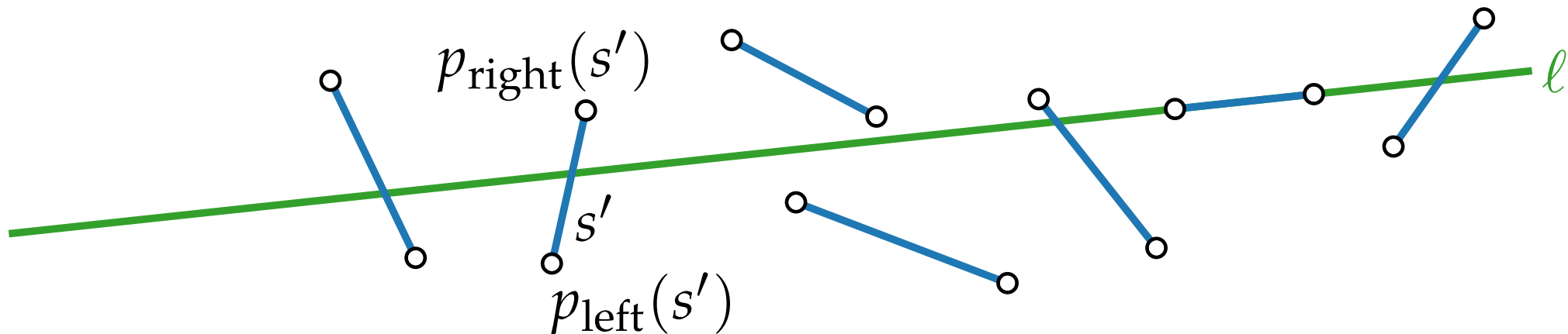
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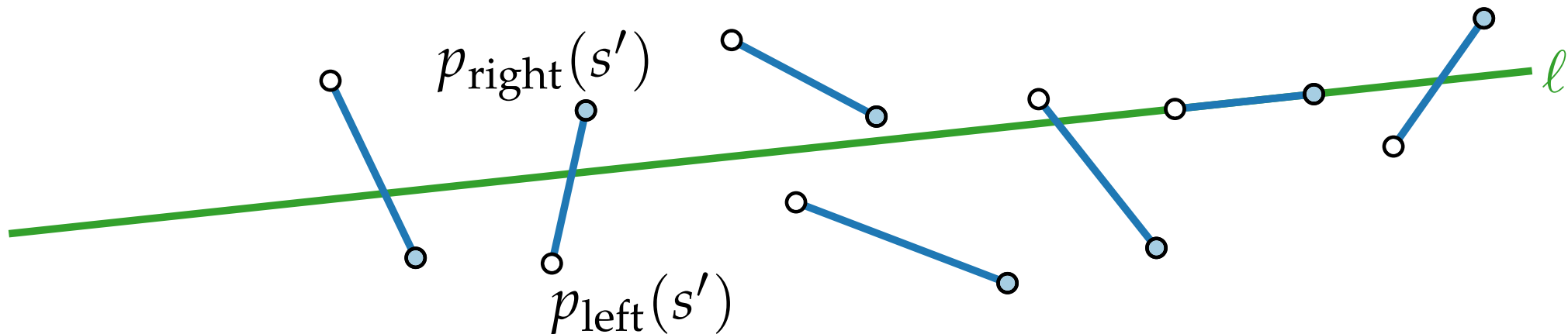
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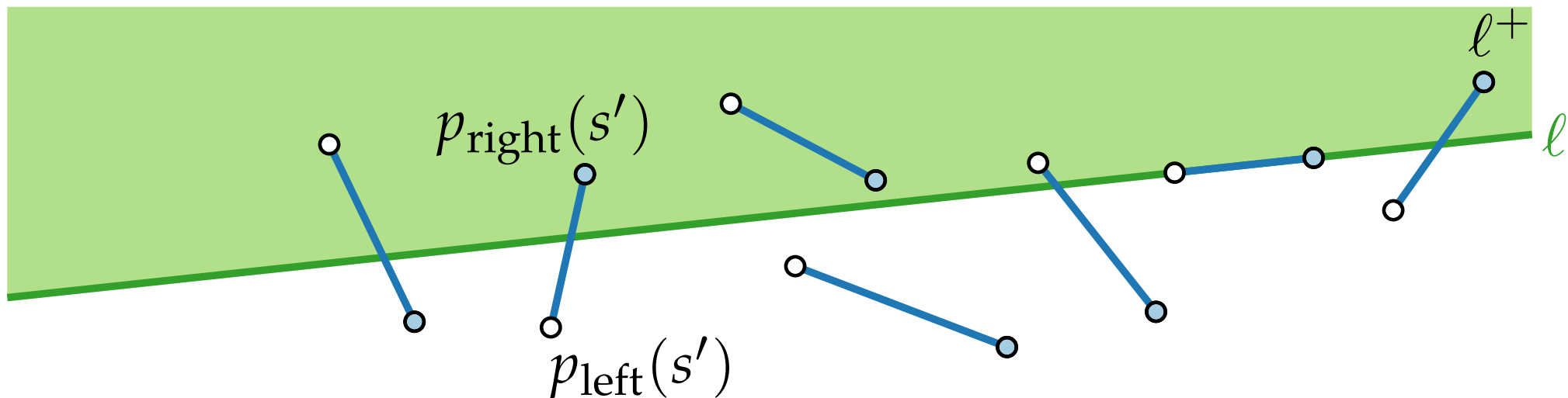
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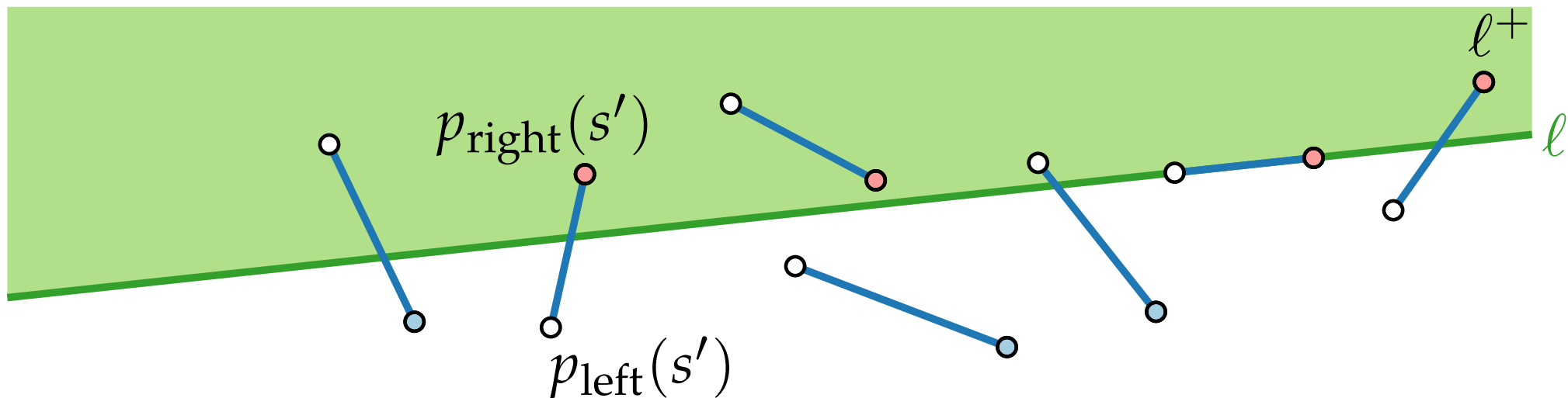


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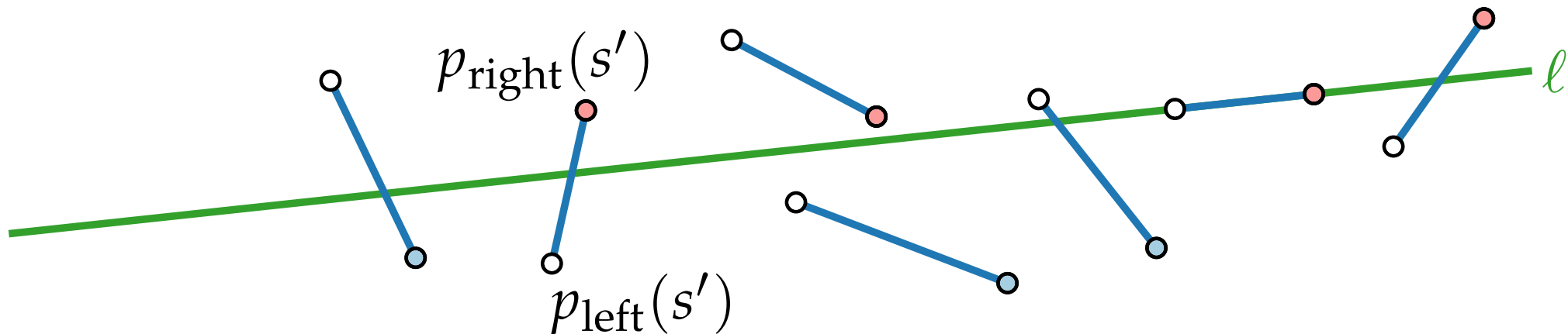


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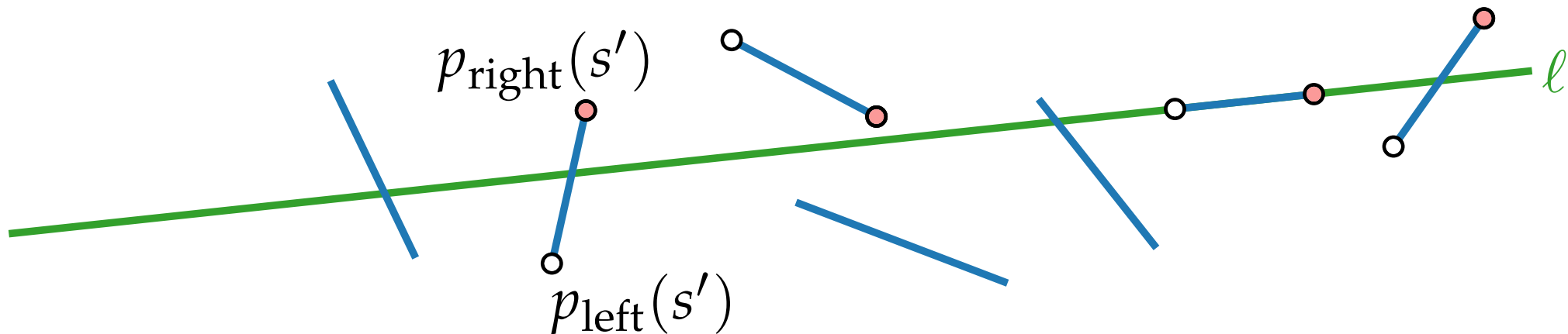


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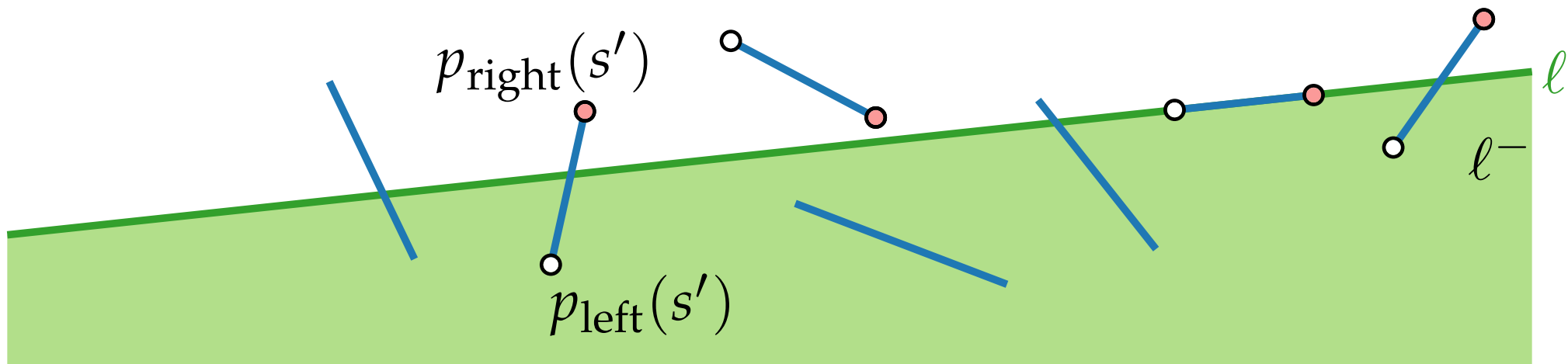


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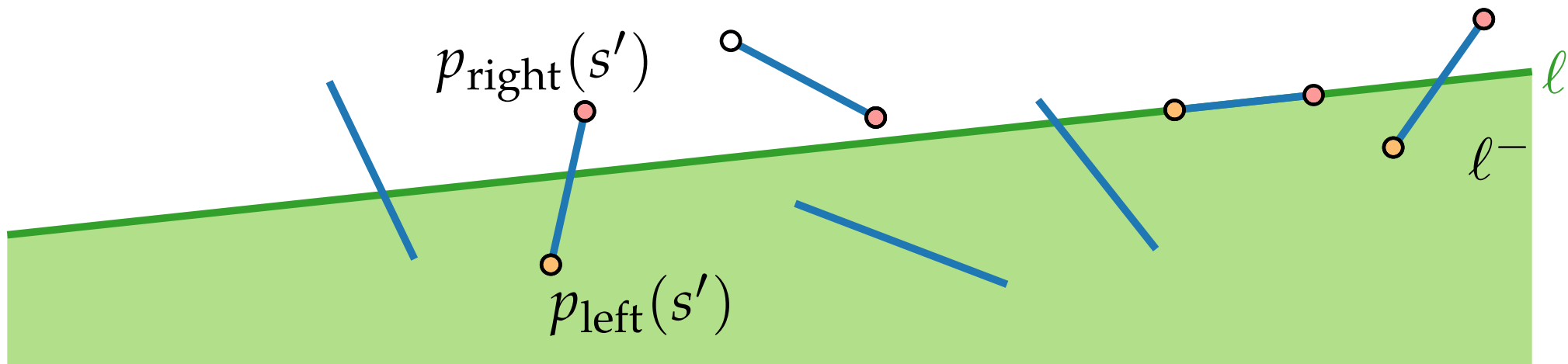
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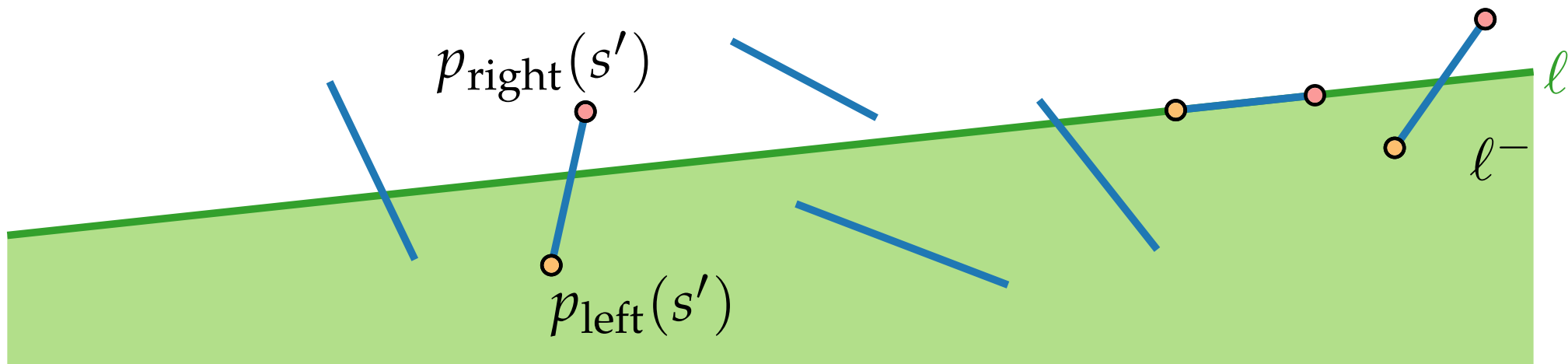
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Query Algorithm

```

SelectIntSegments(line  $\ell$ , two-level partition tree  $\mathcal{T}$  for  $S$ )
   $N \leftarrow \emptyset$ 
  – first-level tree stores  $P_{\text{right}}(S)$ 
  – second-level trees store subsets of  $P_{\text{left}}(S)$ 
  if  $\mathcal{T} = \{\mu\}$  then
    | if segment stored in  $\mu$  intersects  $\ell$  then  $N \leftarrow \{\mu\}$ 
  else
    | foreach child  $\nu$  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  $N$ 
  
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For $S' \subseteq S$, let
 $P_{\text{right}}^{\text{left}}(S') = \{p_{\text{right}}^{\text{left}}(s) \mid s \in S'\}$

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