

# CMSC 754 - Computational Geometry

## Lecture 16 - Well-Separated Pair Decompositions

### Geometric Approximations:

- Useful when exact computation is too costly
- Geometric inputs are "measurements" and often are uncertain.  
So approximate solutions are fine.

### Examples:

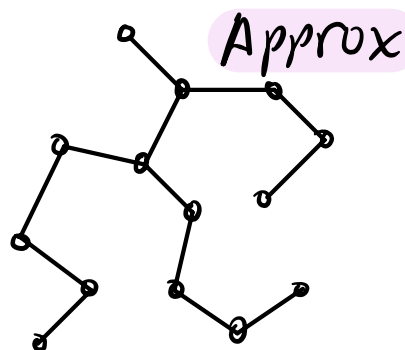
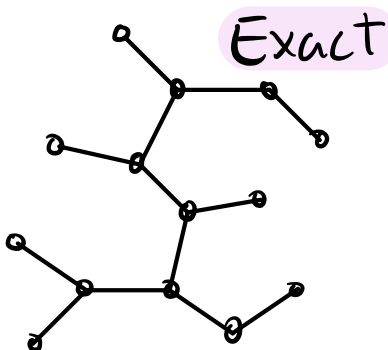
Euclidean MST of pt set  $P = \{p_1, \dots, p_n\} \subseteq \mathbb{R}^d$

Exact:  $O(n \log n)$  in  $\mathbb{R}^2$

$O(n^{2-4/d})$  in  $\mathbb{R}^d$  [Nearly quadratic]

Approx: Given  $\epsilon > 0$ , compute a spanning tree of weight

$\leq (1+\epsilon) \cdot \text{EMST}(P)$



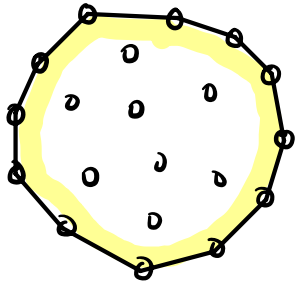
**Convex Hull** of a set  $P = \{p_1, \dots, p_n\} \subseteq \mathbb{R}^d$

**Exact**:  $O(n \log n)$  in  $\mathbb{R}^2$

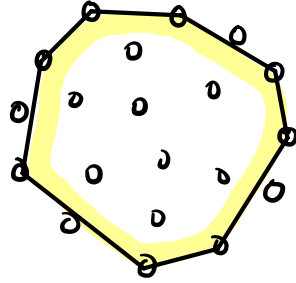
$O(n^{d/2+1})$  in  $\mathbb{R}^d$

**Approx**: Compute a subset  $P' \subseteq P$  s.t.  
 $\text{conv}(P)$  and  $\text{conv}(P')$  are  
very similar

**Exact**

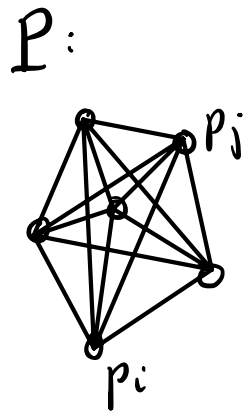


**Approx**



**Well-Separated Pair Decomposition**:

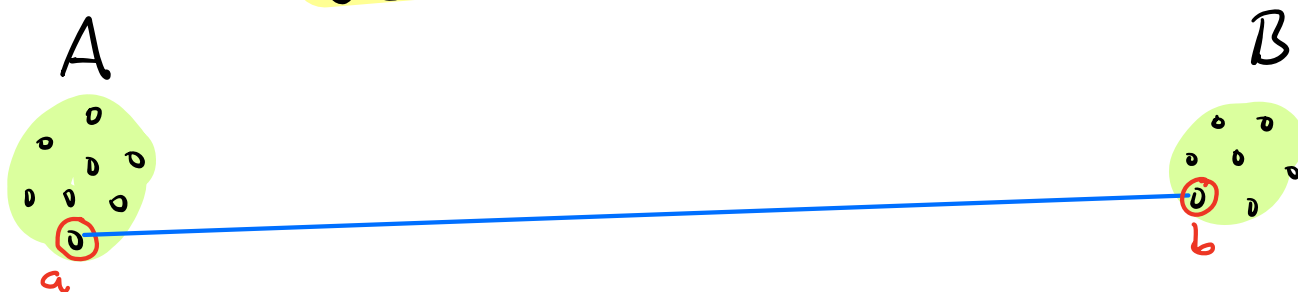
Given set  $P = \{p_1, \dots, p_n\} \subseteq \mathbb{R}^d$ , the **Euclidean graph** is complete graph on  $P$ , where  $w(p_i, p_j) = \|p_i - p_j\|$



- Has  $\binom{n}{2} = O(n^2)$  edges

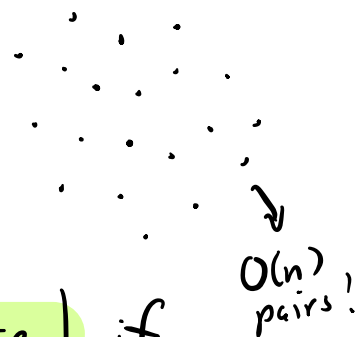
- Can we **encode** this using a structure of size  $O(n)$ ?

Intuition: If two point clusters  $A, B \subseteq P$  well separated, we can represent many edges of  $A \times B$  using a single edge connecting a representative  $a \in A$  +  $b \in B$

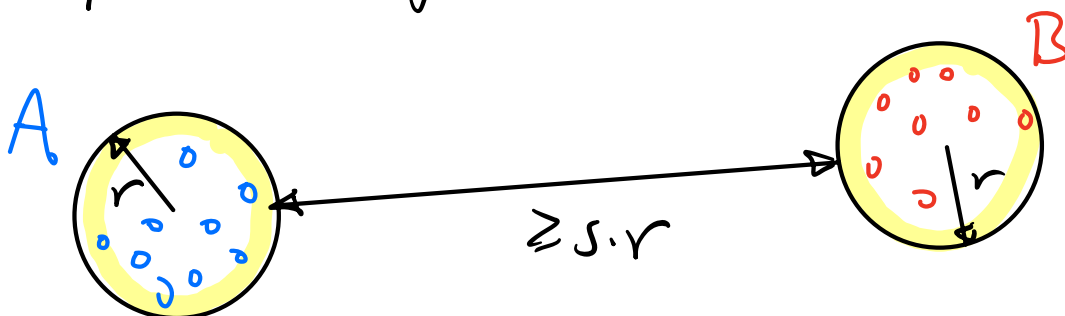


If we do this for all well-separated clusters, how many edges do we need?

Def: Given  $P = \{p_1, \dots, p_n\} \subseteq \mathbb{R}^d$  and scalar  $s > 0$



- Two sets  $A, B \subseteq P$  are  $s$ -well separated if  $A \cup B$  can be enclosed in balls of some radius  $r$ , s.t. these balls are separated by distance  $\geq s \cdot r$



Obs:

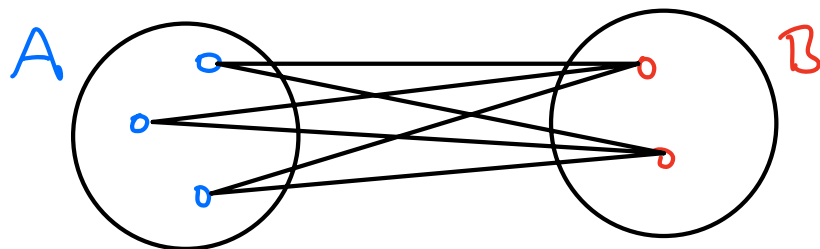
- If  $A+B$  are  $s$ -well separated, they are  $s'$ -well separated for any  $0 < s' \leq s$

- Two singleton sets  $A = \{a\}$ ,  $B = \{b\}$  are  $s$ -well separated for any  $s > 0$ . ( $a \neq b$ )



Def: Given sets  $A, B$ , define

$$A \otimes B = \{\{a, b\} \mid a \in A, b \in B, a \neq b\}$$



Obs:  $P \otimes P =$  set of all  $\binom{n}{2}$  pairs of  $P$ .

**Def:** Given  $P + s > 0$ , an  $s$ -well separated pair decomposition of  $P$  ( $s$ -WSPD) is collection of pairs

$$\{\{A_1, B_1\}, \dots, \{A_m, B_m\}\}$$

such that:

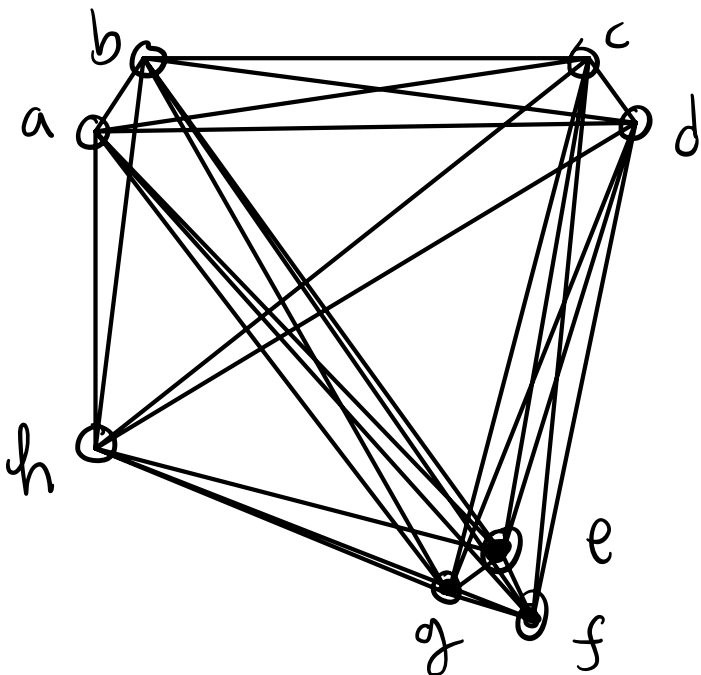
(1)  $A_i, B_i \subseteq P$  for  $1 \leq i \leq m$

(2)  $A_i \cap B_i \neq \emptyset$  " " (disjoint)

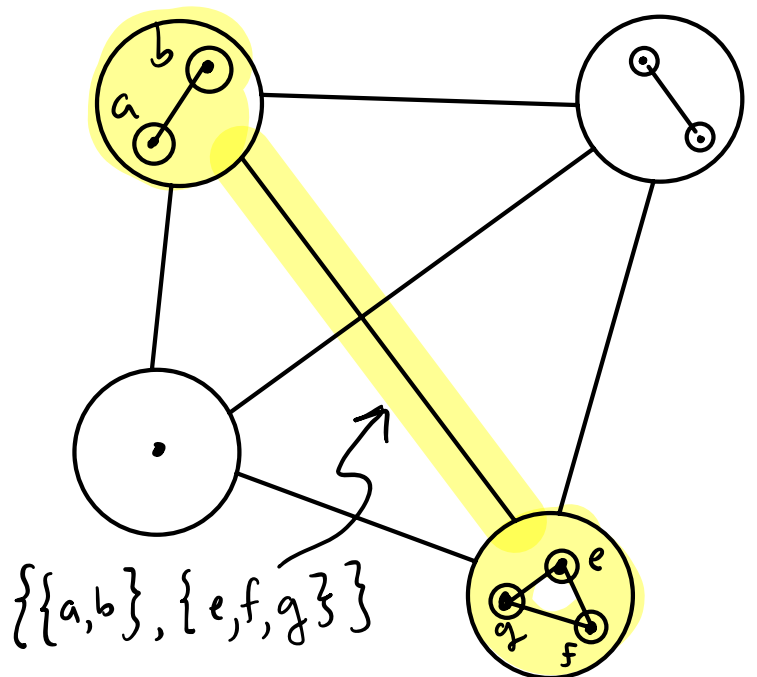
(3)  $\bigcup_{i=1}^m A_i \otimes B_i = P \otimes P$  (cover)

(4)  $A_i + B_i$  are  $s$ -well separated for  $1 \leq i \leq m$

28 pairs



11 well-sep pairs



Obs: For any  $s > 0$  there is always a trivial  $s$ -WSPD consisting of  $\binom{n}{2}$  singleton pairs.

Can we do better?  $d$  is constant; hidden  $d^d$

Yes!  $\rightarrow O(s^d \cdot n)$  pairs

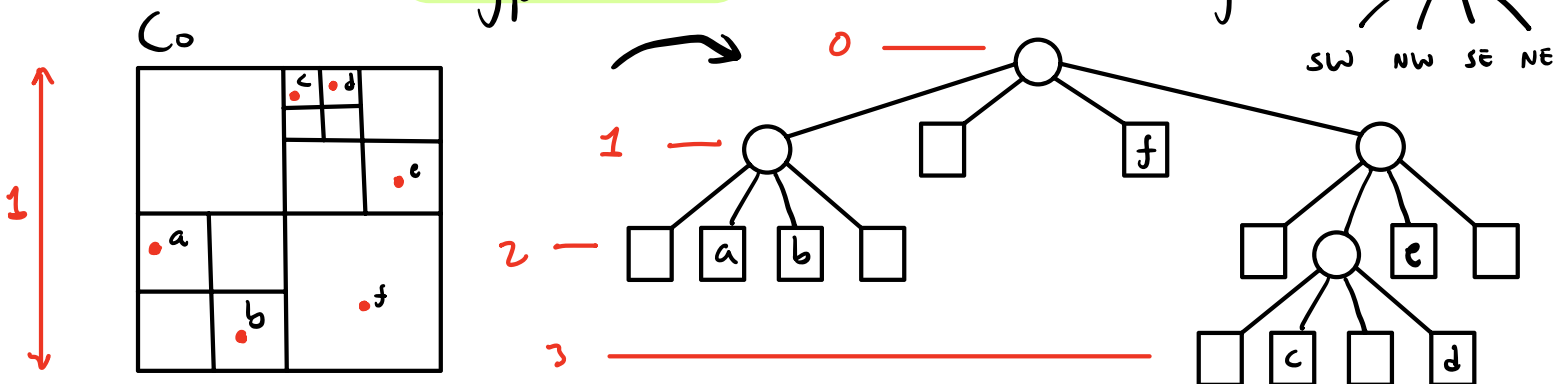
If  $s, d$  constants:  $O(n)$ !

Can compute in time:  
 $O(n \log n + s^d n)$

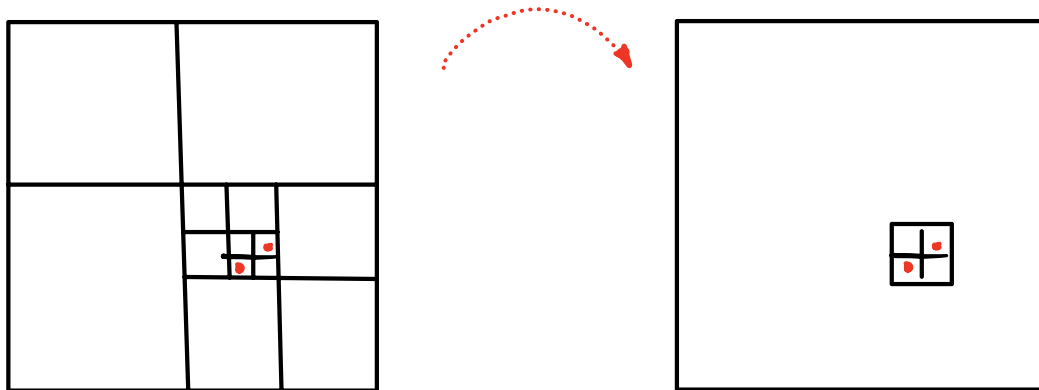
### Quadtrees:

A tree storing  $P$  based on recursive subdiv. into hypercubes.

- Let  $C_0$  be a bounding hypercube for  $P$
- While a cell of subdivision has 2 or more pts of  $P$ , split it into  $2^d$  hypercubes of half side length



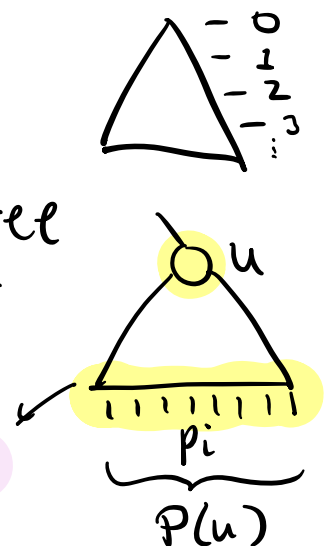
Note: A quadtree may have more than  $O(n)$  nodes, but we can reduce storage to  $O(n)$  by path compression. (see latex notes)



Thm: Given a set of pts  $P = \{p_1, \dots, p_n\} \subseteq \mathbb{R}^d$  can construct a (compressed) quadtree of space  $O(n)$  in  $O(n \log n)$  time.

Additional information (provided by construction)  
Given node  $u$  in tree:

- $\text{level}(u)$  = level of  $u$  in tree
- $P(u)$  = set of pts in  $u$ 's subtree
- $\text{rep}(u)$  = an arbitrary element of  $P(u)$



We will represent each WSP as pair of nodes  $\{u, v\}$ . Actual pair is  $\{P(u), P(v)\}$

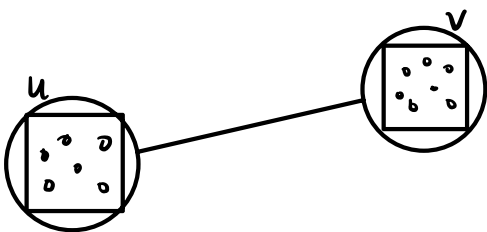
# Constructing the WSPD:

Given  $P + s > 0$ :

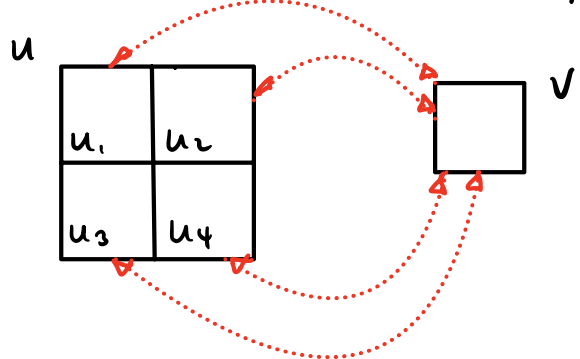
- Build quadtree for  $P \rightarrow$  Let  $u_0 = \text{root}$
- Invoke:  $\text{ws-pairs}(u_0, u_0, s)$

```
ws-pairs (Node u, Node v, Scalar s) {  
  if (u + v are both leaves + u = v) return  $\emptyset$   
  ← if (rep(u) or rep(v) is empty) return  $\emptyset$   
  else if (u + v are s-well sep)  
    return {u, v} // WSP = {P(u), P(v)}  
  else // not w.s.  
    if (level(u) > level(v))  
      swap u ↔ v // u is not deeper than v  
    let  $u_1, \dots, u_k$  be u's children  
    return  $\bigcup_{i=1}^k \text{ws-pairs}(u_i, v, s)$   
}
```

Cases:  $u + v$  are well sep



$u + v$  not well-sep





**Analysis:** We'll show  $O(s^d \cdot n)$  pairs generated

- **Assume:** Quadtree is not compressed  
(simpler)  
 $s \geq 1$  (else just use  $s' = \max(1, s)$ )

### ① **Terminal / Non-Terminal:**

- To count no. of WSP's, we'll count  
no. of calls to ws-pairs
- A call is:
  - terminal:** makes no recursive calls
  - non-terminal:** otherwise
- It suffices to count just no. of  
non-terminal calls (each generates  
at most  $2^d = O(1)$  term. calls)

② **Charging:** We'll count no. of non-term  
calls by charging each to node  
of tree.

**Preview:** - Each node receives  $O(s^d)$   
charges

- $O(n)$  nodes in tree
- $\Rightarrow O(s^d \cdot n)$  total charges

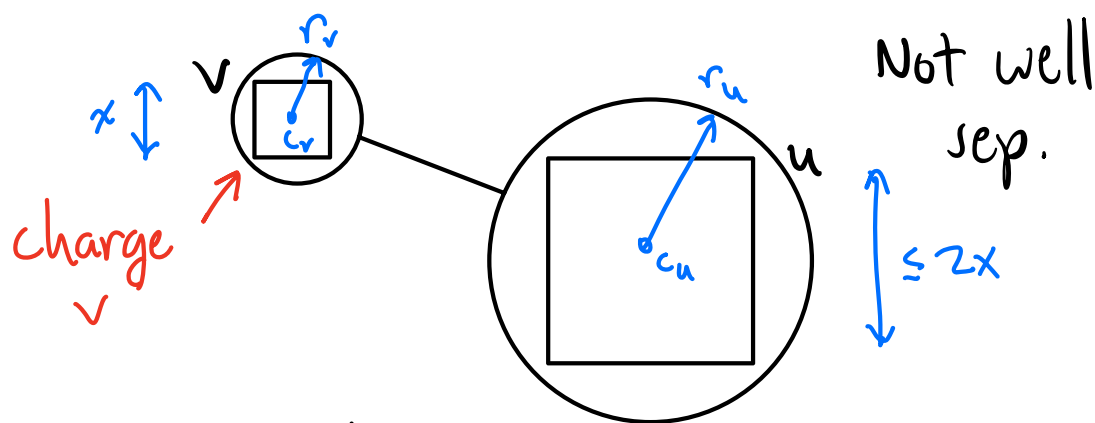
### ③ Who gets charged?

Let  $ws\text{-pairs } (u, v, s)$  be non-term call

$\Rightarrow u, v$  not well sep.

$\rightarrow$  Assume (w.l.o.g.)  $lev(u) \leq lev(v)$

$\rightarrow$  We will charge  $v$   
(smaller node is charged)



- Let  $x$  be side length of  $v$ 's cell
- We always split larger cell first  
 $\Rightarrow u$ 's side length  $\leq 2x$

- Let  $r_v =$  radius of ball enclosing  $v$ 's cell  
 $\rightarrow r_u =$  " " " " "  $u$ 's cell

$$\Rightarrow r_u \leq 2r_v$$

and

$$r_v = x\sqrt{2}/2$$

- Let  $c_u, c_v$  be centers of  $u$  &  $v$ 's cells

This call is non-term

⇒  $u, v$  not well separated

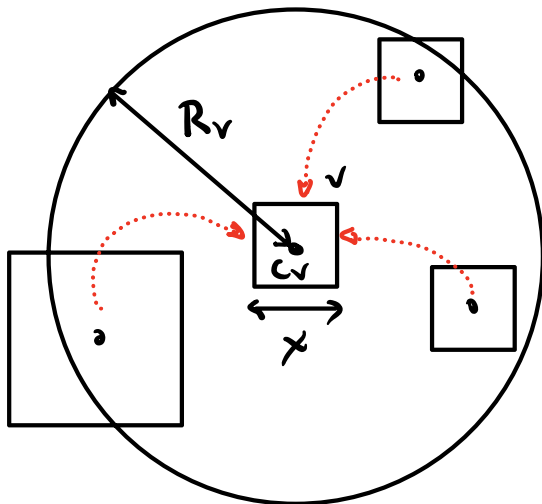
⇒ Distance between balls is  
 $< s \cdot \max(r_u, r_v) \leq s \cdot r_u \leq s(2 \cdot r_v)$   
 $= s \cdot x \cdot \sqrt{d}$

⇒ Distance between centers

$$\begin{aligned} \|c_u - c_v\| &\leq r_v + r_u + s x \sqrt{d} \\ &\leq x \sqrt{d} / 2 + x \sqrt{d} + s x \sqrt{d} \\ &= \left(\frac{1}{2} + 1 + s\right) x \sqrt{d} \\ &< 3s x \sqrt{d} \quad (\text{since } s \geq 1) \end{aligned}$$

Def:  $R_v = 3s x \sqrt{d}$

**Summary:** A node  $v$  of side length  $x$  is charged by nodes  $u$  of side length  $x$  or  $2x$  whose cell centers lie within a ball of radius  $R_v = 3s x \sqrt{d}$  of  $c_v$ .



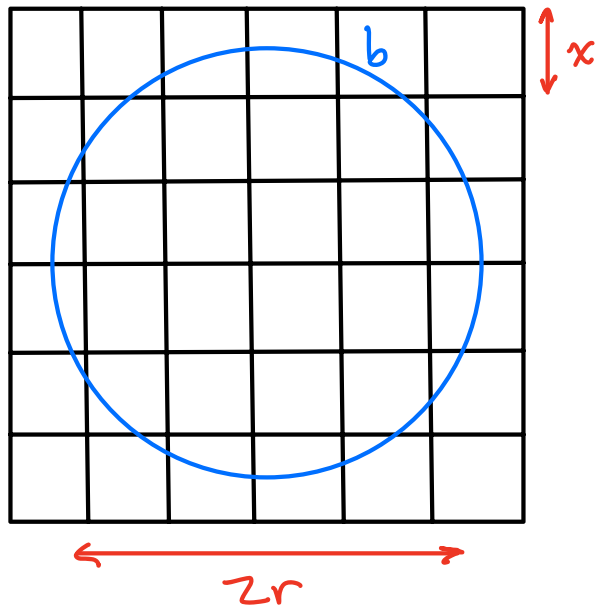
How many such nodes can there be?

**Packing Lemma:** Given a ball  $b$  of radius  $r$  in  $\mathbb{R}^d$  + any collection  $X$  of disjoint quadtree cells of side length  $\geq x$  that overlap  $b$ , then

$$|X| \leq \left(1 + \left\lceil \frac{2r}{x} \right\rceil\right)^d \leq O\left(\max\left(2, \frac{r}{x}\right)^d\right)$$

**Proof:** To maximize no. of cells, assume they are as small as possible  $\Rightarrow x$

These cells form a **grid** of **side length**  $x$  that overlaps  $b$



No. of grid squares of side length  $x$  overlapping an interval of length  $2r$  is

$$\leq 1 + \left\lceil \frac{2r}{x} \right\rceil$$

$$\Rightarrow \text{Total: } \left(1 + \left\lceil \frac{2r}{x} \right\rceil\right)^d$$

□

## Returning to WSPD analysis:

- No. of charges to  $v \leq$

No. of nodes of side length  $\geq x$   
overlapping a ball of radius  
 $R_v = 3s\sqrt{d}$

- By Packing Lemma, no. of nodes

$$\leq \left(1 + \left\lceil \frac{2R_v}{x} \right\rceil\right)^d$$

$$\leq \left(1 + \left\lceil \frac{6s\sqrt{d}}{x} \right\rceil\right)^d$$

$$\leq \left(2 + 6s\sqrt{d}\right)^d$$

$$\leq \mathcal{O}(s^d)$$

since  $s \geq 1$   
 $d$  is constant

So, each node charged  $\mathcal{O}(s^d)$  times

→  $\mathcal{O}(n)$  nodes in quadtree

→  $\mathcal{O}(n \cdot s^d)$  non-term calls to ws-pairs

→  $\mathcal{O}(n \cdot s^d)$  pairs generated

when !!

**Theorem:** Given a point set  $P = \{p_1, \dots, p_n\}$  in  $\mathbb{R}^d$  ( $d$  is constant) and  $s \geq 1$ , in  $O(n \log n + s^d n)$  time, can build an  $s$ -WSPD for  $P$  of size  $O(s^d \cdot n)$