Algorithmics

Sebastian Iwanowski
FH Wedel

6. Fundamentals of Algorithmic Geometry
6.2 Sweep Techniques

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6.2 Sweep Techniques

Transformation static d-dimensional → dynamic (d-1)-dimensional

d = 1: Line Sweep

1) Maximum search among n numbers (O(n))

2) Closest Pair: Among n numbers, search the two that are closest together. **O(n log n)**

Preprocessing: Sort all numbers O(n log n)

Sweep: Scan from left to right and keep the closest pair respectively O(n)

References:

Klein, Kap. 2.2 (in German)

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6.2 Sweep Techniques

Transformation static d-dimensional → dynamic (d-1)-dimensional

d = 2: Plane Sweep

3) Closest Pair: Among n points, search the two that are closest together. **O(n log n)**

Preprocessing: Sort all points by x-coordinate
Sweep: Scan from left to right with 2 vertical lines *left* and *right*:

Invariants:

Horizontal distance between *left* and *right* is the minimum distance of the closest pair left of *left*.
Line content maintains all points between *left* and *right* sorted by y-coordinate.

Events and actions:

left passes point p: p is deleted O(log n)
right passes point p: p is inserted into *line content* and its distance is computed O(log n)
to all other points of *line content* of which the y coordinate differs from p at most by the minimum distance between points found so far.

only constant number!

References: Klein, Kap. 2.3.1 (in German)

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6.2 Sweep Techniques

Transformation static d-dimensional → dynamic (d-1)-dimensional

Characteristic properties of sweep techniques:

- Scan over selected and sorted x-coordinates (events) from left to right
- Sweep status structure (SSS) with invariants
- Events are computed statically during preprocessing and dynamically during updating the SSS.
- Sleeping objects: right of SSS, will yet be considered
  Active objects: within SSS, are currently relevant for updating the SSS
  dead objects: left of SSS, need never be considered again

References:

Klein, Kap. 2.3.1

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Application: Computation of Voronoi diagrams by plane sweep

Objekts of SSS:

- Right vertical line L
- Left beach line consisting of:
  - Parabolic segments of Bisector (p,L),
    given by p and the adjacent segments to top and bottom
    and by the respective spikes (see below)
  - Intersection points of adjacent parabolic segments, sorted by y-coordinate
  - Spikes: Bisektors B(p,q) for two adjacent reference points p and q.
    Each beach line segment has got two adjacent spikes
    (except for the first and the last).

Lemma: The overall size of the beach line and hence of SSS is of order O(n)

References:

Klein, Kap. 6.3 (in German), de Berg et al., ch. 7.2

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Application: Computation of Voronoi diagrams by plane sweep

Events and actions during sweep:

- Spike event: Intersection of adjacent spikes: Associated beach line segment vanishes.
- Point event: New point is passed: Generation of new beach line segment.
  This required the computation of new spikes and spike events.

Run time: Update of events in O(log n)

O(n) events ➔ **Total time complexity**: O(n log n)

This is optimal!

References:

Klein, Kap. 6.3 (in German), de Berg et al., ch. 7.2