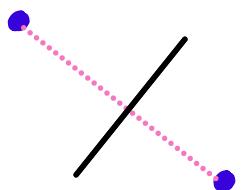
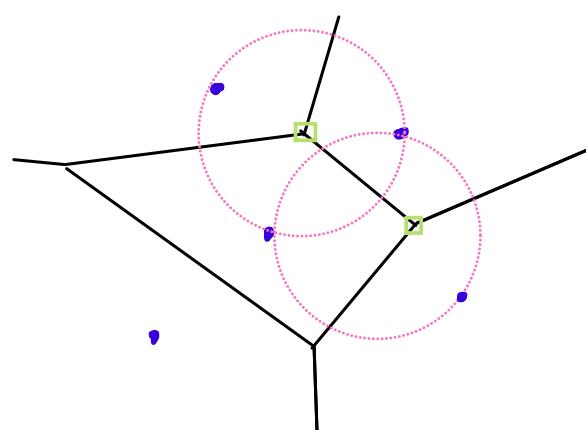
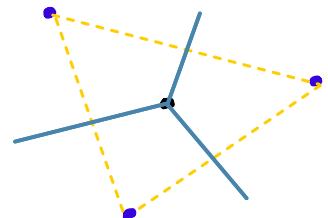


n-sites



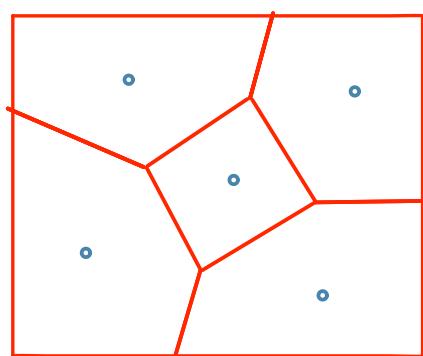
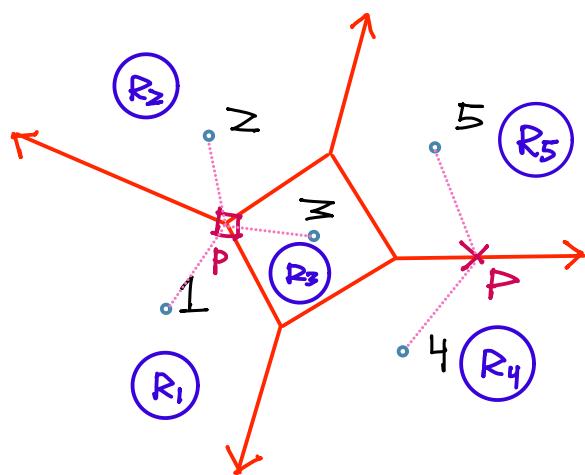
Voronoi  
Diagram



Input: A set of  $n$  point called sites

Output: A subdivision of the  $xy$ -plane into  $n$  regions, namely  $R_1, R_2, \dots, R_n$  such that each region  $R_i$  contains exactly one site ( $i$ -th site) and for each point  $p \in R_i$ , the  $i$ th site is the nearest site. (w.r.t Euclidean distance)

The region  $R_i$  is called the Voronoi Region for the site  $i$



# Vertices =  $O(n)$

# edges =  $O(n)$

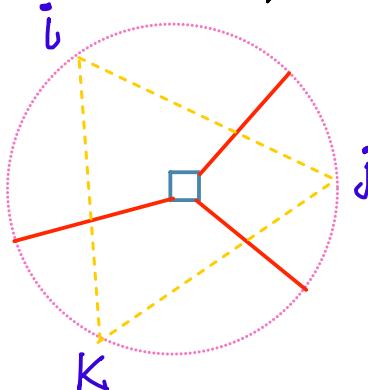
# faces =  $O(n)$

(even in the finite representation of  $VD(\zeta)$ )

Obs 1: Any (interior) point on an edge of  $VD(S)$  is equidistant from (exactly) two sites

Obs 2: Any vertex of  $VD(S)$  is equidistant from three (or more if four or more sites are concyclic) sites

For simplicity, assume no four sites are concyclic



$$v \in V(VD(S))$$

$$\Rightarrow v \in \text{Lincmcenter}(i, j, k) \text{ for } i, j, k \in S$$

Converse of Obs 1:

Let  $i, j, k$  be any three sites

No other site lies in  $\text{Lincmcenter}(i, j, k) \subset V(VD(S)) \Rightarrow \text{Lincmcenter}(i, j, k) = \angle(i, j, k)$

i.e.  $\angle(i, j, k)$  is empty

Naive algo!: for any 3 sites  $(i, j, k) \rightarrow O(h^3)$  |  $O(h^4)$   
algo

if  $\angle(i, j, k) = \emptyset \rightarrow O(h)$

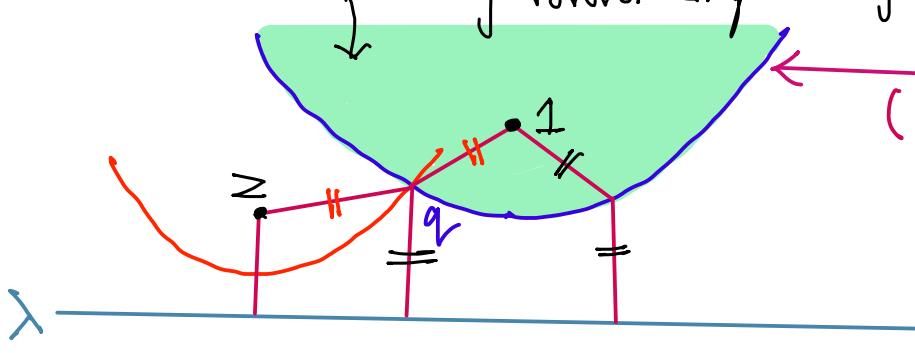
then  $\angle(i, j, k) \in V(VD(S))$

else not

Nothing in this region can be part of Voronoi diagram of sites below  $\lambda$

Parabola  $(P_i)$   
( $f$ =focus,  $\lambda$ =directrix)

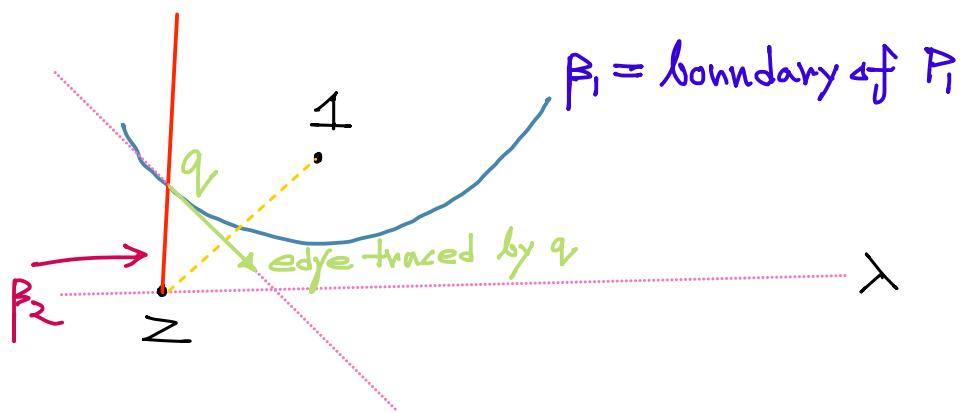
for any point  $p \in P_i$   
no site below  $\lambda$   
can be the nearest site



$q$  = a point on some  
edge of  $VD(S)$

• 1 Parabolic region  $P_1 \leq R_1$   $q$  traces the edge.  
 (defined by perpendicular bisector of  $|z| \geq a$ )  
 $VD(s)$

• 2



$G_I = \text{planar graph} = (V_{G_I}, E_{G_I}, F_{G_I})$

Interior formula for planar graph (connected)

$$\# V_{G_I} - \# E_{G_I} + \# F_{G_I} = 2$$

$$\Rightarrow \# V + I - \# E + \# F = 2 \quad (1)$$

$$[\because \# V_{G_I} = V + I, \# E_{G_I} = E, \# F_{G_I} = F]$$

$$\Rightarrow \# V - \# E + h = 1 \quad (1A)$$

$$\Rightarrow \# V = \# E - h + 1$$

$$\sum_{v \in V_{G_I}} \deg(v) = \geq \# E_{G_I} = \geq \# E \quad (\geq)$$

for every vertex  $v \in V_{G_I}$ ,  $\deg(v) \geq 3$

$$\Rightarrow \sum_{v \in V_{G_I}} \deg(v) \geq 3 \cdot \# V_{G_I} = 3(\# V + I) \quad (\geq)$$

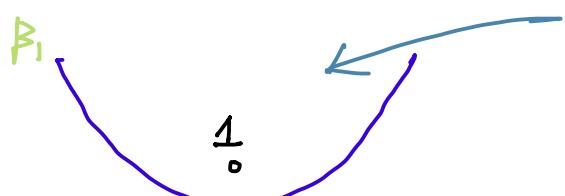
$$(\geq) \& (\geq) \Rightarrow \geq \# E \geq 3\# V + 3 \quad (4)$$

$$(1A) \& (4) \Rightarrow \geq \# E \geq 3\# E - 3h + 6 \Rightarrow \# E \leq 3n - 6 \quad (5)$$

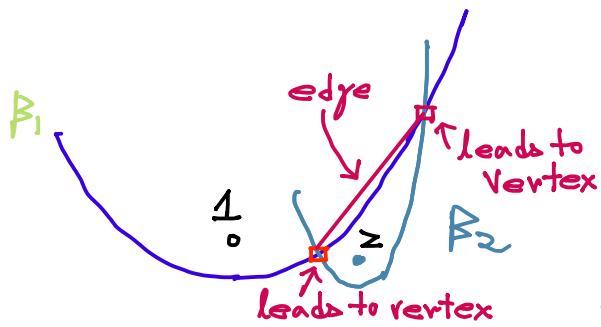
$$\Rightarrow \# E = O(n)$$

(IA) & (S)  $\Rightarrow$

$$\# V \leq 3n - 6 - n + 1 = 2n - 5$$

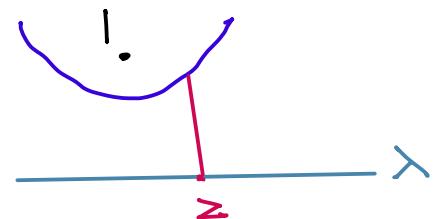
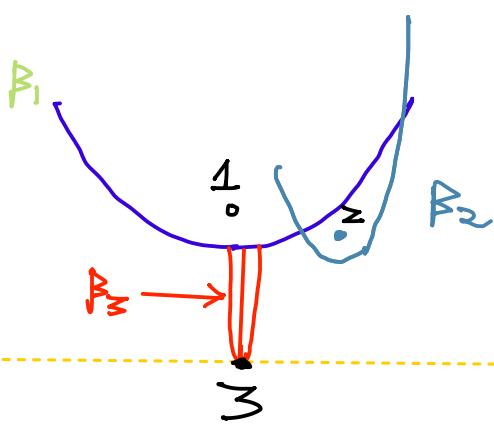


For any point inside  $P_1$ , site 1 is the nearest site among all  $n$  sites, no matter what and how the sites are located below  $\lambda$ .

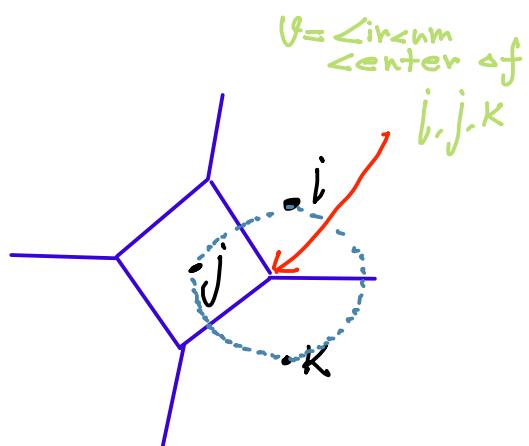
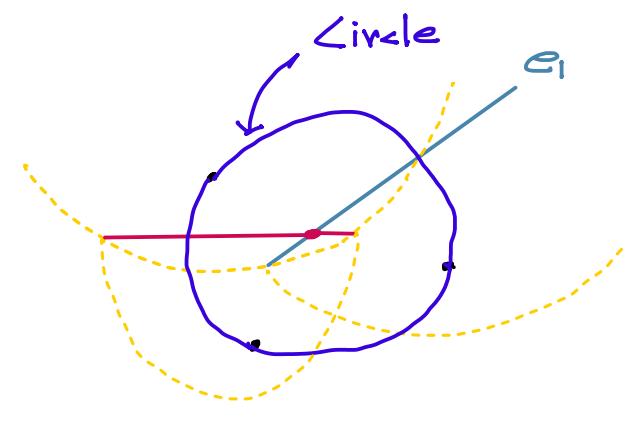


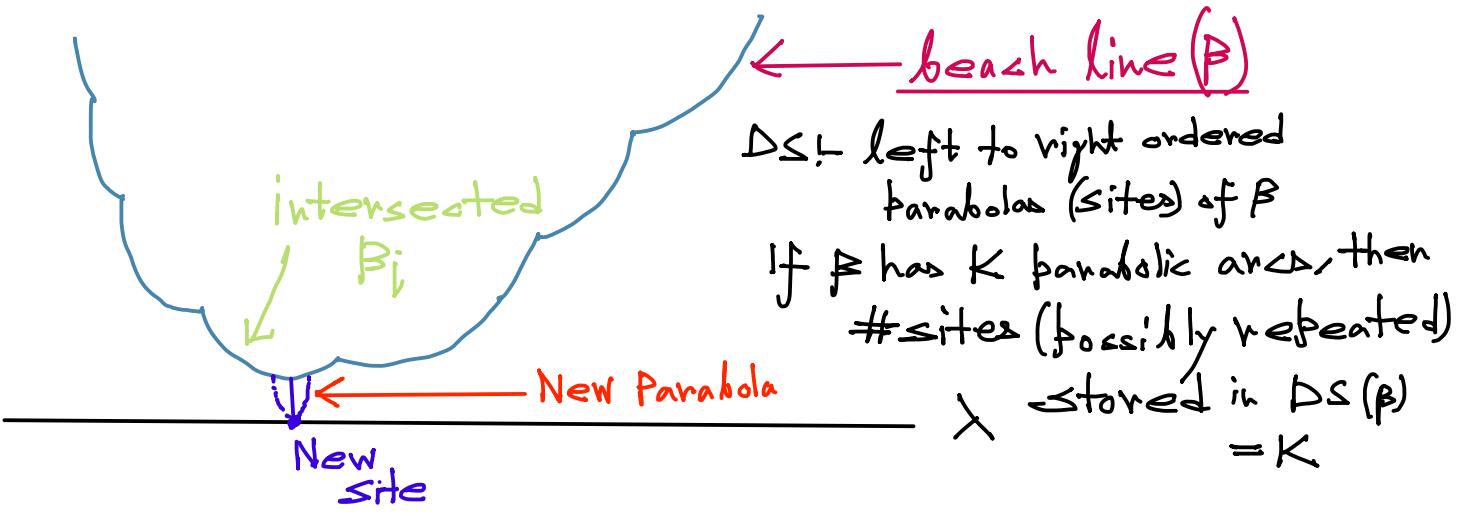
For any point inside  $P_1 \cup P_2$ , either site 1 or site 2 is the nearest among all given sites irrespective of their locations below  $\lambda$ .

The edge between  $s_1$  and  $s_2$  is discovered (and inserted in the data structure DCEL) when  $\lambda$  encountered  $\mathcal{E}_2$ .



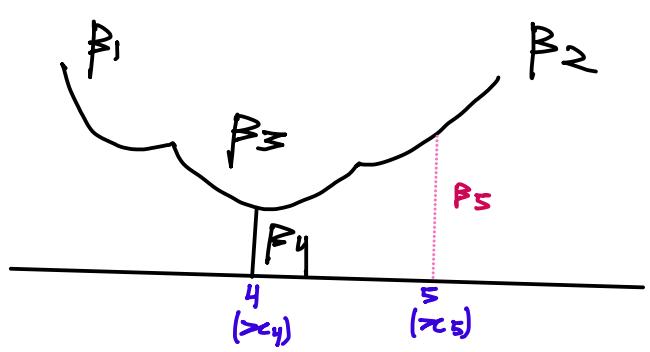
The new parabola  $P_3$  intersects  $P_1$   $\Rightarrow$  A new edge is created in  $VD(s)$   
The new edge is given by the perpendicular bisector of  $s_1 s_3$





### Changes in the beach line ( $\beta$ )

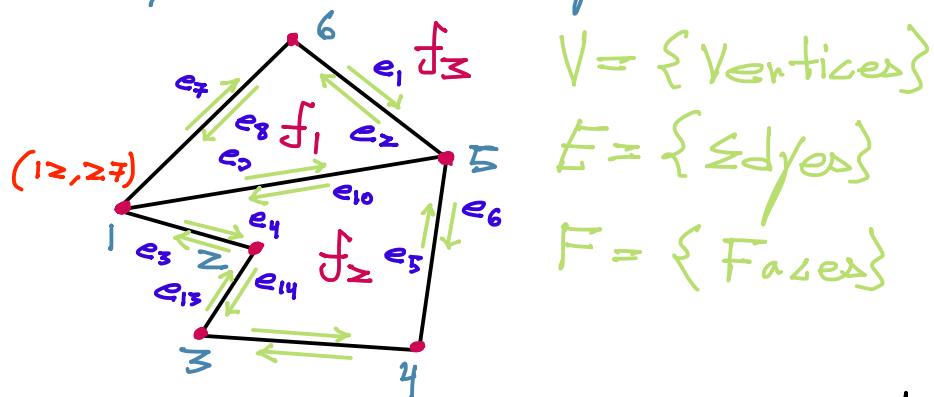
- 1) New parabolic arcs appear
- 2) Existing band arcs disappear
- Only when  $\lambda$  encounters when a new site



$\beta_3 \rightarrow \beta_3(\text{left}) \& \beta_3(\text{right})$   
 $\beta_4$  is new addition

$\beta_3$  will be deleted from  $T_\beta$   
 $\beta_3(\text{left}), \beta_4(\text{right}), \beta_3(\text{right})$   
 will be inserted in  $T_\beta$  in  
 left-to-right order

### Doubly Connected Edge List ( $\DeltaCEL$ ) = (V, E, F)



For every face  $f_i \in F$ , we consider a fixed ordering  
 of its vertices (say, anticlockwise ordering)

Interior of each  $f_i$  lies to the left of each  
 edge of  $f_i$ .

$f_1 = \{6, 1, 5\}$  Start Vertex is not imp.

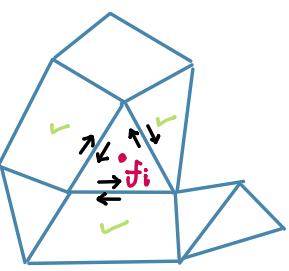
$f_2 = \{4, 5, 1, 2, 3\}$

$f_3 = \{3, 2, 1, 6, 5, 4\}$

Twin Edges! For every undirected edge  $e$ , we have two oppositely-directed edges in  $E$ . These are called twin edges.

A Query Example:-

Given a face  $f_i$ , find all faces  $f_j$  that are adjacent (i.e share a common undirected edge) to  $f_i$



Edge List ( $E$ )					
edge ID	source	twin	face ID	next edge	prev edge
1	6	2	3	-	-
2	5	1	-	-	-
3	2	4	3	-	-
4	1	3	-	-	-
⋮	⋮	⋮	⋮	⋮	⋮
9	1	10	1	>	-

V

ID  $\geq$  12  $\geq 7$   $\geq 4$   $\geq$  out (any one)  
1 2 or 3 or 4

E

ID  
1  
2  
3

incident edge (any one)

2  
5  
11

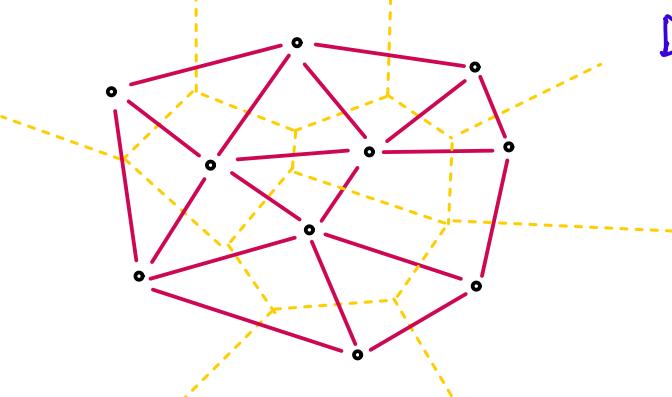
Q) Prepare a collection of  $n$  linked lists ( $n = \# \text{Vertices}$ ) in which each linked list  $\alpha(v)$  corresponds to a unique vertex  $v$  and  $\alpha(v) = \{\text{all outgoing edges from } v\}$  —  $O(n)$ -time

Delaunay Triangulation

S = set of  $n$  points

$\Delta T(S) = \text{set of non-intersecting triangles with } S \text{ as the vertex set.}$

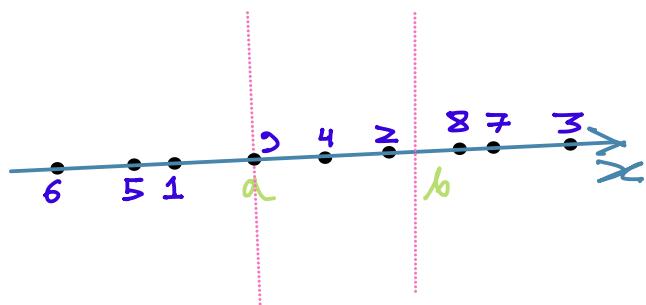
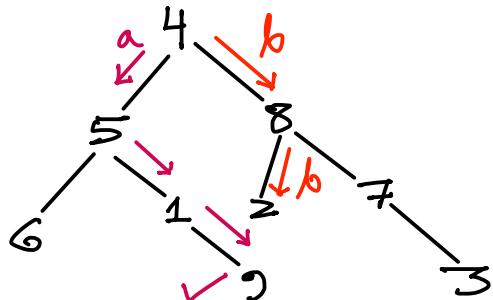
$\Delta T(S)$  is the dual of VD(S)



## One Dimensional Range Tree

- Input: • A set of  $n$  real values!  $S = \{x_1, x_2, \dots, x_n\}$   
 • An interval  $[a, b]$

Q/P: All points in  $\leq \cap [a, b]$   
 Ht-balanced BST



Notations —  $T$  = range tree with  $n$  elements:  $x_1, \dots, x_n$   
 (#nodes  $> n$ )

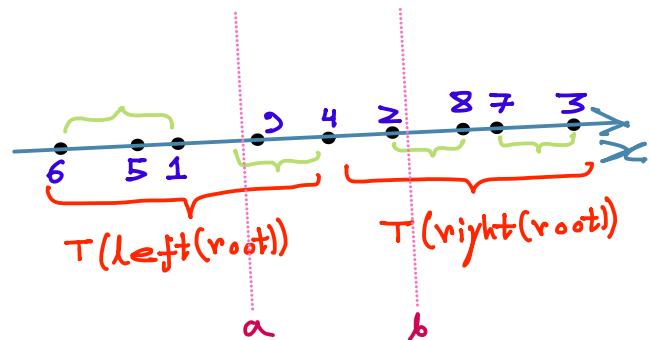
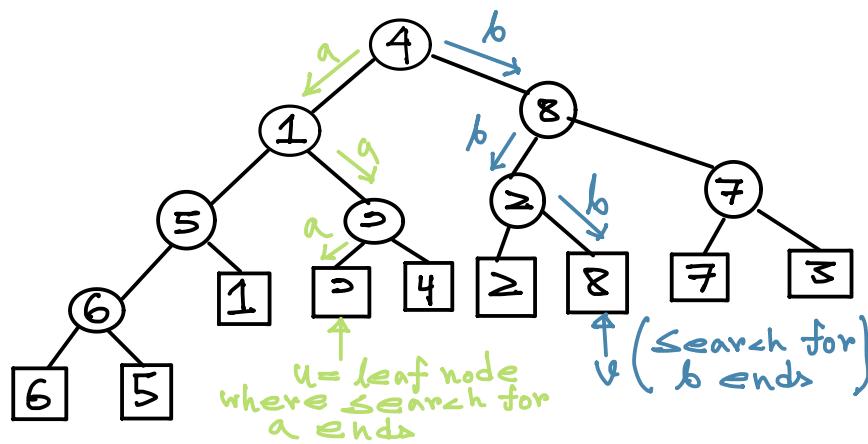
$T(v)$  = subtree rooted at node  $v$  of  $T$ .

$\text{left}(v)$  = left child node of  $v$ .

$\text{right}(v)$  = right child node of  $v$ .

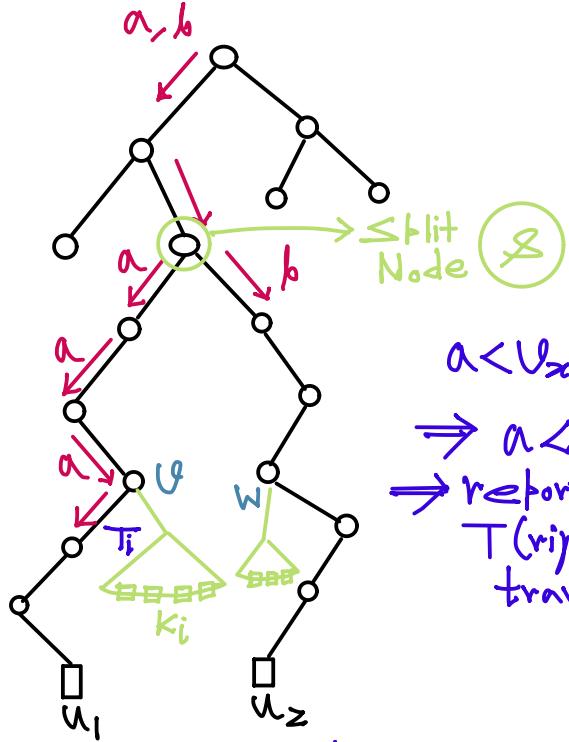
$x_v$  = value stored at  $v$ .

- $T$  has  $n$  leaf nodes containing  $x_1, \dots, x_n$
- All internal nodes (i.e. non-leaf nodes, including the root) are used to aid the searching
- For any internal node  $v$ :
  - $x_v$  = Value of the rightmost leaf node of  $T(\text{left}(v))$
  - All elements of  $T(\text{left}(v)) <$  all elements of  $T(\text{right}(v))$
  - $T(v)$  is balanced.



# Nodes in  $T = O(h)$  [Prove it using the fact that  $T$  is height-balanced]

Query  $Q$ :  
 $[a, b]$



$$a < u_x < b$$

$\Rightarrow a < T(\text{right}(v)) < b$   
 $\Rightarrow$  report all leaf nodes in  $T(\text{right}(v))$  whenever we traverse left of  $v$

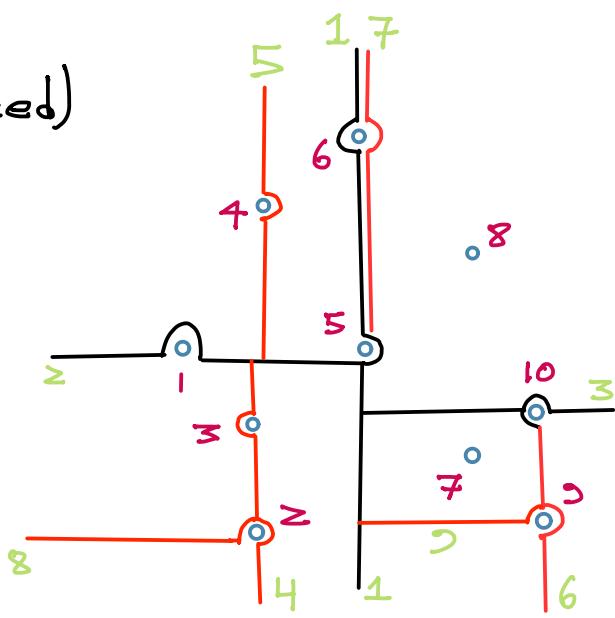
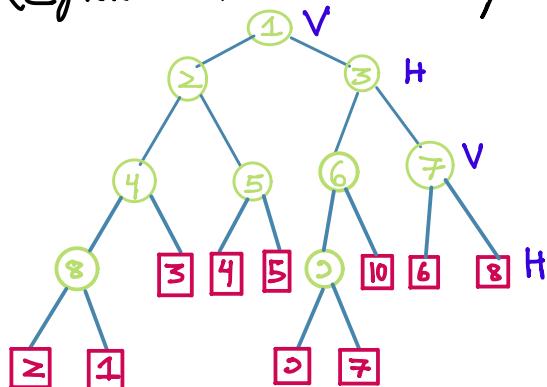
Similar argument holds for a node  $w$  on the search path from  $s$  to  $u_2$ . If we traverse right from  $w$ , then all leaf nodes in  $T(\text{left}(w))$  are in the soln.

Time  $s \rightarrow u_1 = O(\log h) \quad s \rightarrow u_2 = O(\log h)$

Reporting Time =  $O(k)$

## Kd-tree

- Multidimensional data structure
- Static Data Structure — admits efficient query
- Can be constructed efficiently
- Can be extended to dynamic d.s
- Balanced binary tree (height-balanced)
- Each Region Contains Exactly one Point.



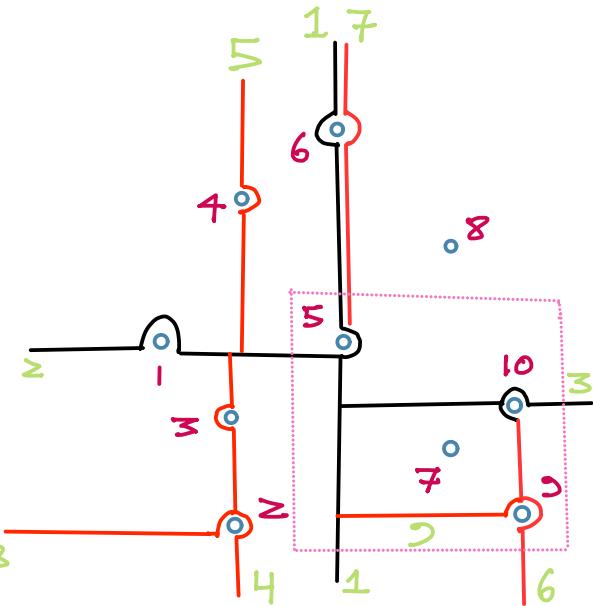
○ → Internal node — stores splitting line

■ → Leaf node — stores a point.

Construction :-

$$T(n) = \sum T\left(\frac{n}{2}\right) + O(n) \Rightarrow T(n) = O(n \log n)$$

Query! Given a kd-tree  $T$  and a query  $Q$  = axis-parallel rectangle, find the points stored in  $T$  that are contained in  $Q$ .



Kd-Tree =  $T$

Query Processing

root of  $T = r$

node of  $T = v$

left child of  $v = \text{left}(v)$

right child of  $v = \text{right}(v)$

# of nodes =  $n$

$R(v)$  = Region corresponding to the node  $v$

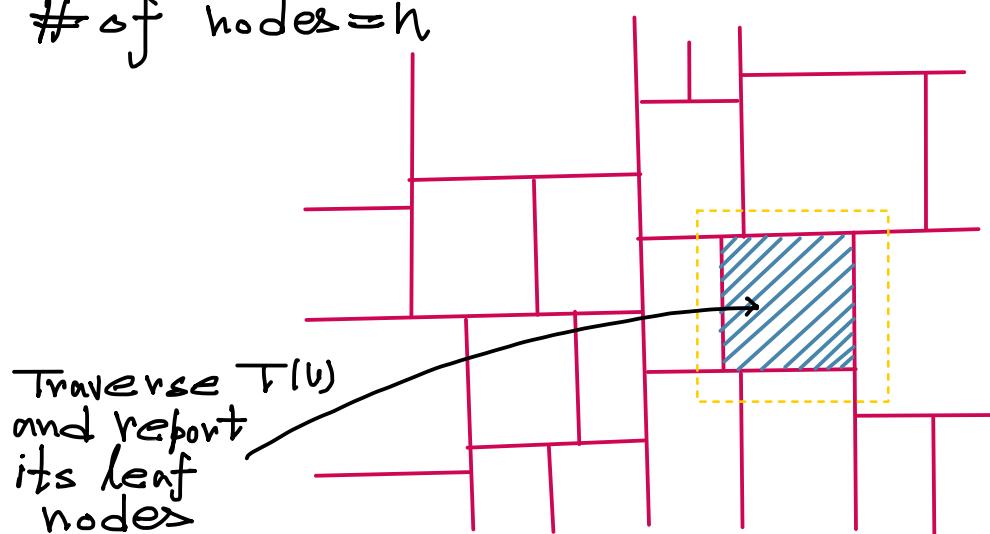
$T(v)$  = Subtree rooted at  $v$

for each node  $x \in T(v) - v$   
 $R(x) \subset R(v)$

$$\bigcup_{x \in V(T(v)) - v} R(x) = R(v)$$

Recursion

$R(v)$ 's sides are obtained from the ancestors of  $v$ .  
⇒ Regions are obtained as we traverse down.



## Two possible cases

- $R(v) \subseteq Q$  — call REPORT\_POINTS( $v$ )
- $R(v) \cap Q \neq \emptyset$  — TRAVERSE(left( $v$ )) and TRAVERSE(right( $v$ ))
- $R(v) \cap Q = \emptyset$  — Don't traverse

$R(v) \cap Q \neq \emptyset \Leftrightarrow$  a side of  $Q$  intersects  $R(v)$ .

$\Rightarrow$  Asymptotic upper bound on the number of regions intersected by  $Q$  = asymptotic upper bound of the number of regions intersected by the four sides of  $Q$ .  
 One "Side"

Q: What is the asymptotic upper bound of #regions intersected by a vertical line?

Let  $f(n) = \max \# \text{ regions intersected by any vertical line } l$ .

$$f(n) \leq 1 + 1 + f\left(\frac{n}{2}\right) \quad \text{Wrong}$$

$\nearrow$  level 0 (root)     $\nearrow$  level 1 (left( $v$ ) or right( $v$ ))

$\because f(n)$  is defined at the root level where splitting line is  $l$  but  $f\left(\frac{n}{2}\right)$  is at the next level where sb. line is  $\underline{\underline{l}}$

$$\begin{aligned} f(n) &= \geq \text{ if } n = 1, \geq \\ &= \geq + \geq f\left(\frac{n}{4}\right) \end{aligned}$$

$$\begin{aligned} f\left(\frac{n}{4}\right) &= f\left(\frac{n}{2^2}\right) = \geq + \geq f\left(\frac{n}{2^4}\right) = \geq + \geq (\geq + \geq f\left(\frac{n}{2^4}\right)) \\ f\left(\frac{n}{2^4}\right) &= \geq + \geq f\left(\frac{n}{2^6}\right) = \geq + \geq (\geq + \geq (\geq + \geq f\left(\frac{n}{2^6}\right))) \\ f\left(\frac{n}{2^6}\right) &= \geq + \geq f\left(\frac{n}{2^8}\right) = \geq + \geq (\geq + \geq (\geq + \geq (\geq + \geq f\left(\frac{n}{2^{2 \times 4}}\right)))) \\ &\vdots \text{ Let } n = 2^t \\ &= \geq + \geq + \geq + \dots + \geq f\left(\frac{2^t}{2^{2s}}\right) \end{aligned}$$

$$t = \geq s \text{ or } \geq s + 1$$

$$t = \geq s : f(n) = \geq - 1 + \geq^{s+1} \quad t = \geq s + 1 :$$

$$= 3 \cdot \geq^{s-1}$$

$$= 3 \cdot \geq^{\frac{t-1}{2}-1}$$

$$= 3\sqrt{n} - 1$$

$$f(n) = \geq^s + 1 - \geq^{s+1}$$

$$= 3 \cdot \geq^s - 1$$

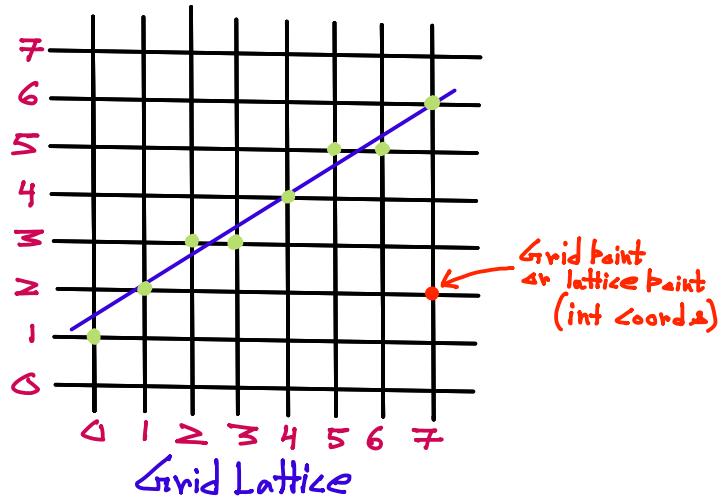
$$= 3 \cdot \geq^{\frac{t-1}{2}} - 1 = \frac{3}{\sqrt{2}} \sqrt{n} - 1$$

Total Query time =  $\mathcal{O}(\sqrt{n} + k)$   $k = \#$  of points in  $Q$

## Orthogonal Range Query

- ▷ 1D range tree
- ⇒ Kd-tree
- ⇒ Higher Dimensional Range Tree. (Self-Study)

## Geometry of Numbers!



$$\text{float } y = 3.625 = 3 + \left( \frac{1}{2} + \frac{1}{2^2} \right) \quad 11.101000 \\ = 0.625$$

double  $x = 3.1;$  → Not exactly stored in computer

$$3 + \frac{1}{10}$$

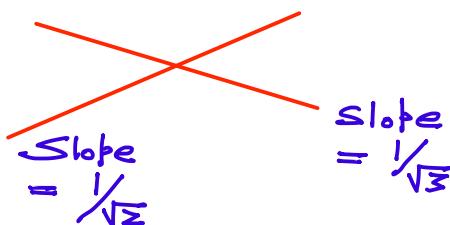
$$\text{double } x = 3.5;$$

$$3 + \frac{5}{10} = 1 + \frac{1}{2} = 11.1_2$$

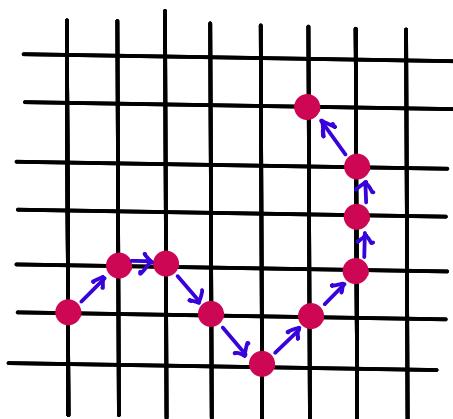
$$\frac{a}{b} = \frac{\zeta_1}{2} + \frac{\zeta_2}{2^2} + \frac{\zeta_3}{2^3} + \dots + \frac{\zeta_n}{2^n} \Leftrightarrow \frac{a}{b}_{10} \text{ has an exact binary representation}$$

( $a < b$ )  $\zeta_j = 0 \text{ or } 1$   
for  $j = 1 \dots n$

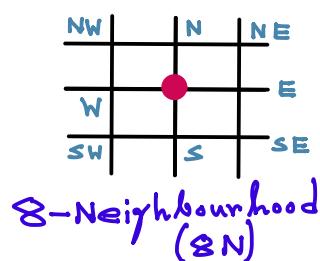
$$\frac{a}{2^b} \cdot b \gg 1$$



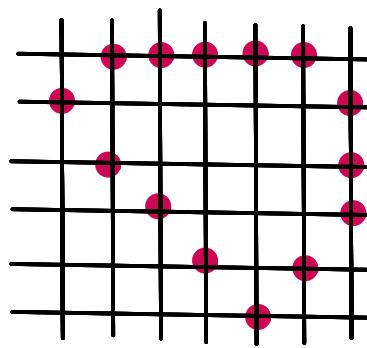
## Digital Curve



Open D.C.



8-Neighbourhood (8N)



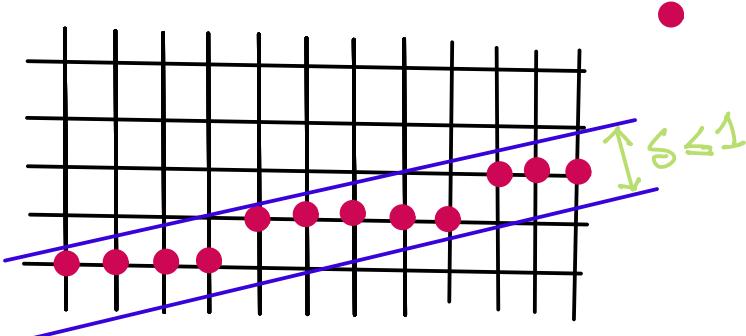
Closed D.C.

Given:-  $S = \text{Sequence of } n \text{ pixels } \{p_1, \dots, p_n\}$

To decide:-  $\exists \gamma \text{ real line } L \text{ s.t. } d(p_i, L) \leq 1/\gamma \forall i$

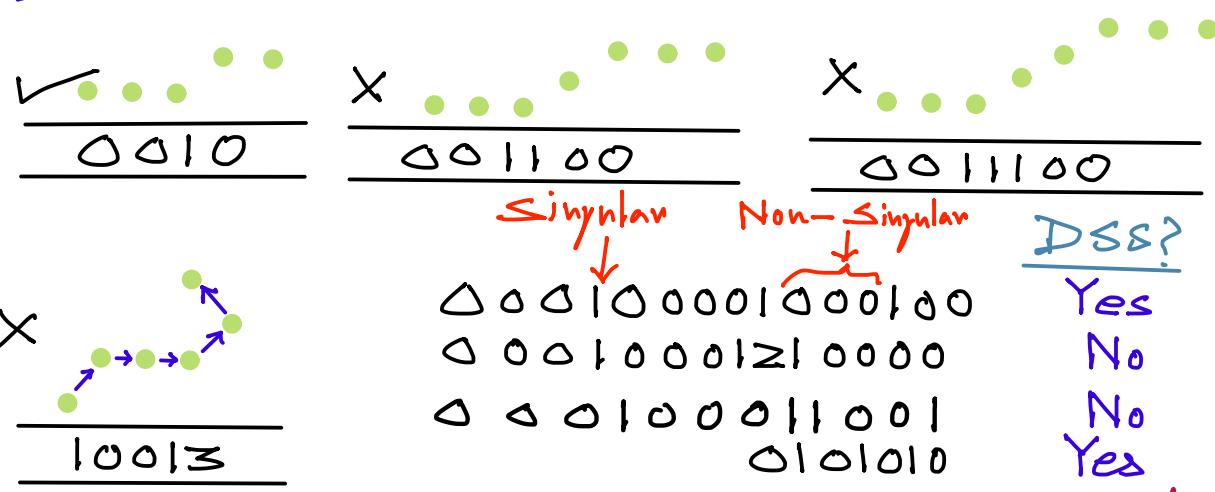
If yes, then  $S$  is called a digitally straight segment (DSS)

Prob: Given  $S$ , decide whether  $S$  is a DSS.



≥ 3	≥ 4	≥ 5	≥ 6	≥ 7	1
4	5	6	7		0
3	4	5	6	7	

Chain Codes =  $0, 1, \dots, 7$



Singular

Non-Singular

DSS?

Yes

No

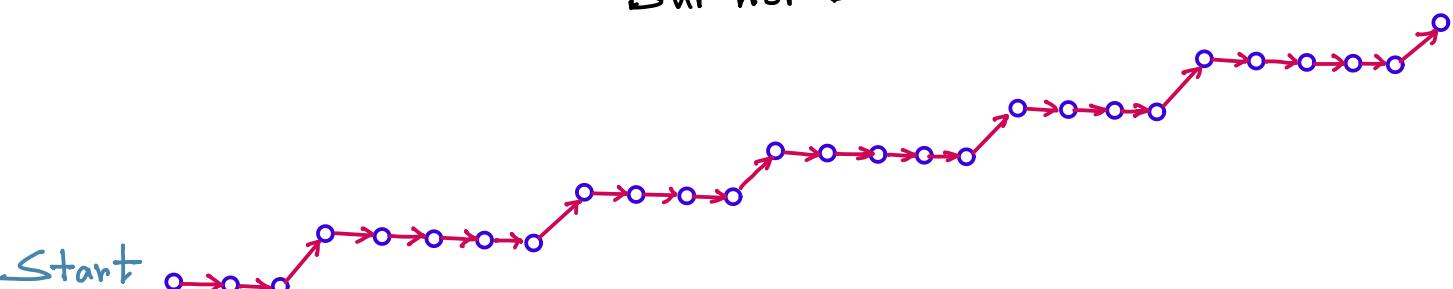
No

Yes

( $S_1$ ) At most two chain codes will be present and they will differ by at most 1 (mod 8). One of them will occur singly (singular element). And the other one is non-singular.

$001000100000100$   $S_1 \Rightarrow$  Yes

But not DSS



Chain Code Sequence:

$001\overbrace{000}^40\overbrace{1000}^31\overbrace{0000}^41\overbrace{0000}^31\overbrace{000}^41\overbrace{0000}^31\overbrace{000}^4$  → satisfies ( $S_1$ )

$001\overbrace{000}^5\overbrace{00}^21\overbrace{00}^41\overbrace{0000}^41\overbrace{000}^31\overbrace{0000}^41$

$\alpha$  and  $\beta$  should be distributed as much uniform as possible in order that the sequence is digitally straight. ( $S_1$  does not capture this concept).

( $S_2$ ) The run-lengths of  $\alpha$  differs by atmost 1.

Ex:- Run Length Sequence

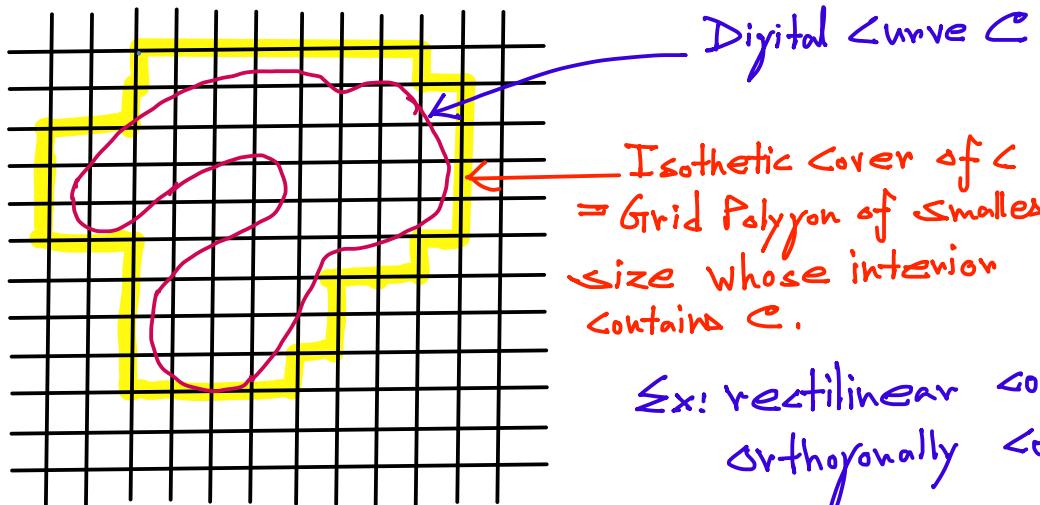
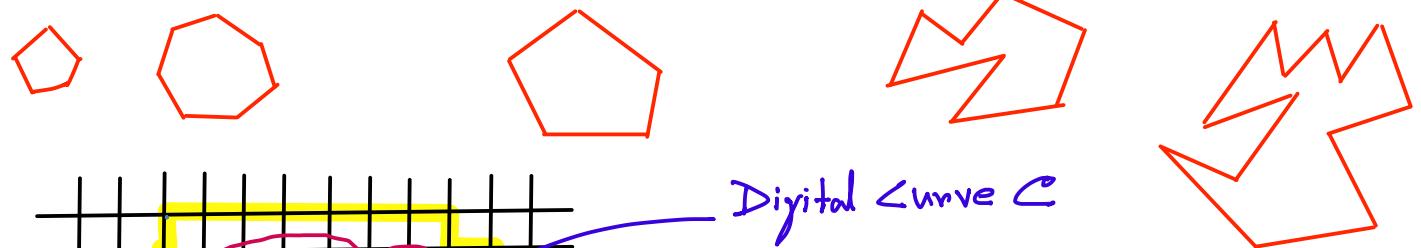
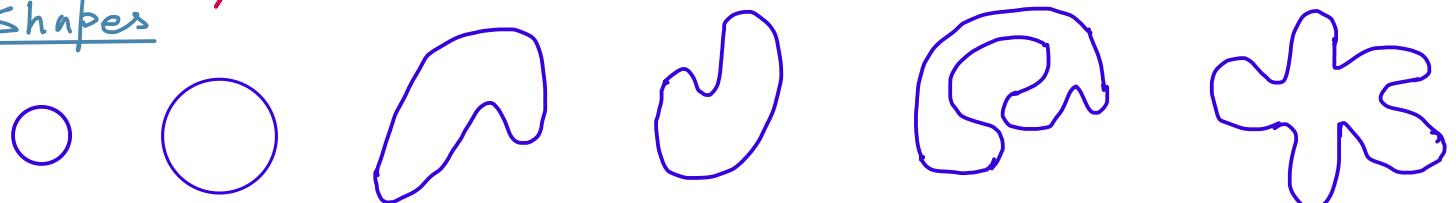
4 3 4 3 4 ✓  
 5 2 4 3 4 ✗  
 4 4 3 3 4 ✓

(S<sub>3</sub>) One run-length will be singular

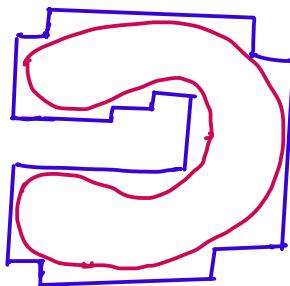
4 3 4 4 4 3 4 3 4 ← S<sub>3</sub> true

(S<sub>4</sub>) Recursively, the non-singular run-lengths of run-lengths should differ by at most 1.

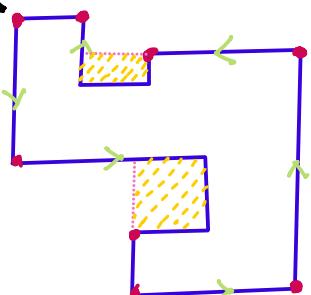
Shapes



Ex: rectilinear convex polygon  
 orthogonally convex polygon



Start →



Orthogonal Polygon  
 but not ortho-convex  
 $\bullet = 90^\circ = 1$   
 the unlabeled =  $\geq 70^\circ = 3$

S → 1 3 1 1 3 1 1 1 3 1 3 1

1 1 3 3 1 1 1 1 3 3 1

