

Closest Pair of Points

Closest Pair of Points

Closest pair. Given n points in the plane, find a pair with smallest Euclidean distance between them.

Fundamental geometric primitive.

- Graphics, computer vision, geographic information systems, molecular modeling, air traffic control.

Brute force. Check all pairs of points p and q with $\Theta(n^2)$ comparisons.

1-D case. All points on a line. $O(n \log n)$ by sorting and scanning.

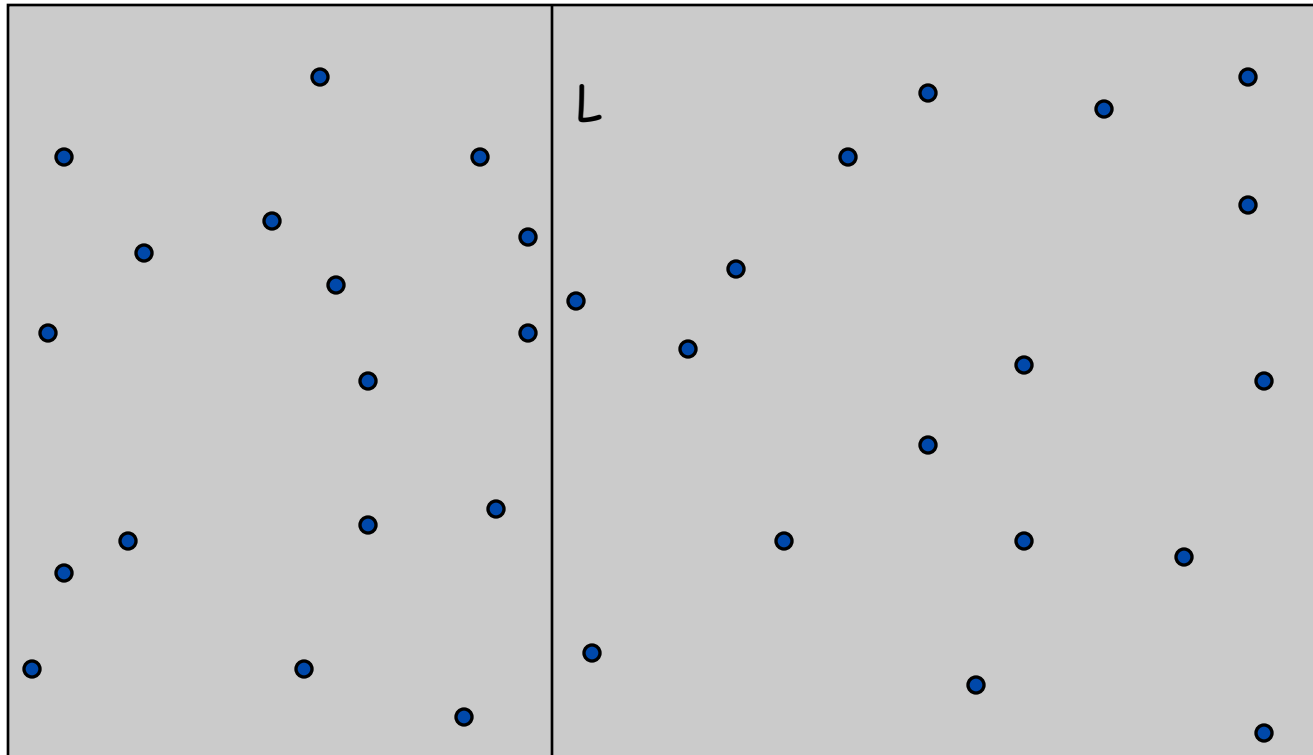
Assumption. No two points have same x coordinate.

↑
to make presentation cleaner

Closest Pair of Points

Algorithm.

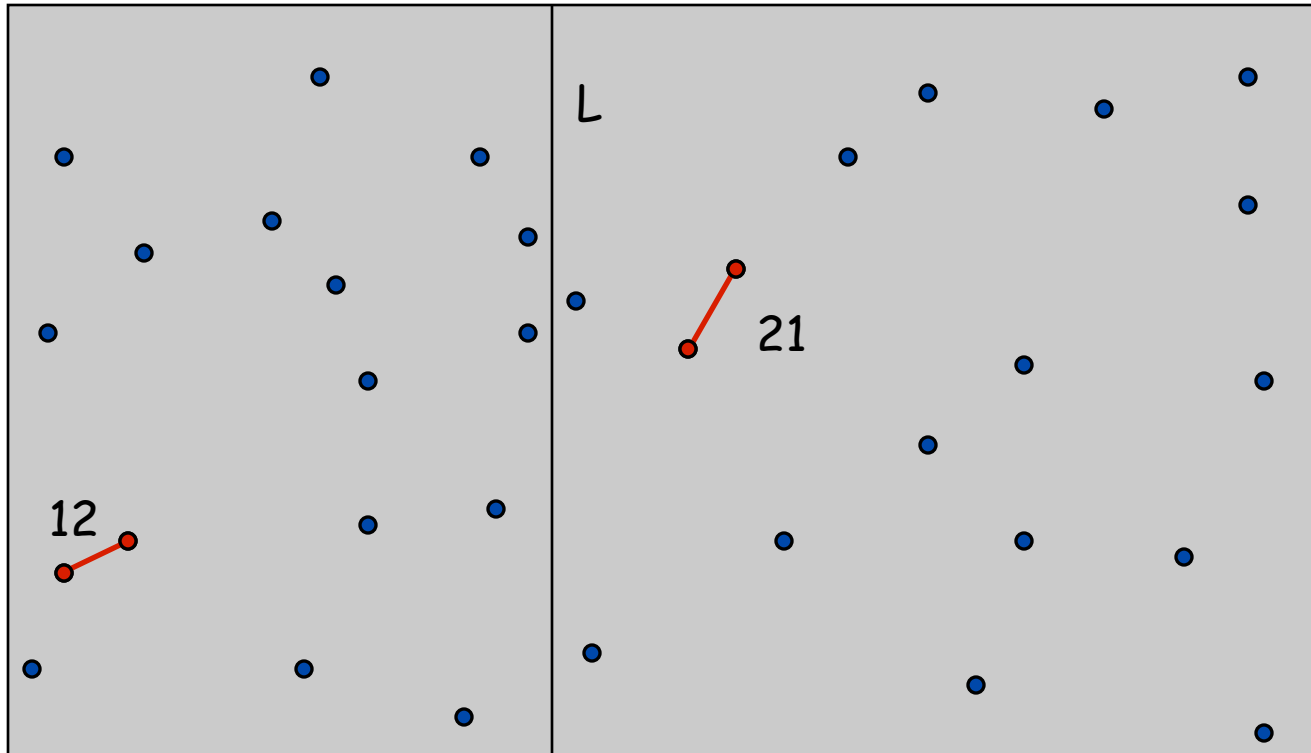
- **Divide:** draw vertical line L so that roughly $\frac{1}{2}n$ points on each side.



Closest Pair of Points

Algorithm.

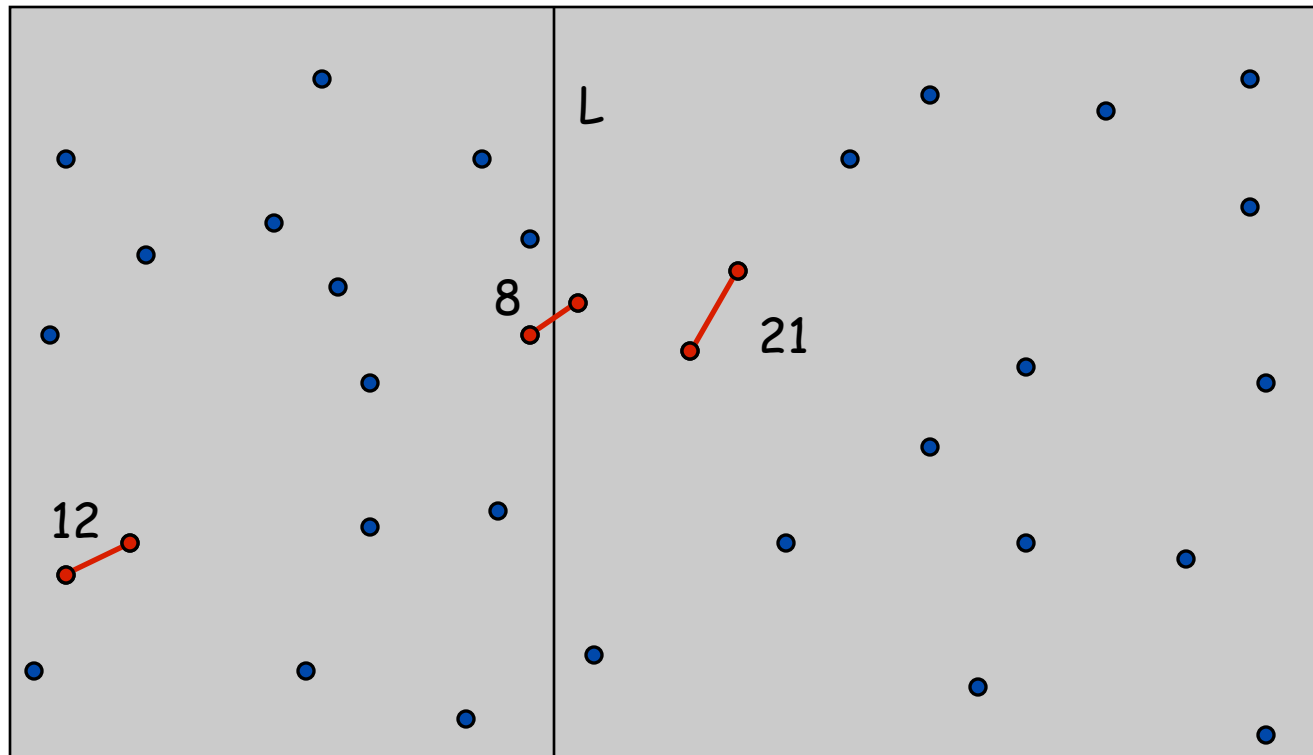
- Divide: draw vertical line L so that roughly $\frac{1}{2}n$ points on each side.
- **Conquer**: find closest pair in each side recursively.



Closest Pair of Points

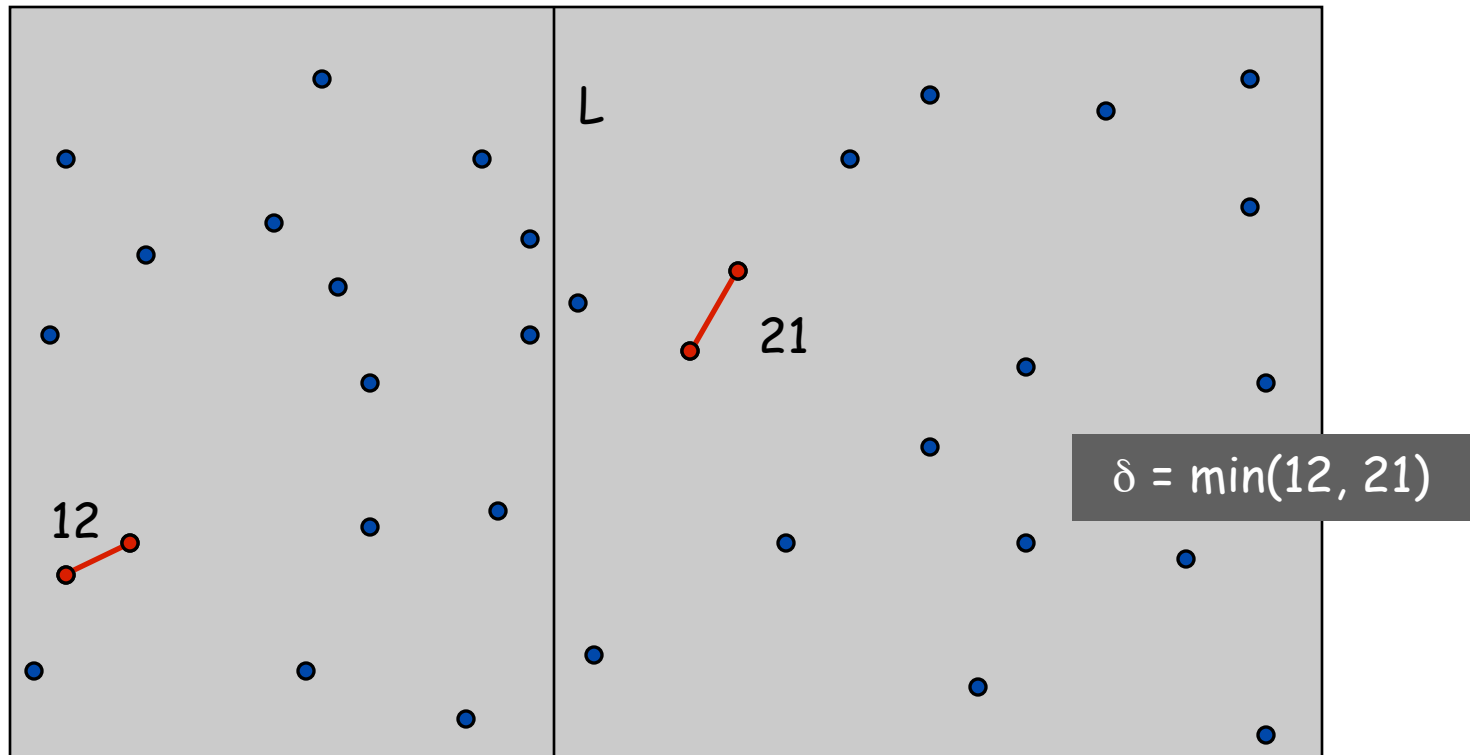
Algorithm.

- Divide: draw vertical line L so that roughly $\frac{1}{2}n$ points on each side.
- Conquer: find closest pair in each side recursively.
- **Combine**: find closest pair with one point in each side. ← seems like $\Theta(n^2)$
- Return best of 3 solutions.



Closest Pair of Points

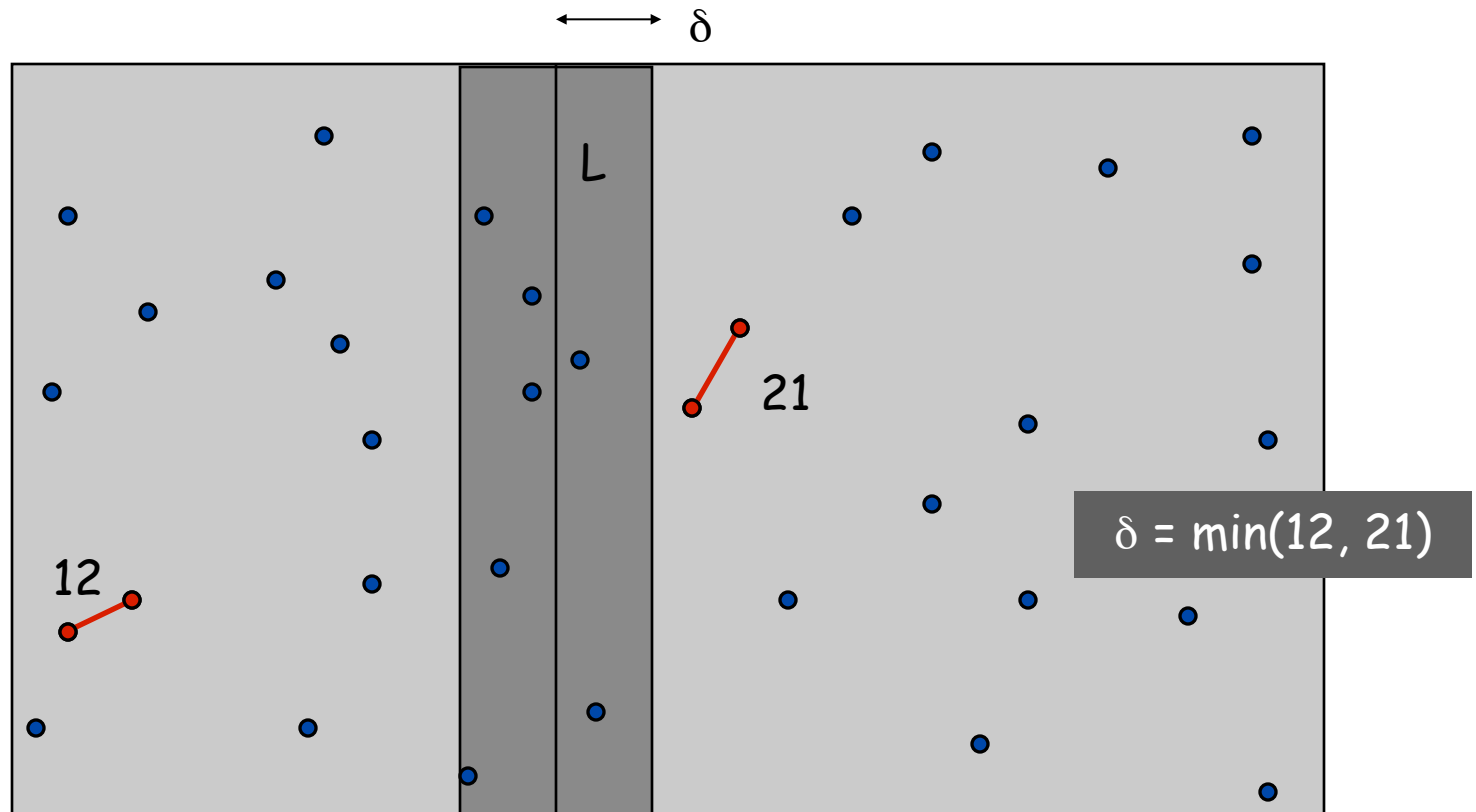
Find closest pair with one point in each side, **assuming that distance $< \delta$** .



Closest Pair of Points

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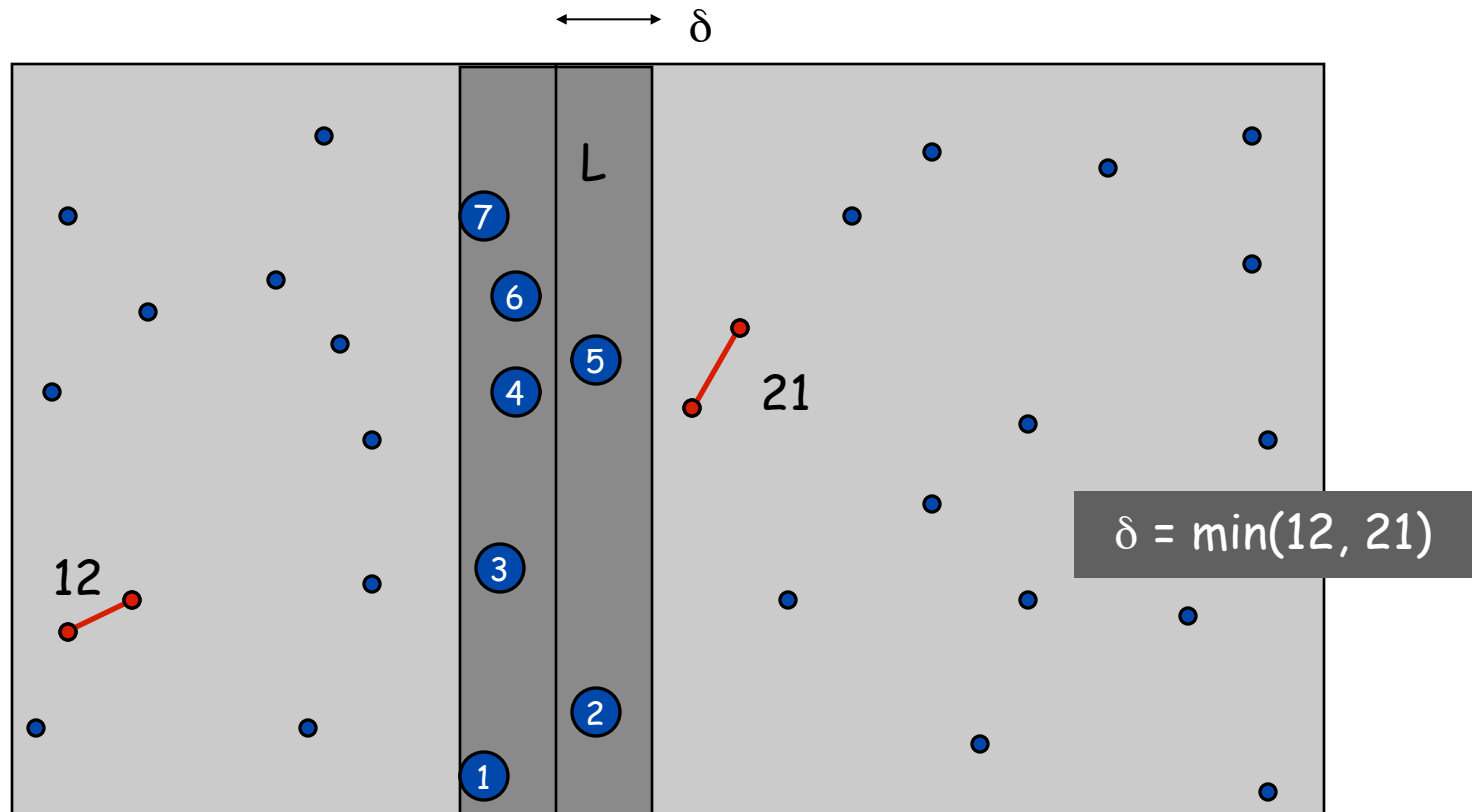
- Observation: only need to consider points within δ of line L .



Closest Pair of Points

Find closest pair with one point in each side, **assuming that distance $< \delta$** .

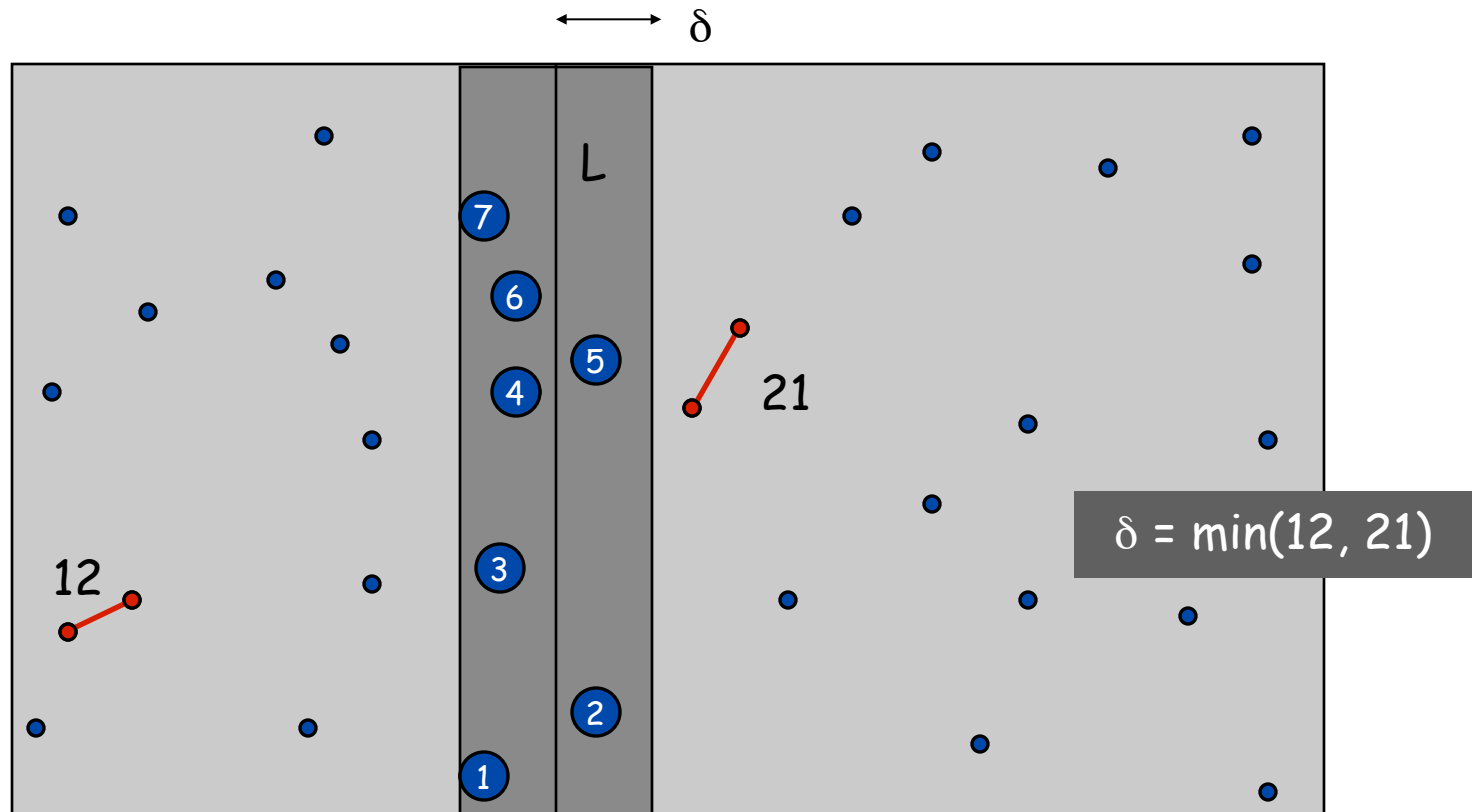
- Observation: only need to consider points within δ of line L .
- Sort points in 2δ -strip by their y coordinate.



Closest Pair of Points

Find closest pair with one point in each side, **assuming that distance $< \delta$** .

- Observation: only need to consider points within δ of line L .
- Sort points in 2δ -strip by their y coordinate.
- Only check distances of those within 11 positions in sorted list!



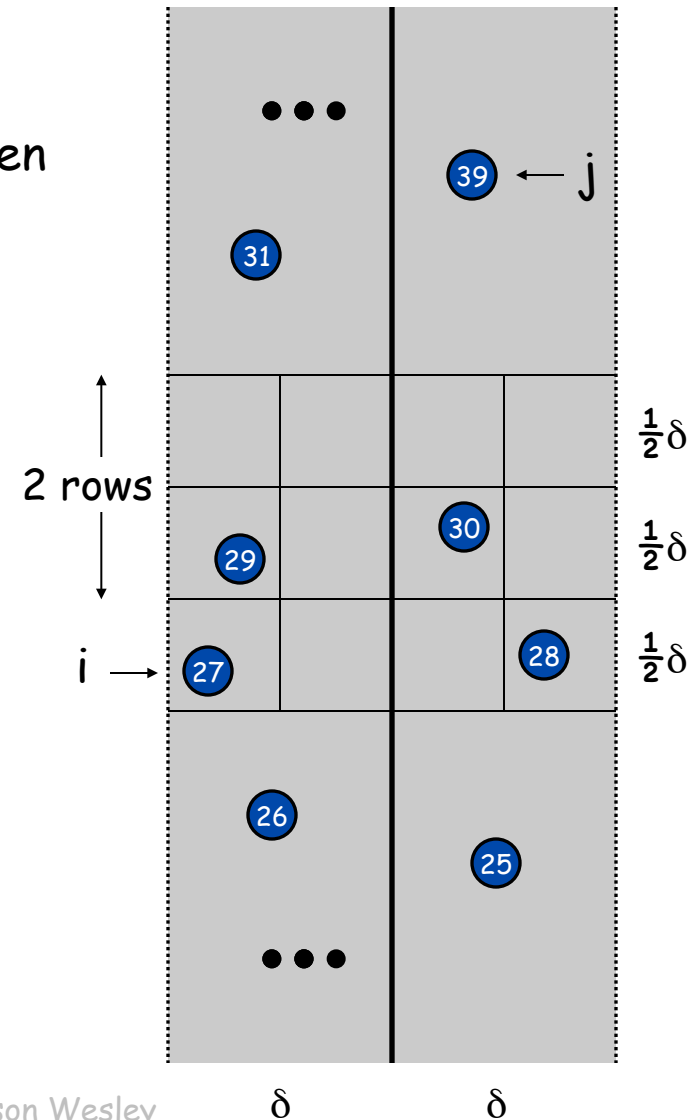
Closest Pair of Points

Def. Let s_i be the point in the 2δ -strip, with the i^{th} smallest y-coordinate.

Claim. If $|i - j| \geq 12$, then the distance between s_i and s_j is at least δ .

Pf.

- No two points lie in same $\frac{1}{2}\delta$ -by- $\frac{1}{2}\delta$ box.
- Two points at least 2 rows apart have distance $\geq 2(\frac{1}{2}\delta)$. ▪



Closest Pair Algorithm

```
Closest-Pair( $p_1, \dots, p_n$ ) {  
    Compute separation line  $L$  such that half the points  
    are on one side and half on the other side.  $O(n \log n)$   
  
     $\delta_1 = \text{Closest-Pair}(\text{left half})$   
     $\delta_2 = \text{Closest-Pair}(\text{right half})$   $2T(n / 2)$   
     $\delta = \min(\delta_1, \delta_2)$   
  
    Delete all points further than  $\delta$  from separation line  $L$   $O(n)$   
  
    Sort remaining points by  $y$ -coordinate.  $O(n \log n)$   
  
    Scan points in  $y$ -order and compare distance between  
    each point and next 11 neighbors. If any of these  
    distances is less than  $\delta$ , update  $\delta$ .  $O(n)$   
  
    return  $\delta$ .  
}
```

Closest Pair of Points: Analysis

Running time.

$$T(n) \leq 2T(n/2) + O(n \log n) \Rightarrow T(n) = O(n \log^2 n)$$

Q. Can we achieve $O(n \log n)$?

A. Yes. The work inside of a recursive call can be reduced to $O(n)$.

Don't sort points from scratch each recursive call.

- Each recursive call starts out with a list of its points sorted by x-value, as well as a list of its points sorted by y-value. (Initial start-up cost of $O(n \log n)$).
 - In order to generate these lists in $O(n)$ time for subsequent recursive calls, it is only necessary that each point in one list maintains the index of where that point is found in the other list.
- Then separation is $O(n)$ using x-sorted list, scanning center strip is $O(n)$ using y-sorted list.

$$T(n) \leq 2T(n/2) + O(n) \Rightarrow T(n) = O(n \log n)$$