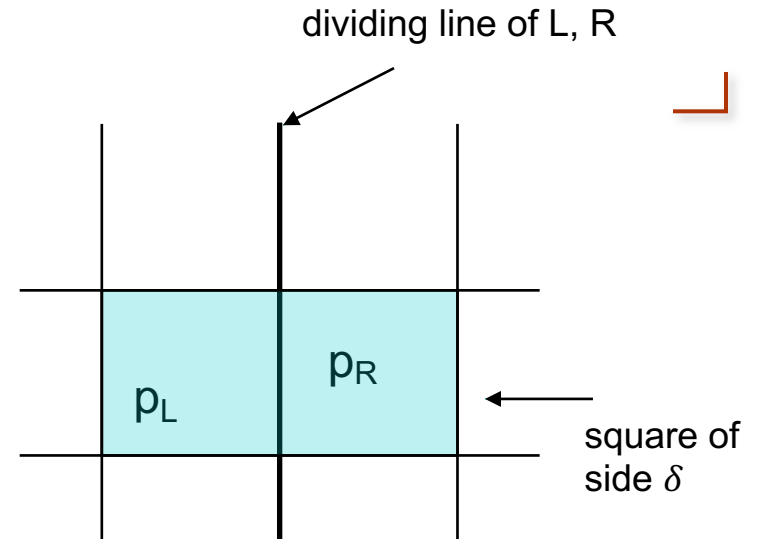


# Closest pair of points in 2D

- Naïve solution takes  $O(n^2)$ .
- Apply D&C to reduce complexity to  $O(n \log n)$ .
- Recurrence:  $T(n) = 2T(n/2) + O(n)$
- Initialization step:
  - Sort points by X
  - Sort points by Y
  - Partition points into L and R by X
  - Answer =  $\min(\text{closest within L}, \text{closest within R}, \text{closest across L and R})$
- All the innovation goes into finding the closest pair across L and R.

# Searching across L, R

- Let  $\delta = \min(\delta_L, \delta_R)$



- Any closer pair of points must lie within a rectangle as shown above
- At most 4 points from L can lie within a  $\delta$  square.
  - Same for R
- A total of at most 8 points can lie within a rectangle of Y-dim  $\delta$  and X-dim  $2\delta$ .
- Sort all the points lying within  $\delta$  of the dividing line by Y-value and examine in sorted order.
- How many neighboring points to examine for every point?
  - Answer is 7

# Notes

# Selecting item of rank i

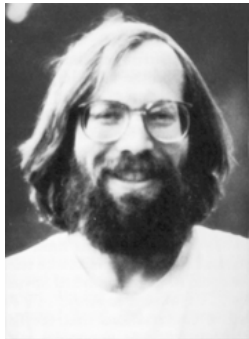
- Median of  $n$  items is the item with rank  $\frac{n}{2}$ .
- Rank of an item is its position in the list if the items were sorted in ascending order.
- Rank  $i$  item also called  $i$ th statistic.
- Popular statistics are quantiles: items of rank  $\frac{n}{4}, \frac{n}{2}, \frac{3n}{4}$ .
- After spending  $O(n \log n)$  time on sorting, any rank can be found in  $O(n)$  time.
- Can we find a rank without sorting?

What is the time to find items of rank 1 or  $n$ ?

How to apply Divide & Conquer?

# BFPRT Algorithm

- A very clever choose algorithm . . .



Blum, M.; Floyd, R. W.; Pratt, V. R.; Rivest, R. L.; Tarjan, R. E. (August 1973).  
"Time bounds for selection" (PDF). *Journal of Computer and System Sciences*.  
7 (4): 448–461.

# Linear Time Selection

*SELECT* (*i*):

1. Divide items into  $\lceil \frac{n}{5} \rceil$  groups of 5 each.
  2. Find the median of each group (using sorting).
  3. Recursively find median  $x$  of  $\lceil \frac{n}{5} \rceil$  group medians.
  4. Partition using  $x$  as pivot into low and high. Let low side have  $k$  items and high side have  $n - k - 1$  items.
  5. Compare  $i, k$ 
    - If  $i = k$  then return  $x$
    - If  $i < k$  then call *SELECT*(*i*) on low side
    - otherwise, call *SELECT*( $i - k$ ) on high side
- Assume distinct values

# Analysis

- Half of  $\left\lceil \frac{n}{5} \right\rceil$  groups contribute 3 elements smaller than  $x$ 
    - Not counting the group with  $x$  and another possibly incomplete group, the number of elements adds up to  $\frac{3n}{10} - 6$ .
  - Similarly, there are at least  $\frac{3n}{10} - 6$  elements larger than  $x$ .
  - SELECT is called recursively in Step 5 on at most  $\frac{7n}{10} + 6$  elements
  - $T(n) \leq T\left(\left\lceil \frac{n}{5} \right\rceil\right) + T\left(\frac{7n}{10} + 6\right) + O(n)$  if  $n \geq 140$   
=  $\Theta(1)$ , otherwise
- A constant deciding when recursion bottoms out.

# Analysis contd.

- Prove by induction that  $T(n) \leq cn, \forall n$  The value of c will follow from the proof
  - constant c is chosen large enough so that  $T(n) \leq cn$  for the base case
- For the  $O(n)$  term in the recurrence, choose  $bn$ 
  - Choose b high enough to account for bookkeeping cost in the recursive step
- Applying the induction hypothesis, /\* inductive step \*/

$$T(n) \leq c \left\lceil \frac{n}{5} \right\rceil + c \left( \frac{7n}{10} + 6 \right) + bn$$

$$\leq \frac{cn}{5} + c + \frac{7cn}{10} + 6c + bn$$

$$= \frac{9cn}{10} + 7c + bn$$

$$= cn + \left( -\frac{cn}{10} + 7c + bn \right)$$

$$\leq cn + \left( -\frac{cn}{10} + 7c + bn \right)$$

$$\leq cn \text{ provided } -\frac{cn}{10} + 7c + bn \leq 0, \text{ or } c \geq \frac{10bn}{n-70} = 10bn \left( \frac{n}{n-70} \right)$$

- Choose  $c \geq 20b$  /\*note that the ratio is at its highest value of 2 when  $n = 140$  \*/
- Thus,  $T(n) \leq cn$

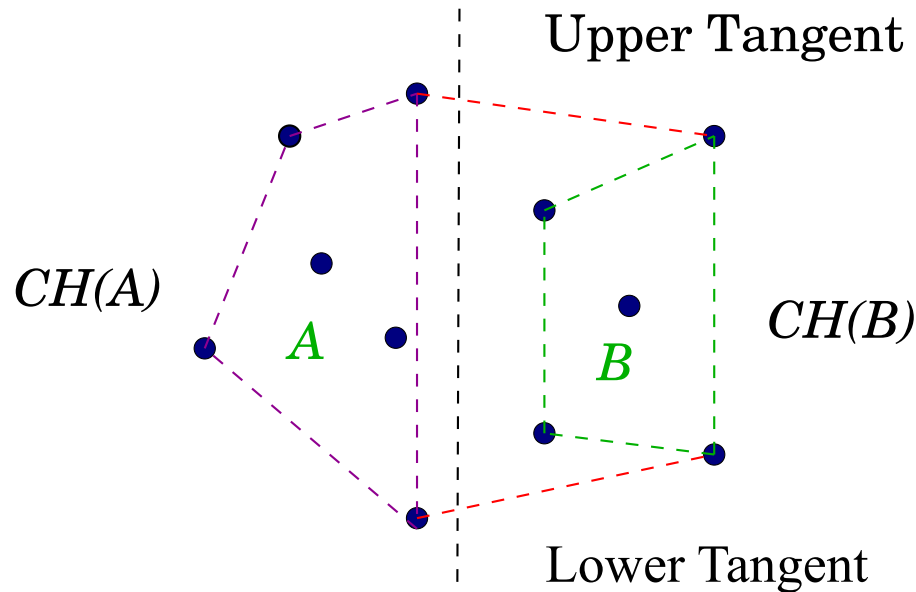


# Notes

# Convex Hull

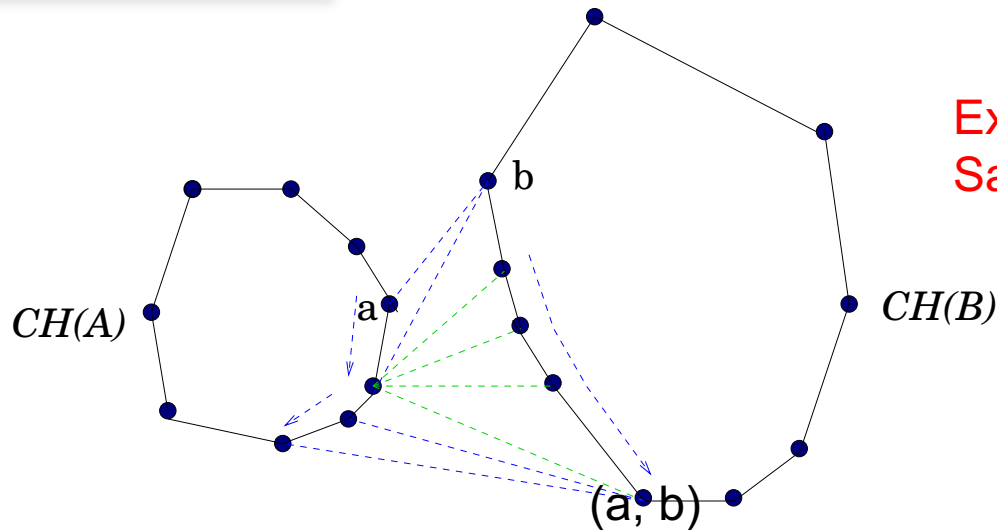
- Many applications in robotics, shape analysis, line fitting etc.
- Example: if the convex hulls of two objects are disjoint then the objects do not intersect.
- Given a set of points  $S$ , compute the convex hull  $CH(S)$ , ordered set of vertices.

# Divide and Conquer



- Sort points in  $S$  by  $x$ -coordinates.
- Divide points into equal halves  $A$  and  $B$ .
- Recursively compute  $CH(A)$  and  $CH(B)$ .
- Merge  $CH(A)$  and  $CH(B)$  to obtain  $CH(S)$ .

# Tangent Finding for Merging



Example for lower tangent  
Same idea for upper tangent

- $a$  = rightmost point of  $CH(A)$ ,  $b$  = leftmost point of  $CH(B)$ .
- while  $(a, b)$  not lower tangent of  $CH(A)$  and  $CH(B)$  do
  - while  $(a, b)$  not lower tangent to  $CH(A)$ 
    - move  $a$  to next point on  $CH(A)$  clockwise
  - while  $(a, b)$  not lower tangent to  $CH(B)$ 
    - move  $b$  to next point on  $CH(B)$  counterclockwise
- Return  $(a, b)$

$O(N)$  time

# Analysis

- Initial sorting takes  $O(N \log N)$  time.
- Recurrence:  $T(N) = 2T(\frac{N}{2}) + O(N)$
- Solution:  $T(N) = O(N \log N)$