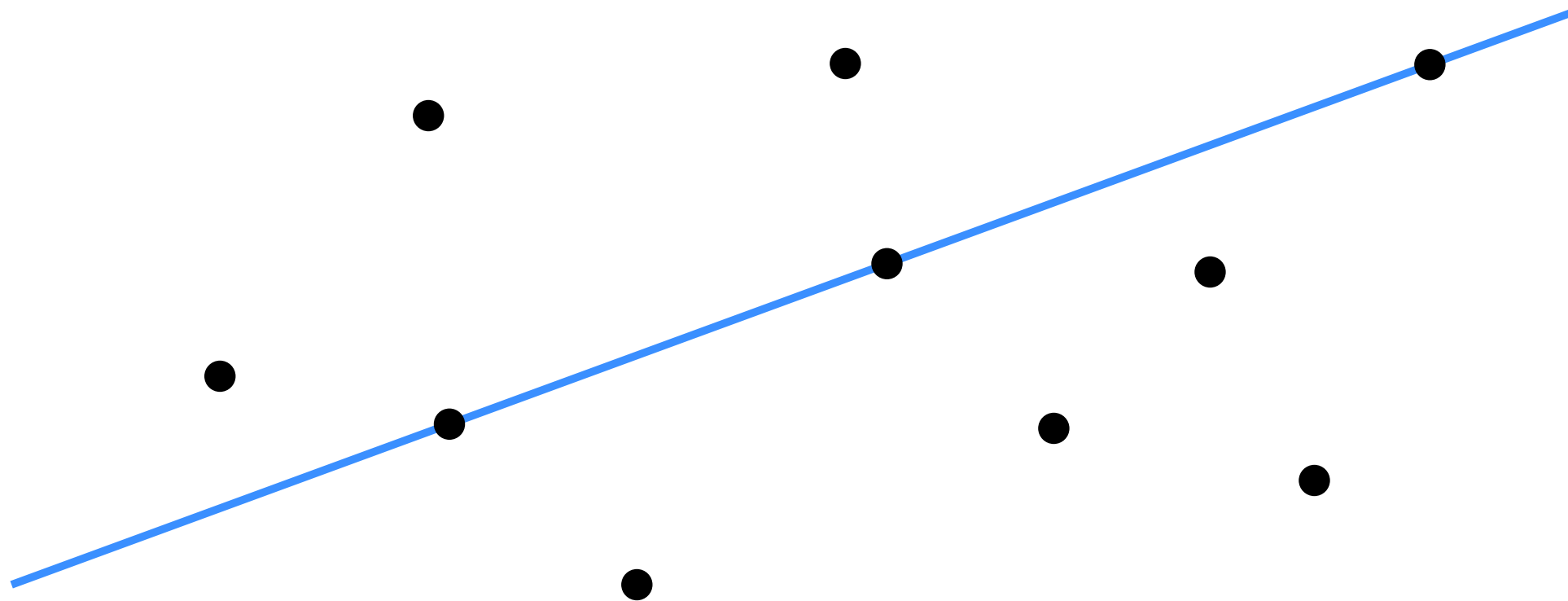


Arrangements and Duality

3 points on a line

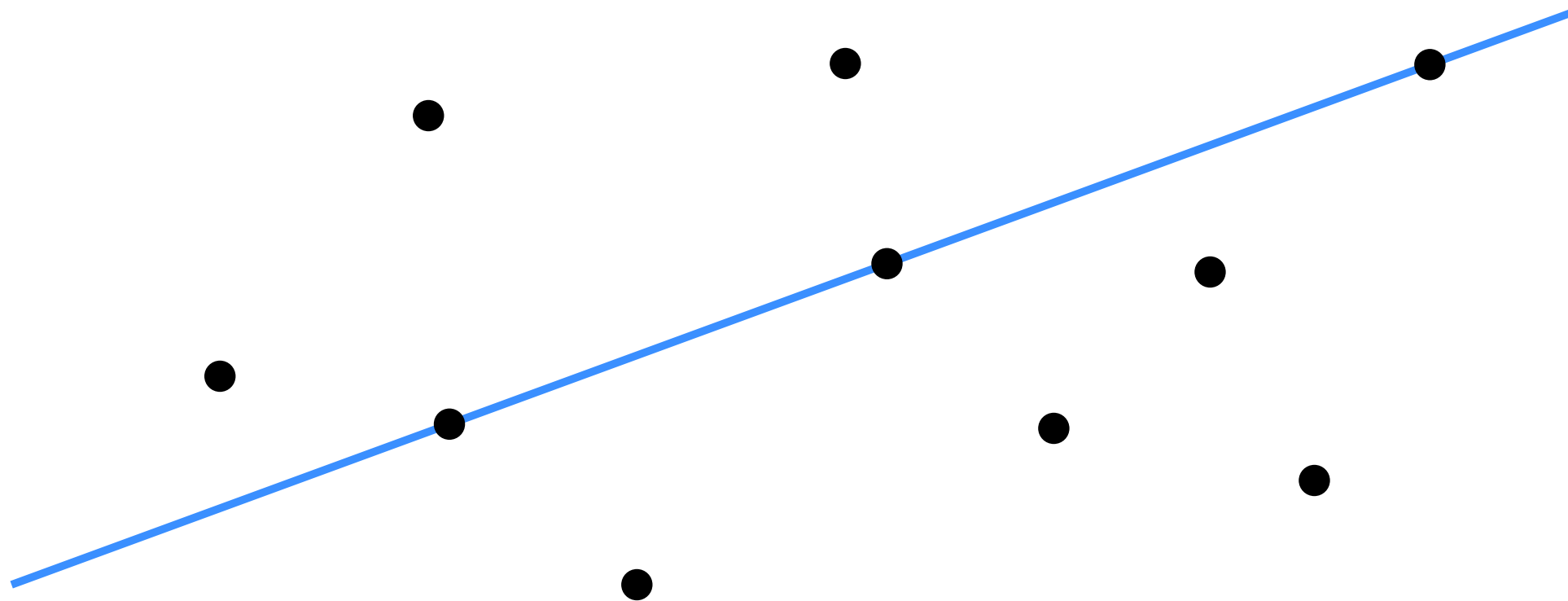
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3 points on a line

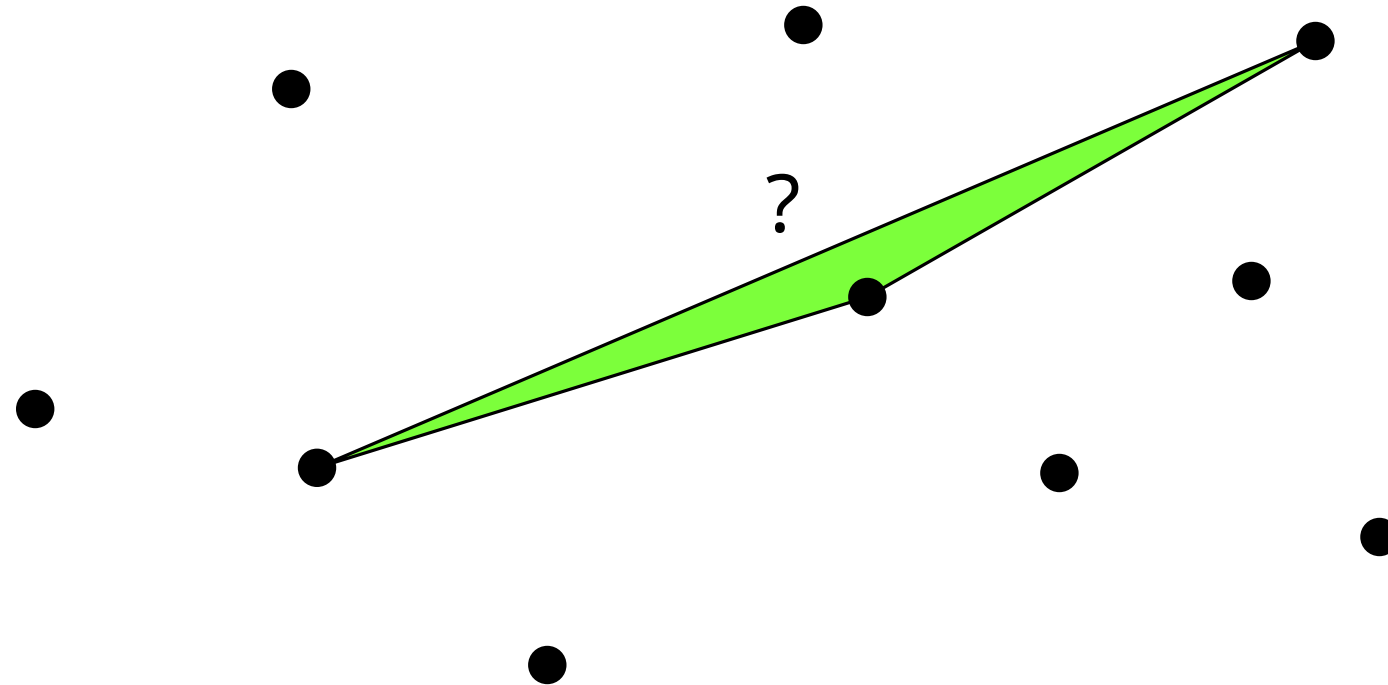
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naive $O(n^3)$



Min-area triangle

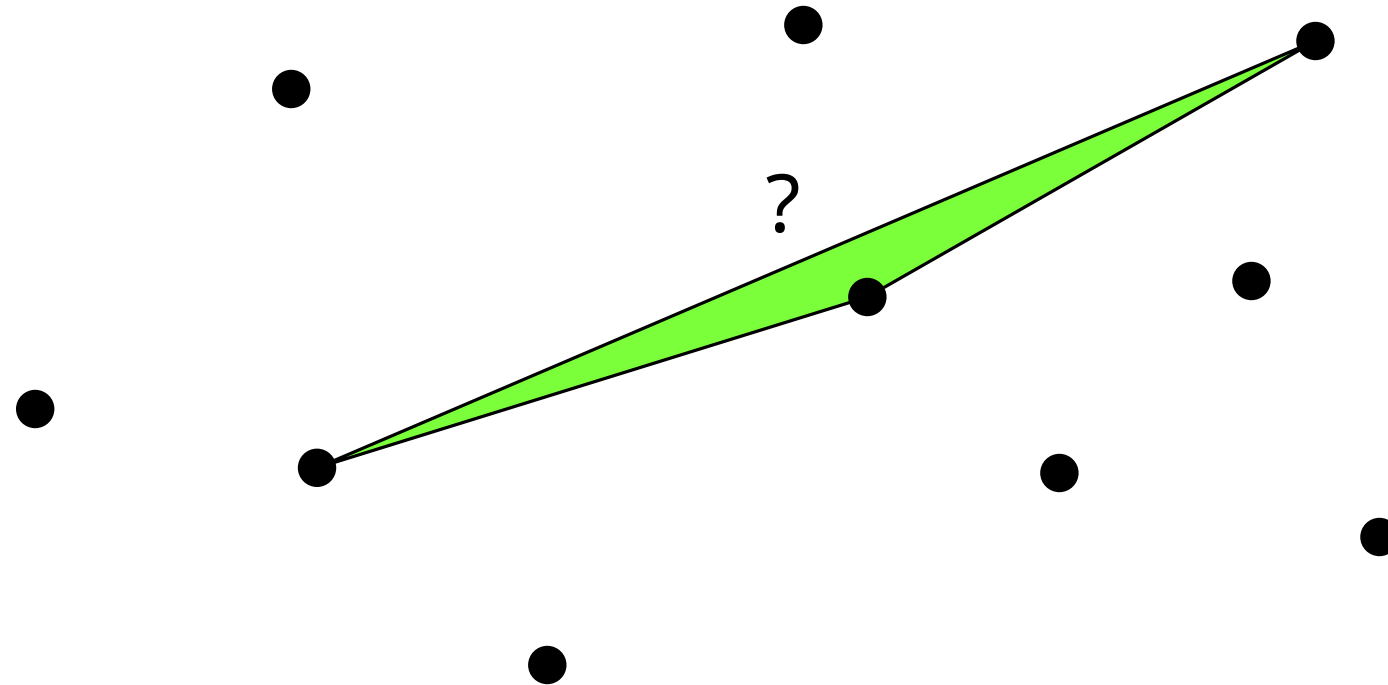
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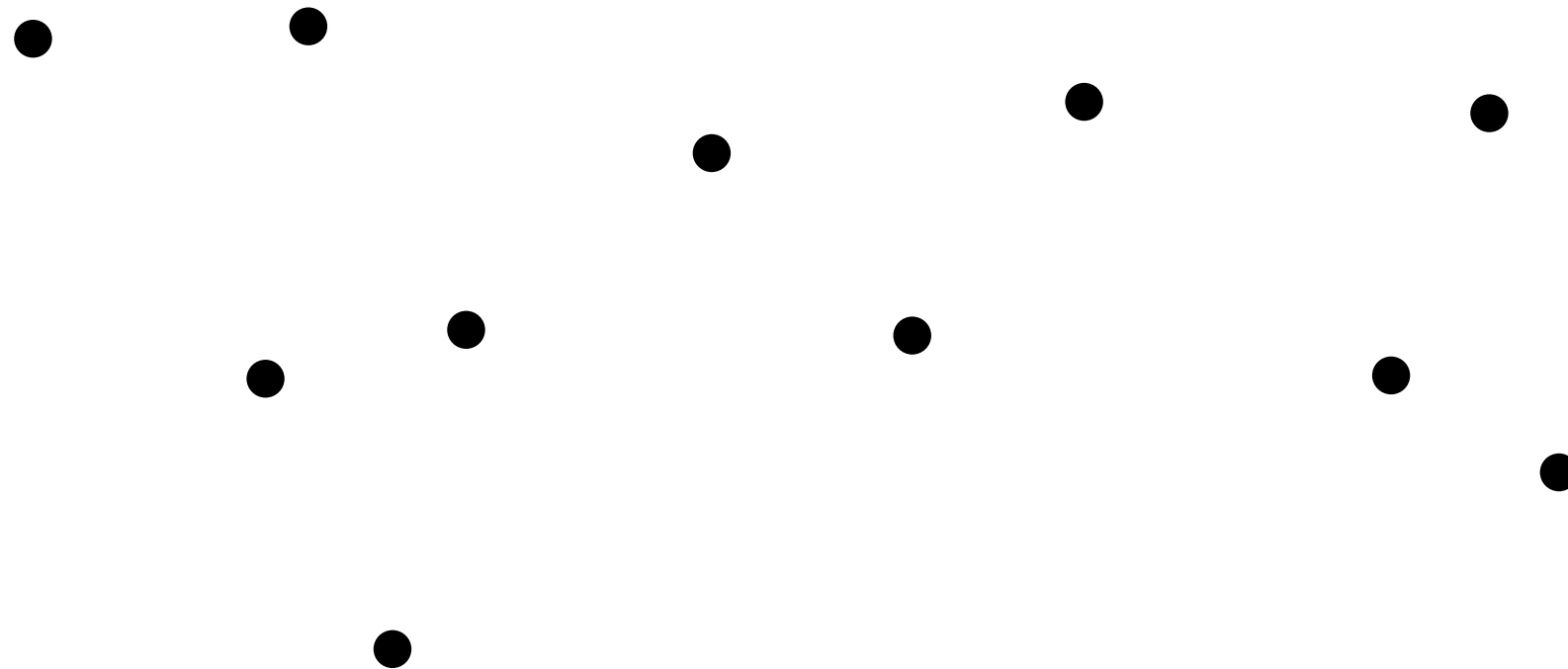
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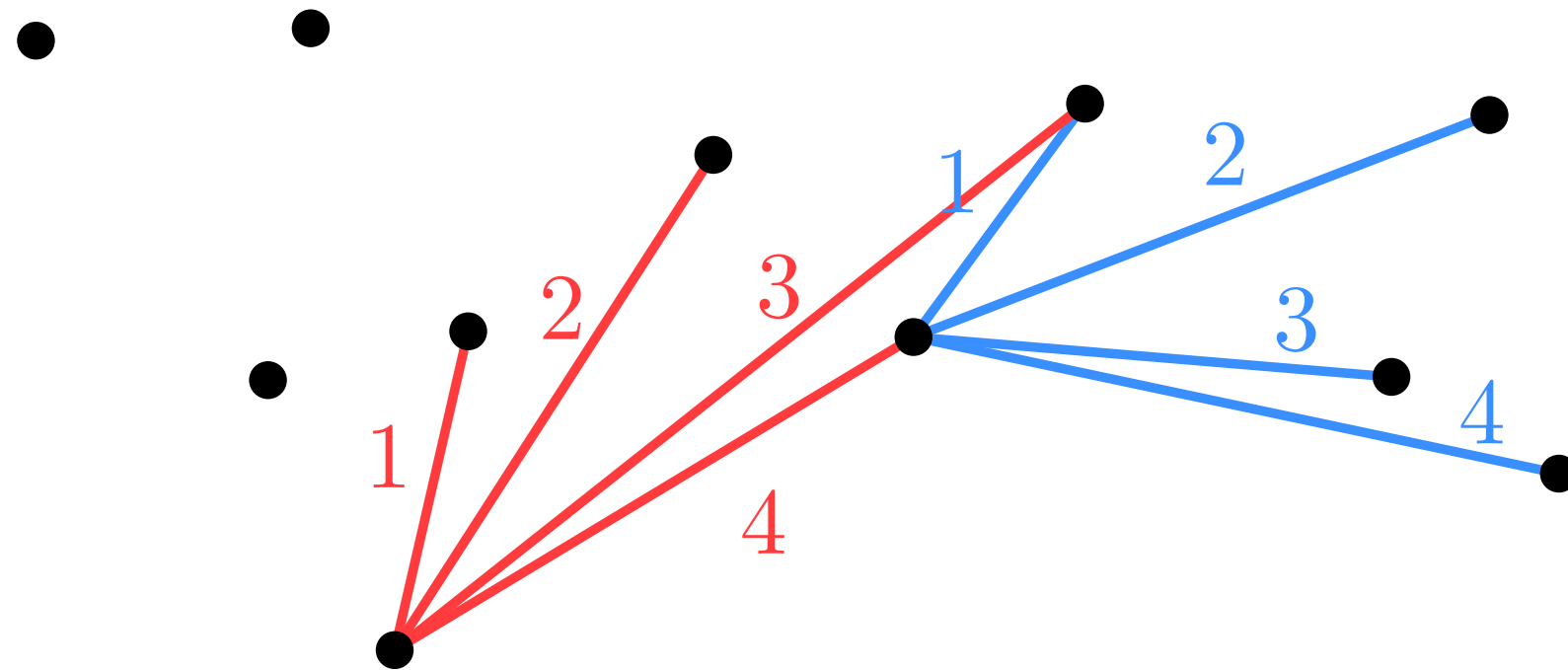
Angular sequences

Problem: Given a set P of n points in \mathbb{R}^2 , compute for every p the angular order of all $p' \in P \setminus \{p\}$ around it.



Angular sequences

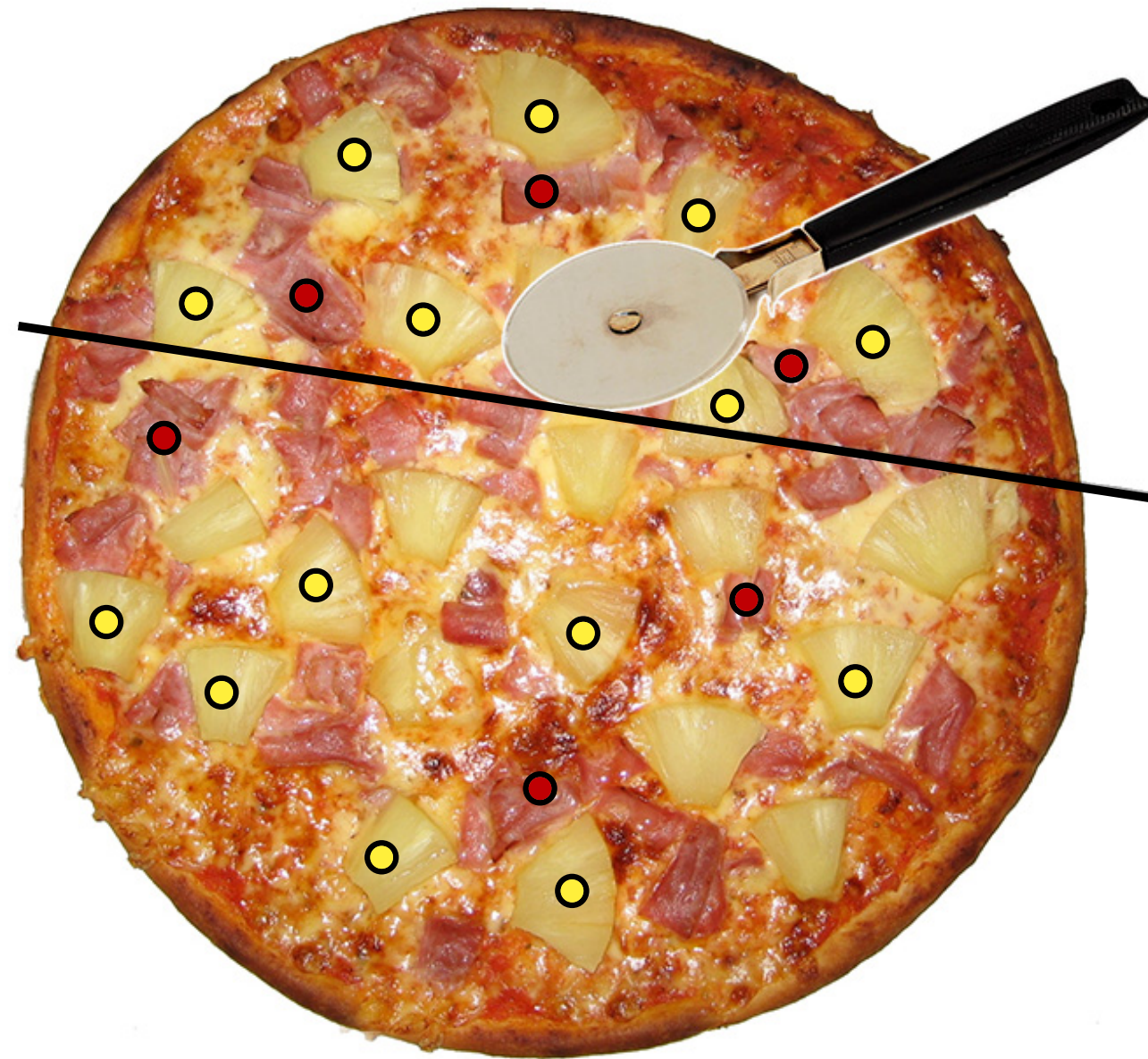
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naive $O(n^2 \log n)$

Ham-sandwich cut

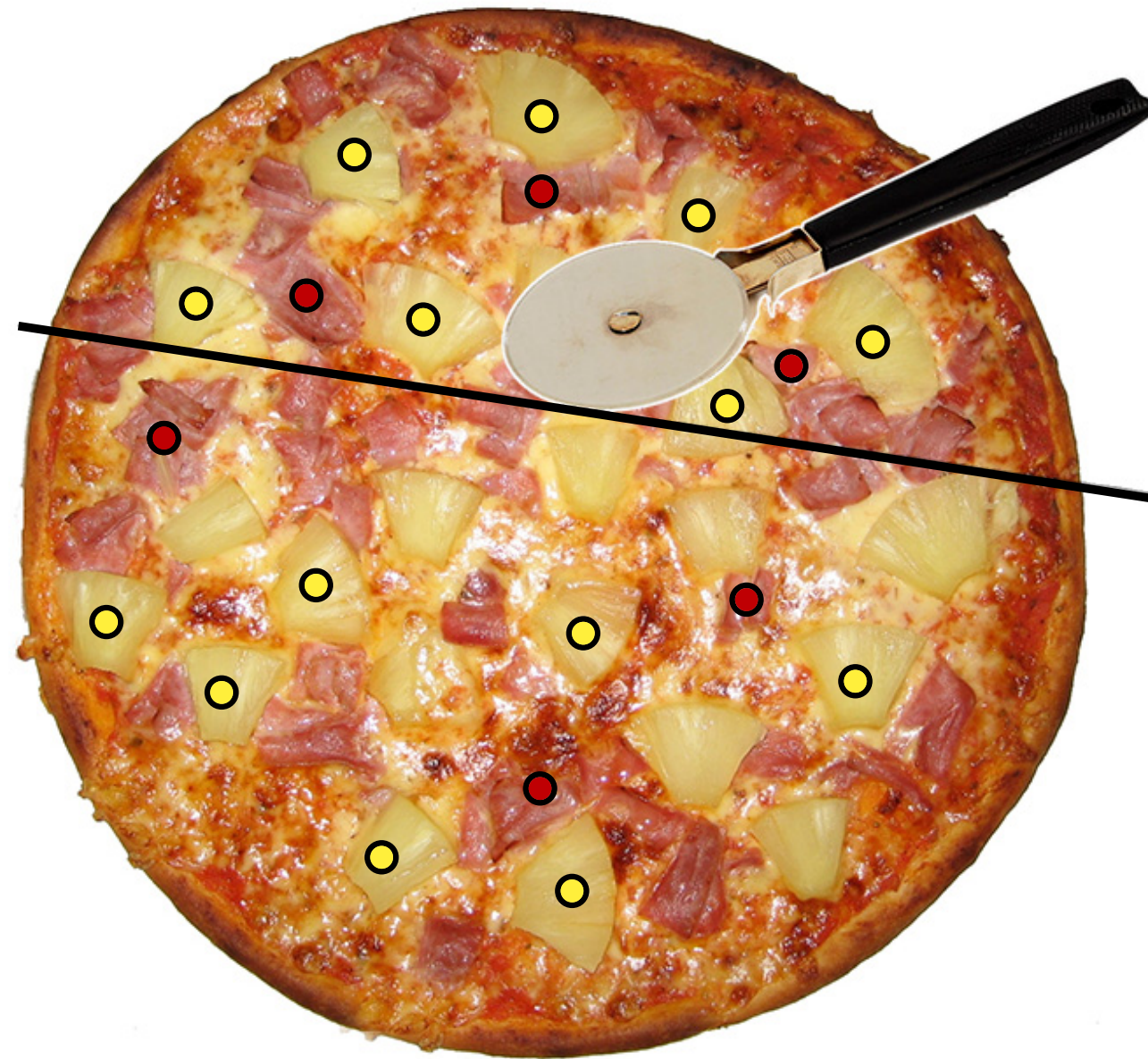
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Ham-sandwich cut

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naive $O(n^3)$



Example problems

3 points on a line: Given a set P of n points in \mathbb{R}^2 , determine whether there are three points on a line.

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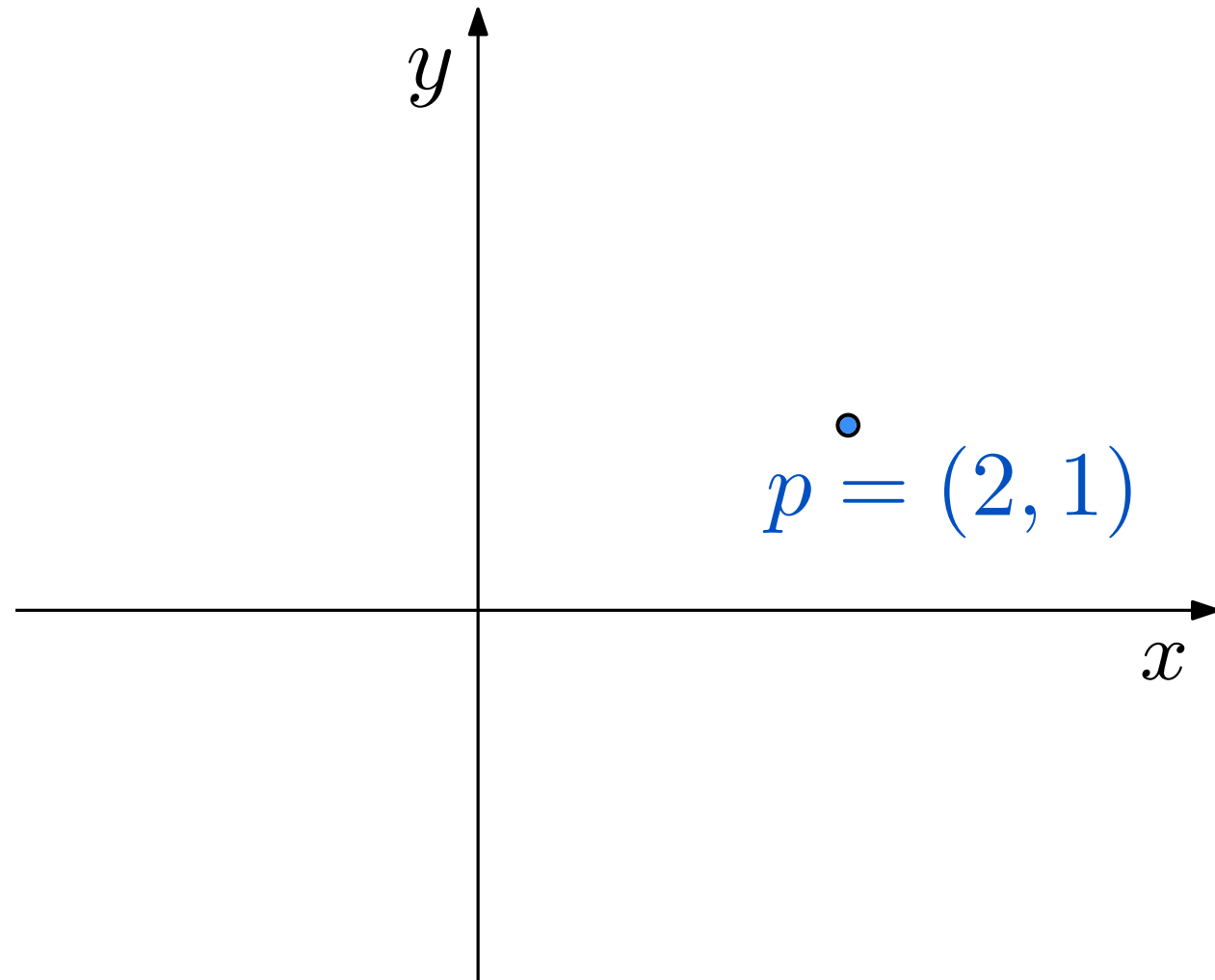
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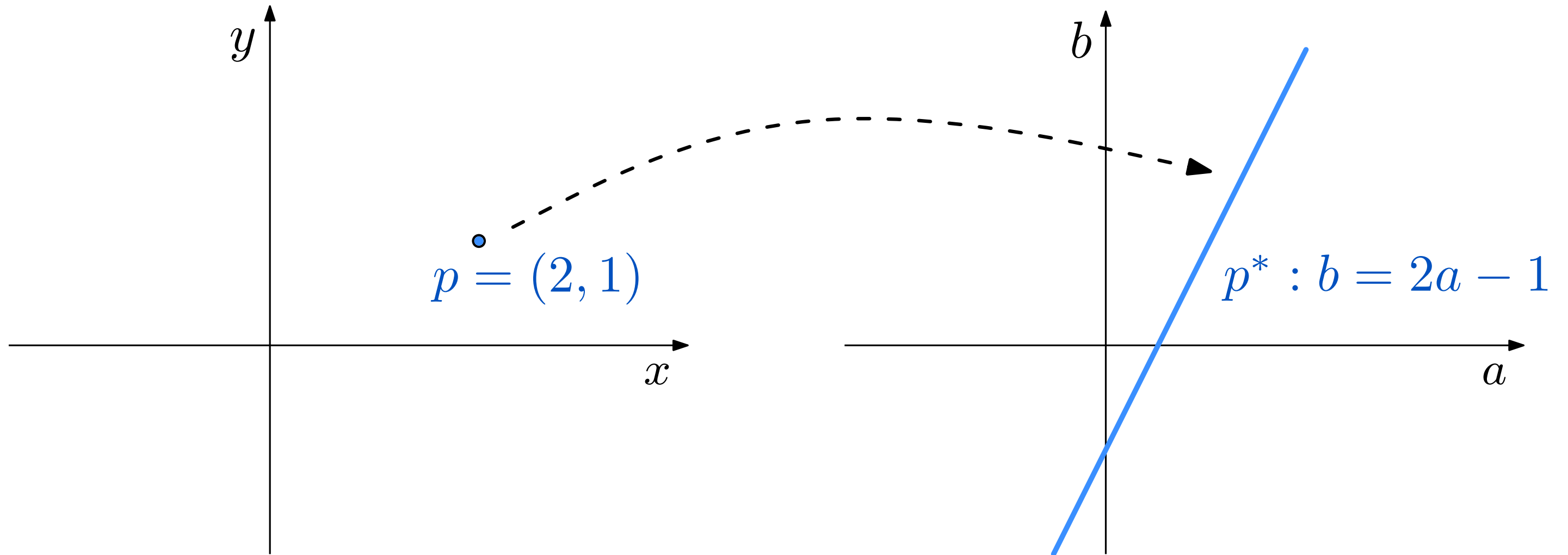
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faster algorithms using
duality and arrangements

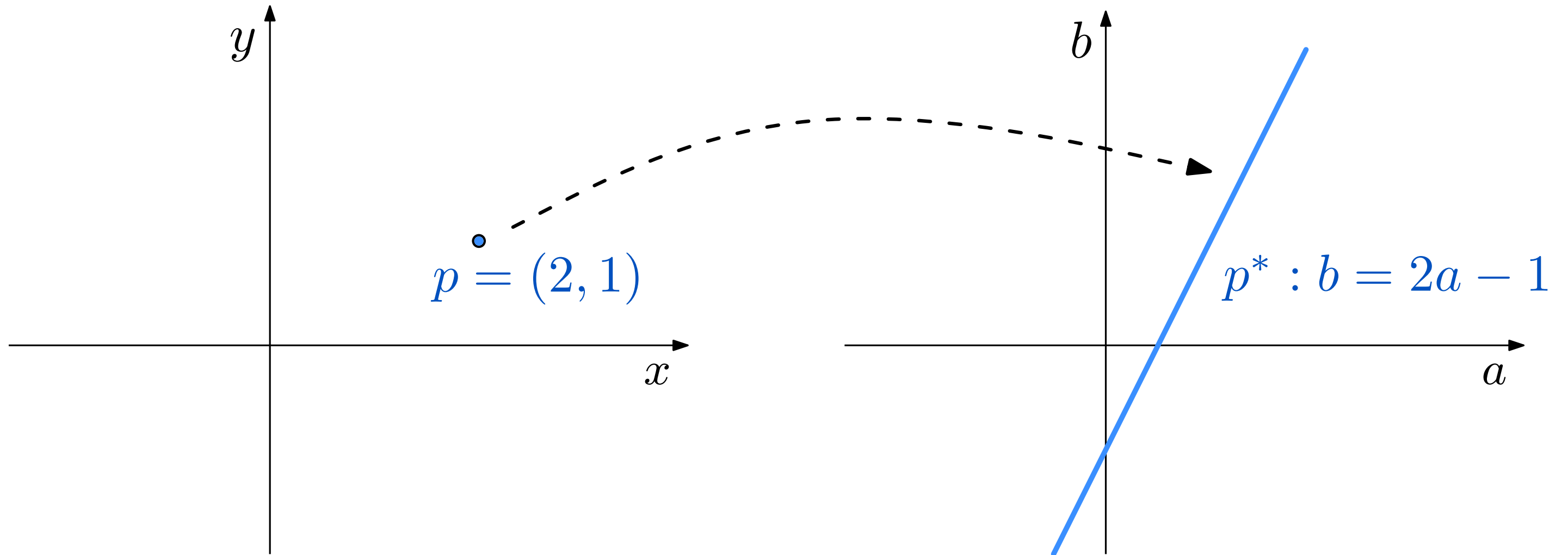
Duality between points and lines



Duality between points and lines

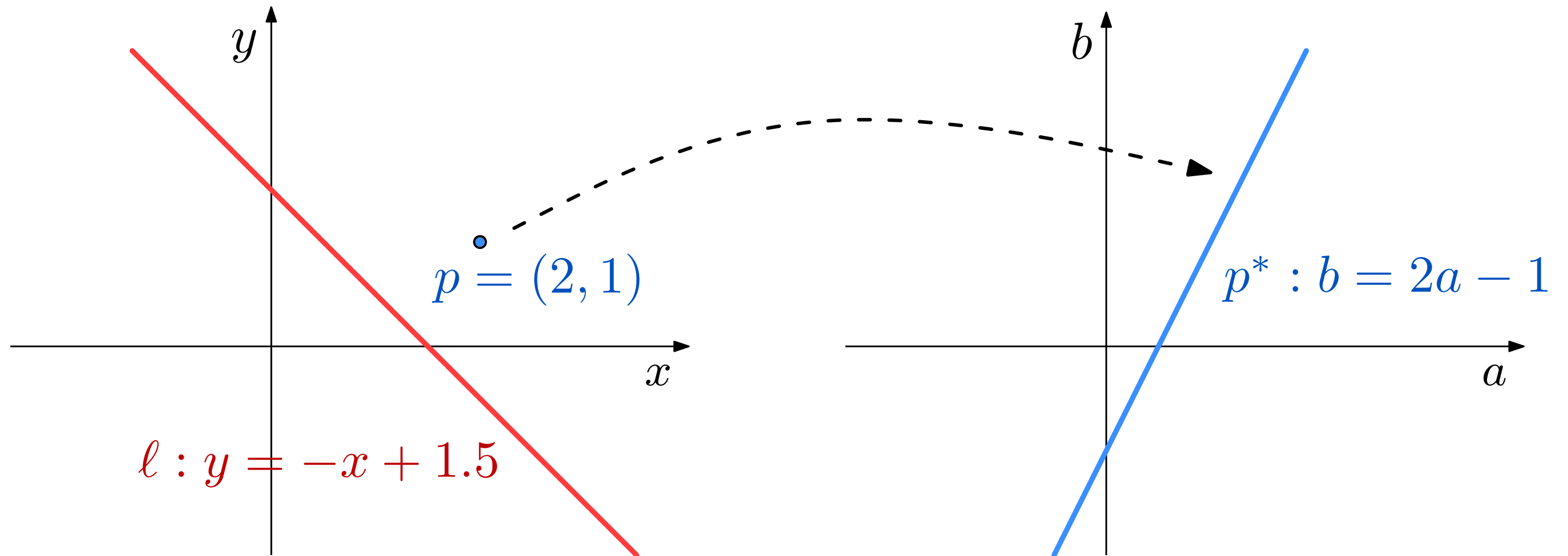


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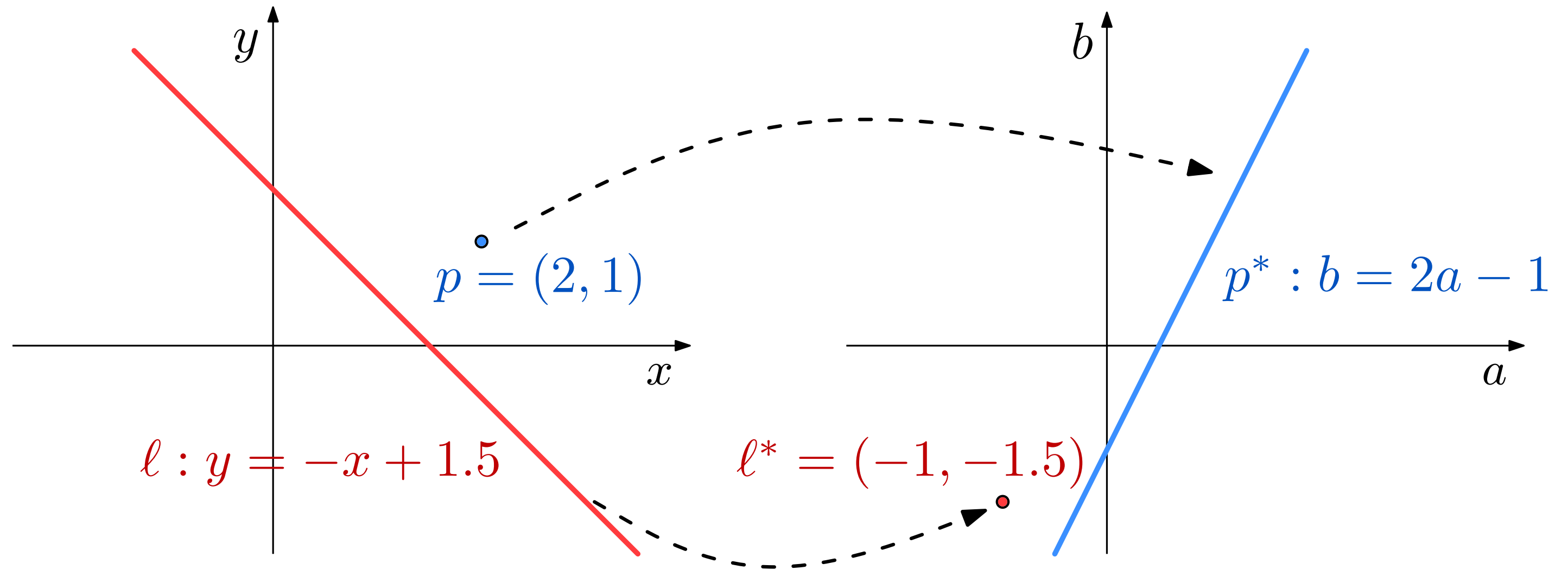
$$p = (p_x, p_y) \mapsto p^* : y = p_x x - p_y$$

Duality between points and lines



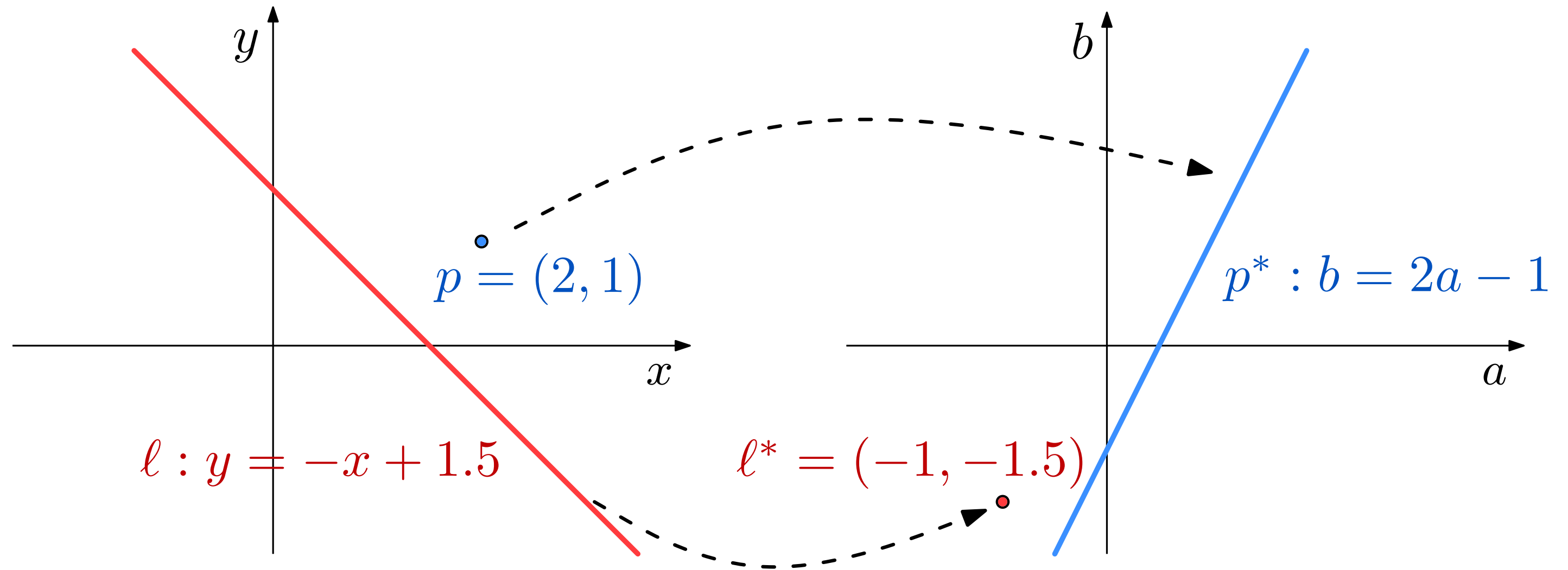
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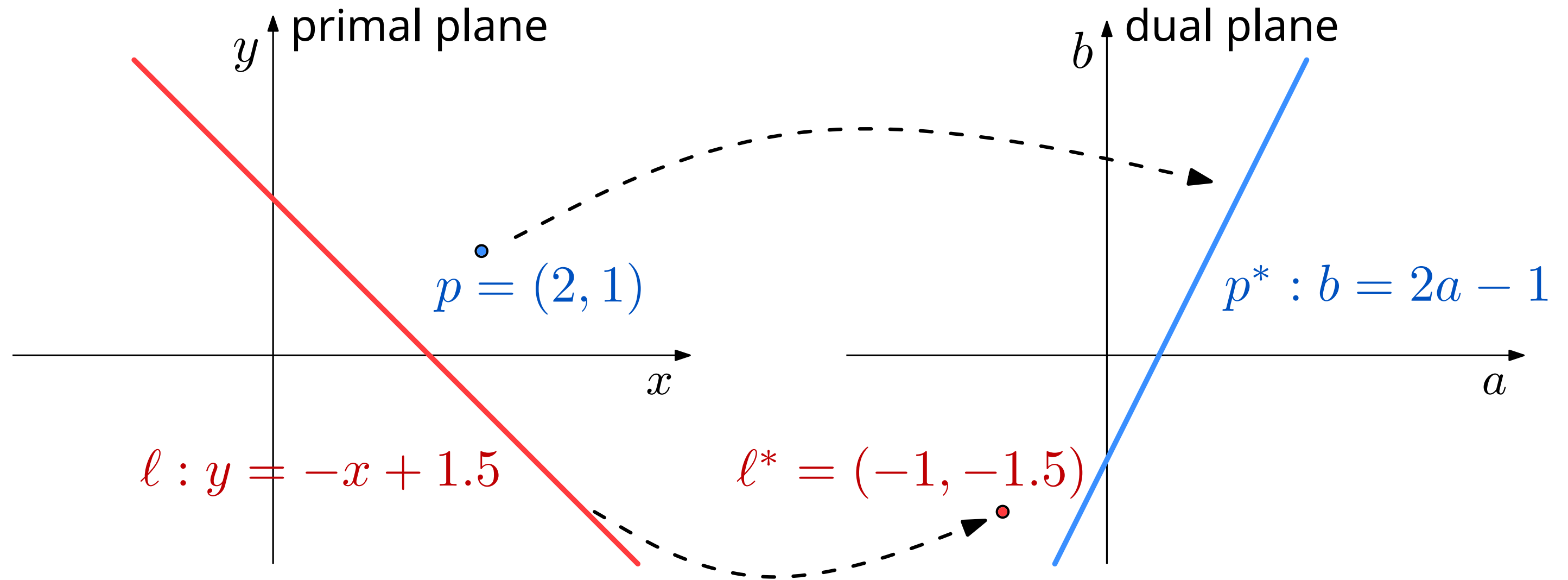
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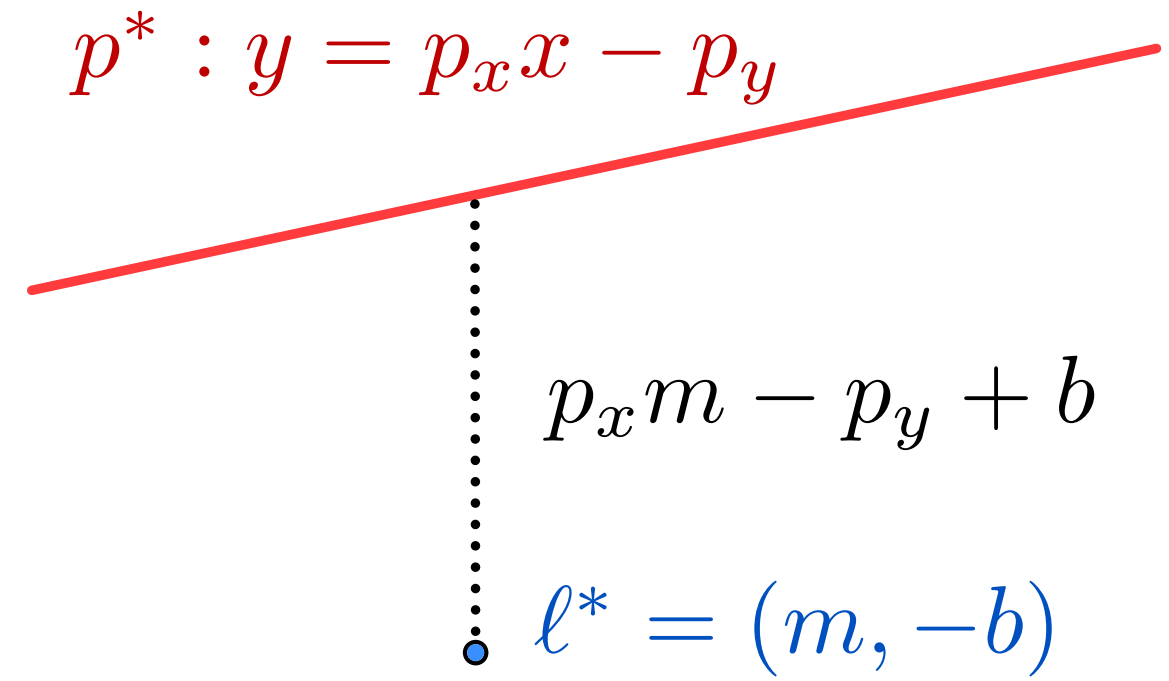
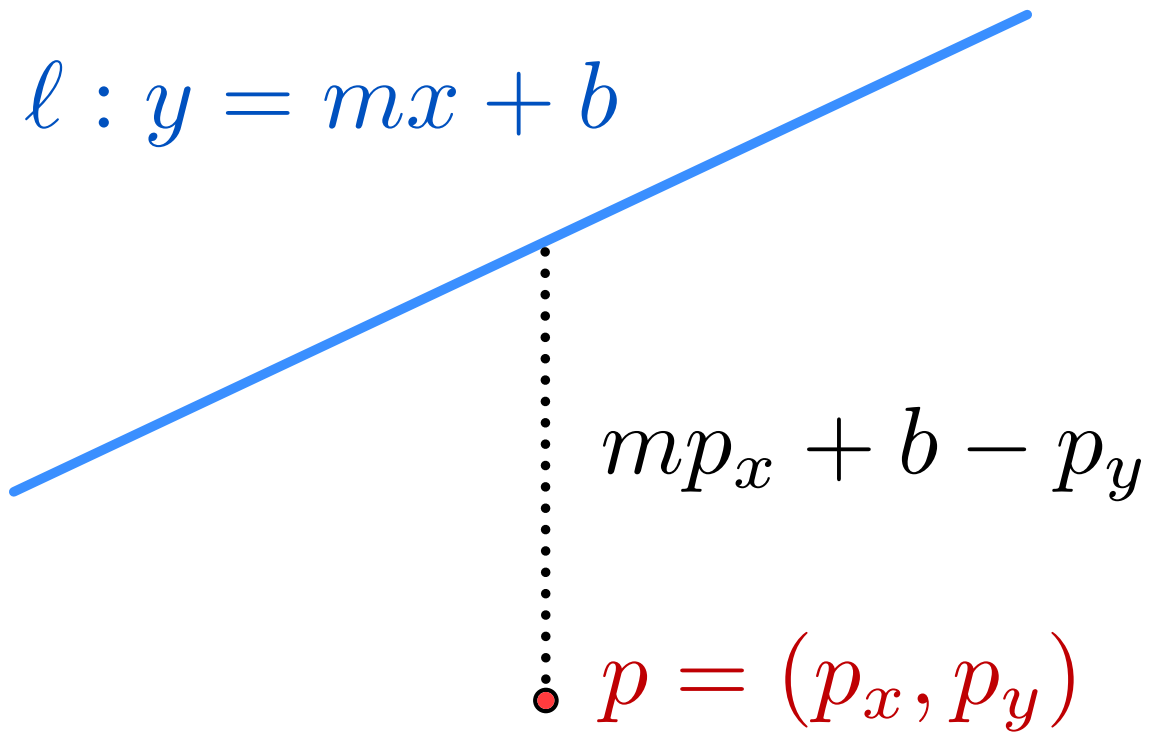
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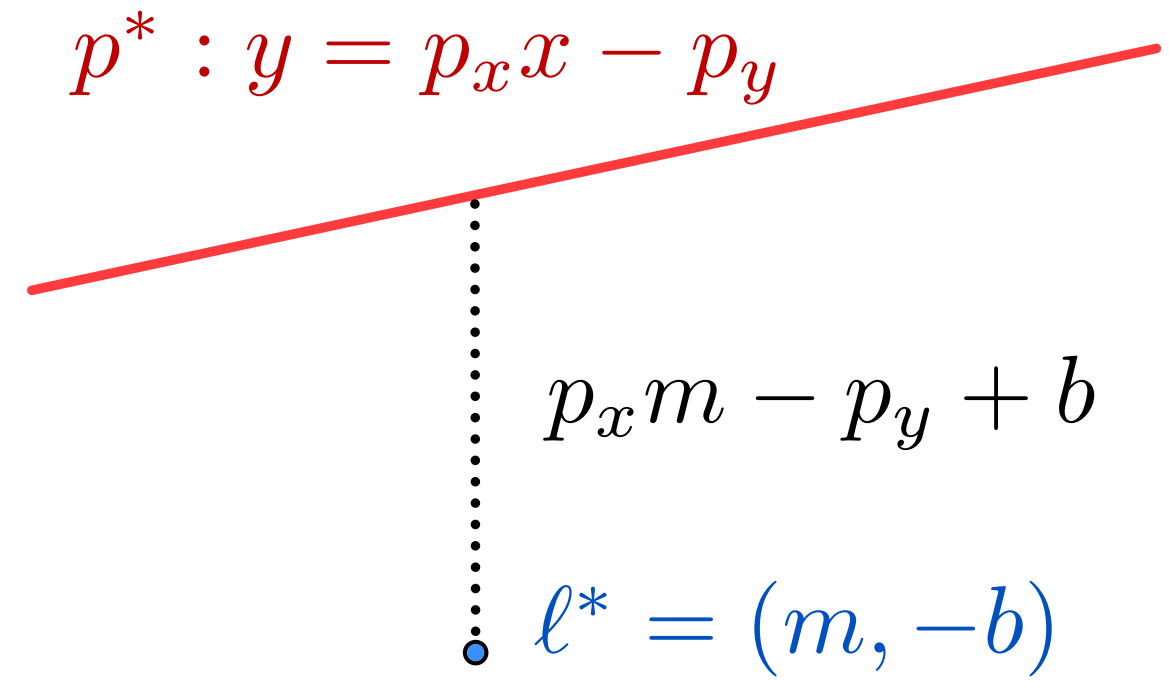
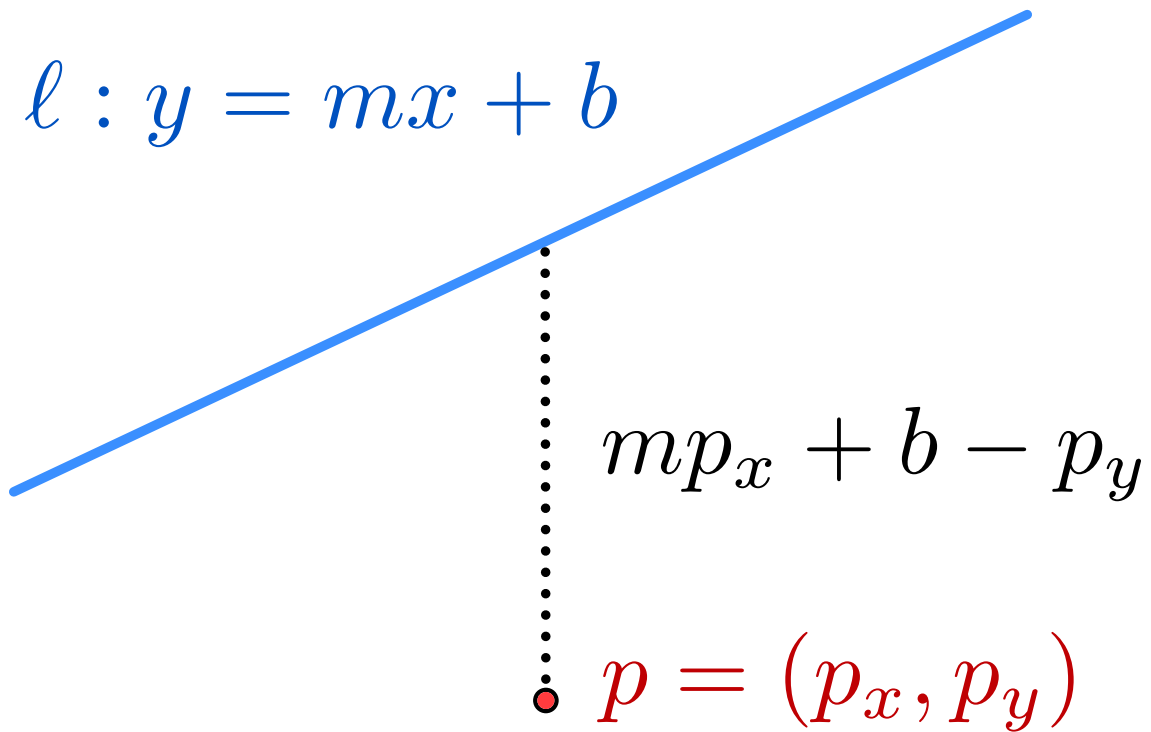
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Lemma 1: The duality transform has the following properties:

- self-inverse: $(p^*)^* = p$ and $(\ell^*)^* = \ell$
- vertical distances are preserved

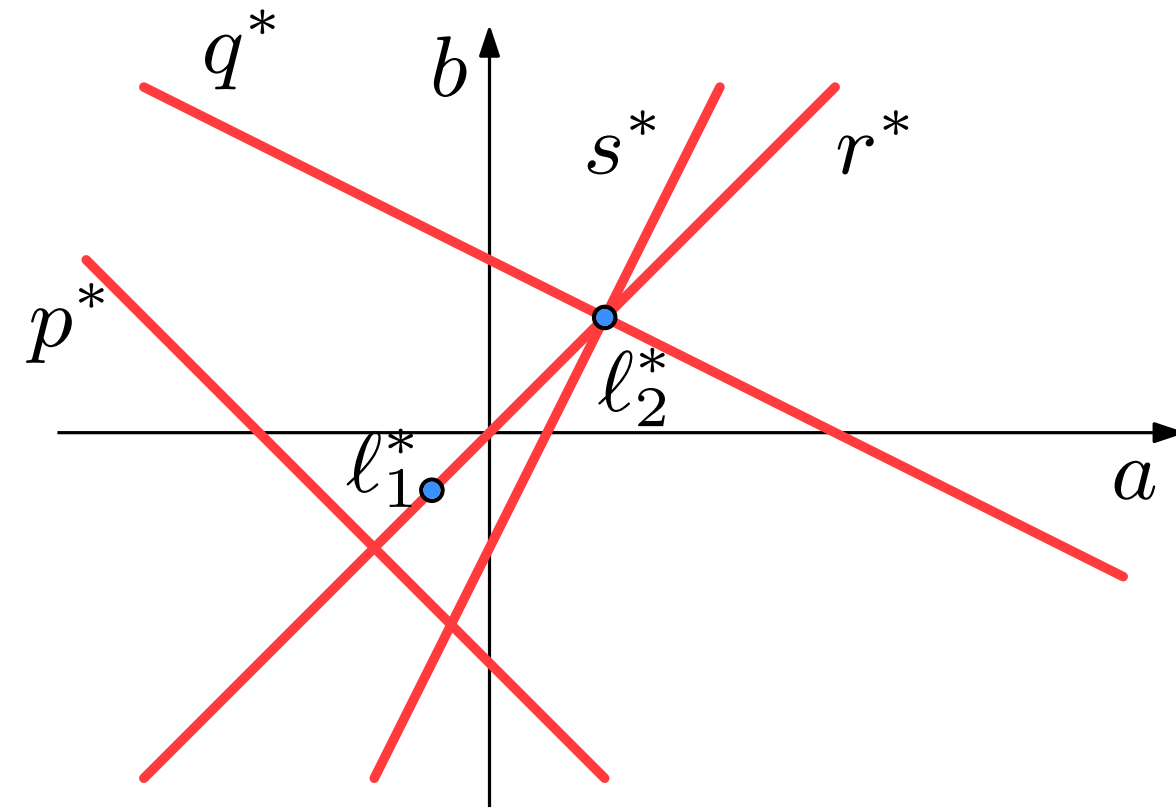
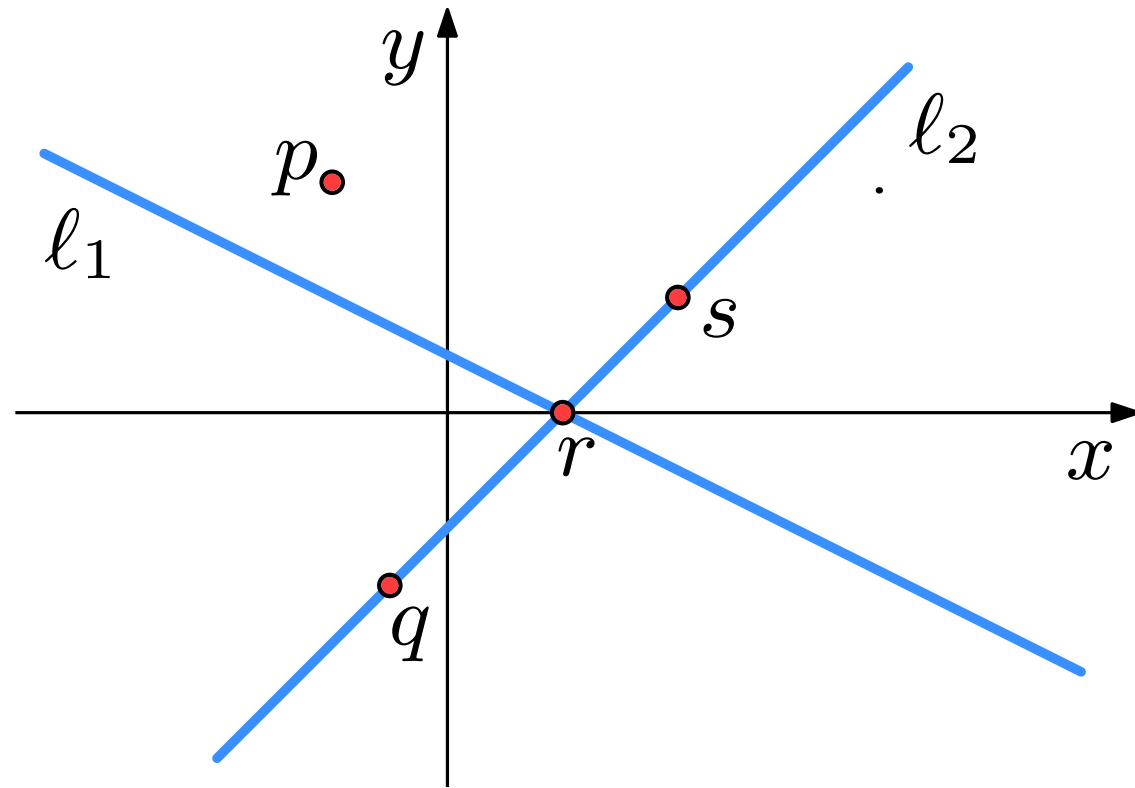
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- ℓ_1 and ℓ_2 intersect in $r \Leftrightarrow r^*$ goes through ℓ_1^* and ℓ_2^*
- q, r, s collinear $\Leftrightarrow q^*, r^*, s^*$ intersect in a point

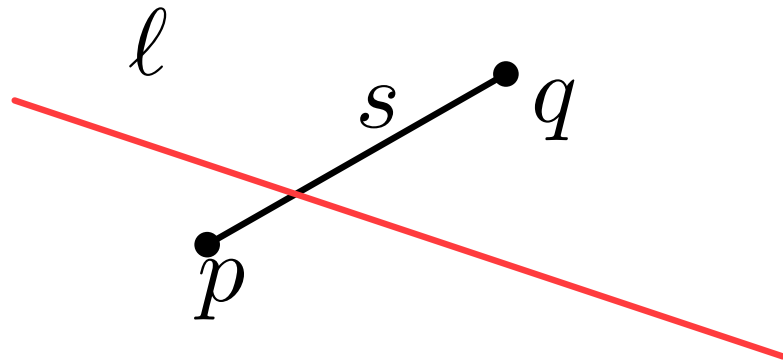
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What is the dual of a line segment $s = \overline{pq}$?

What do the lines dual to points on s have in common?

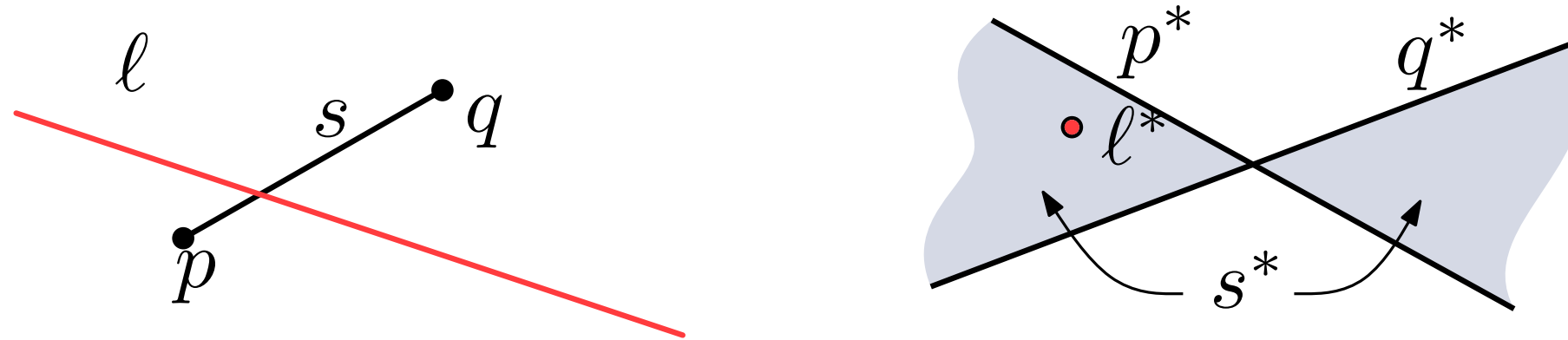
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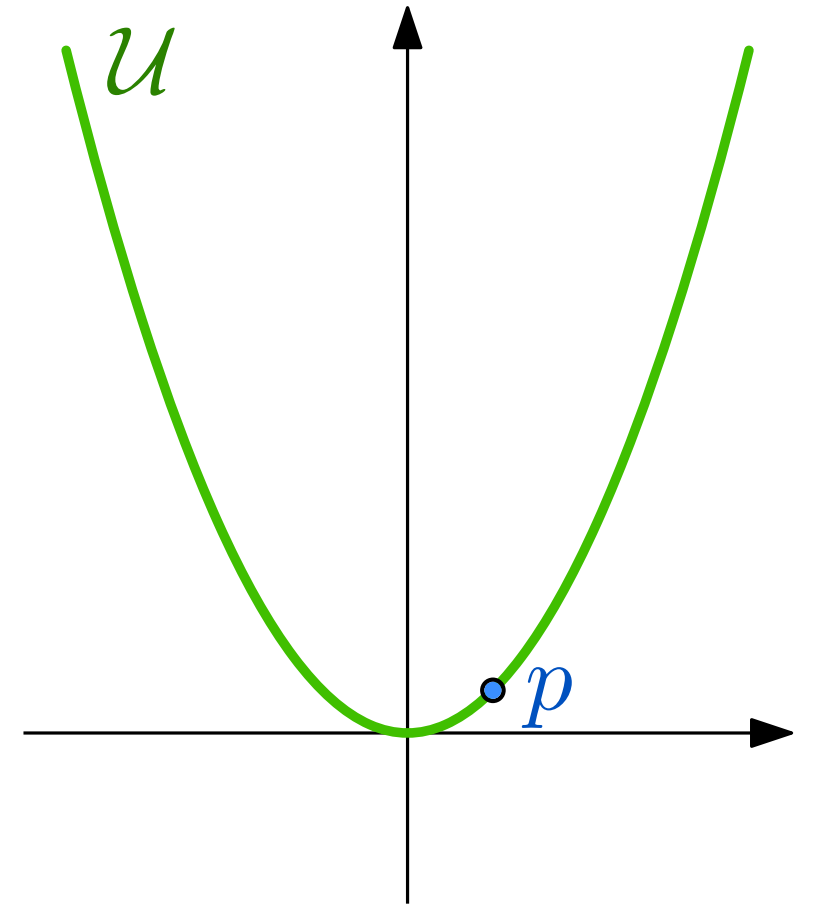
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Geometric interpretation

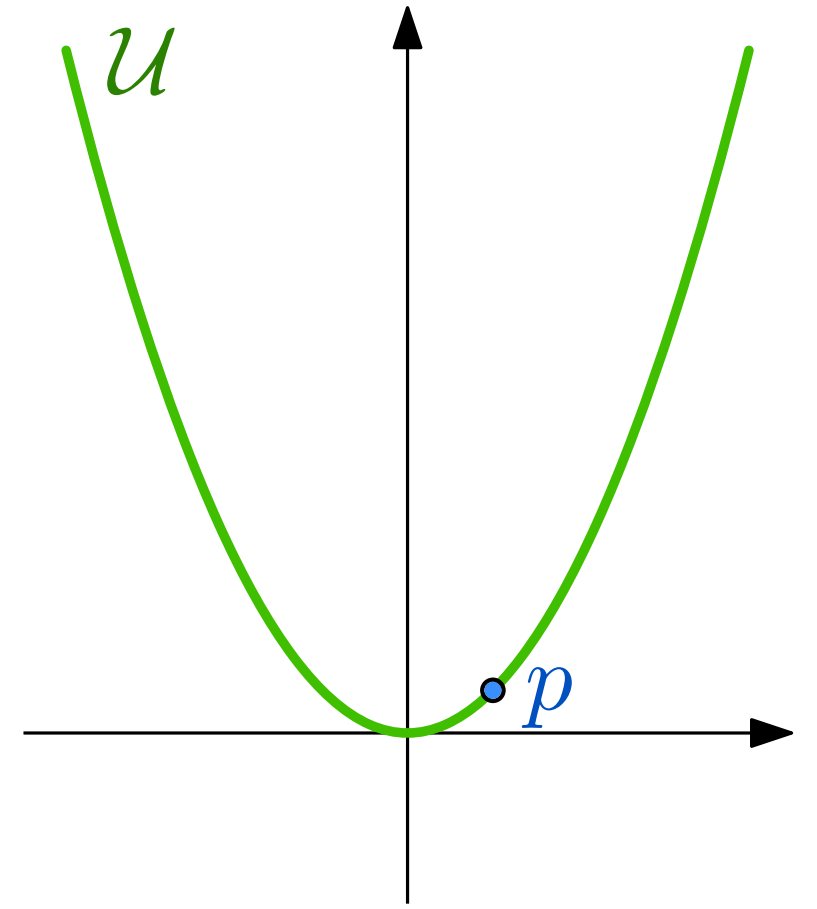
Given parabola $\mathcal{U}: y = x^2/2$ and $p = (p_x, p_y)$ point on \mathcal{U}



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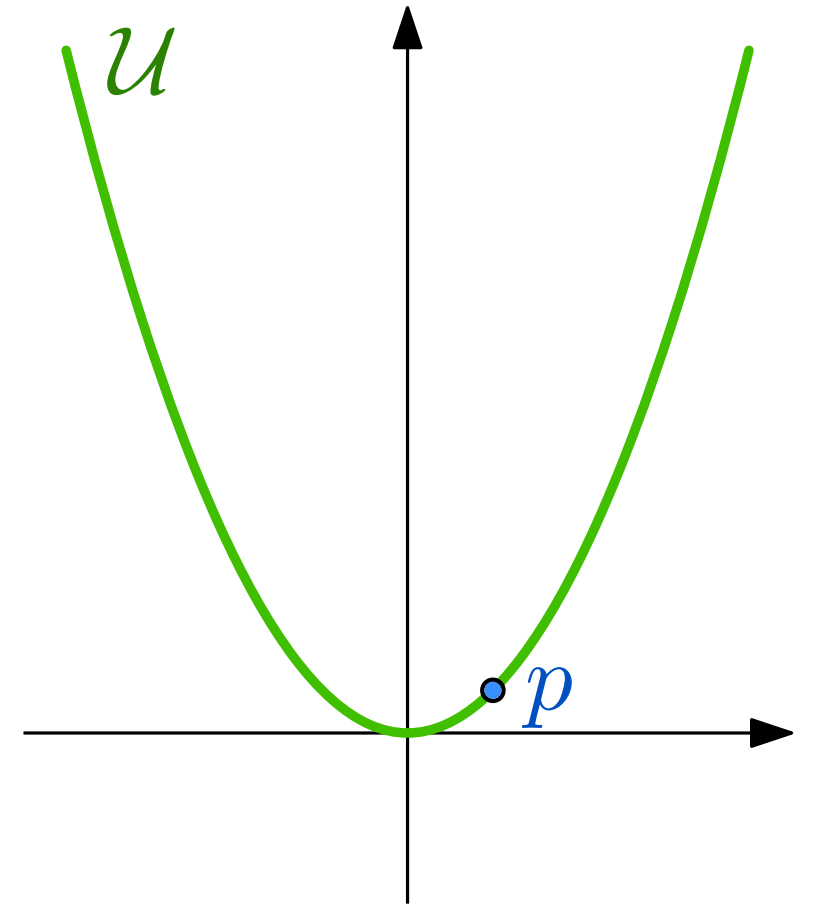


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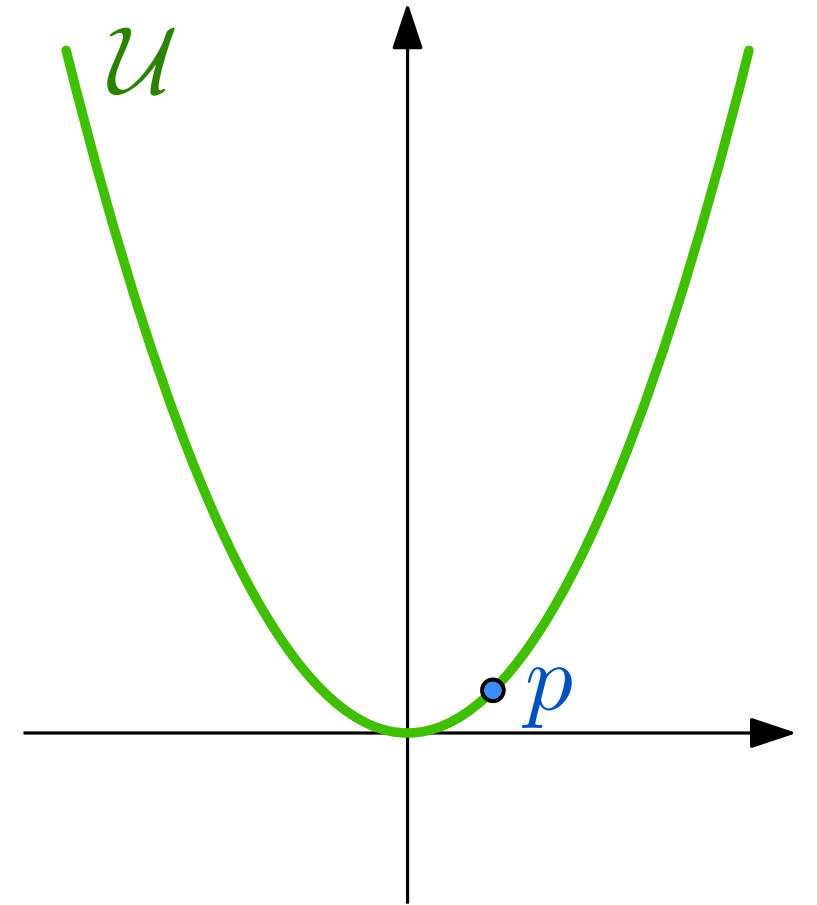


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- intercept is $-p_x^2/2$



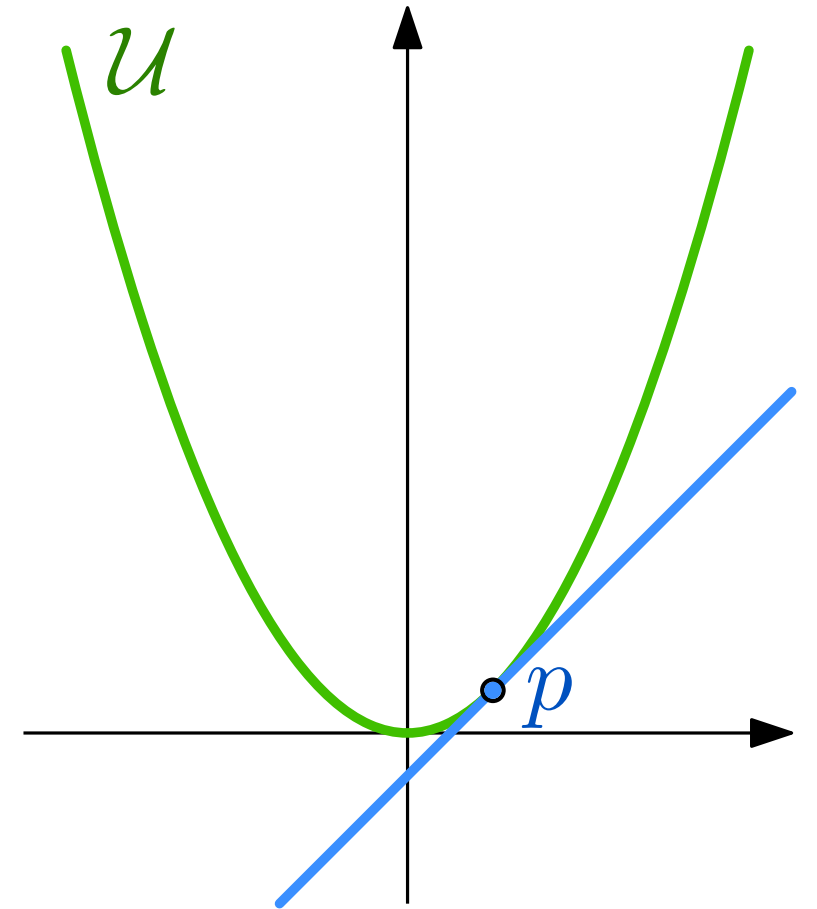
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Tangent: $y = p_x x - p_x^2/2$



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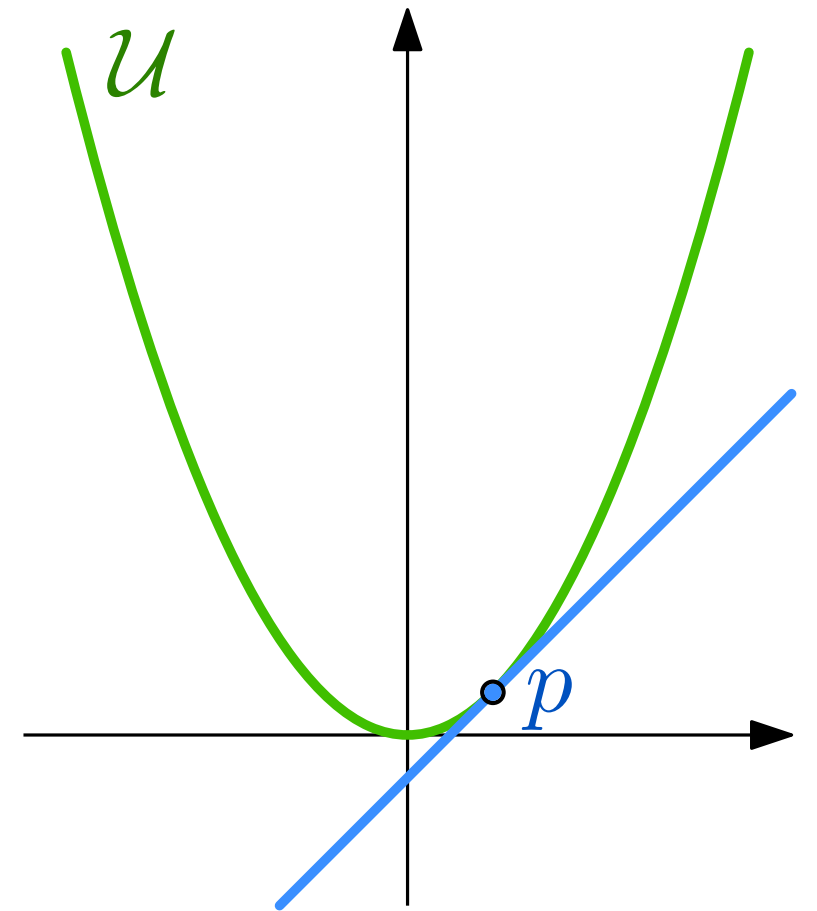
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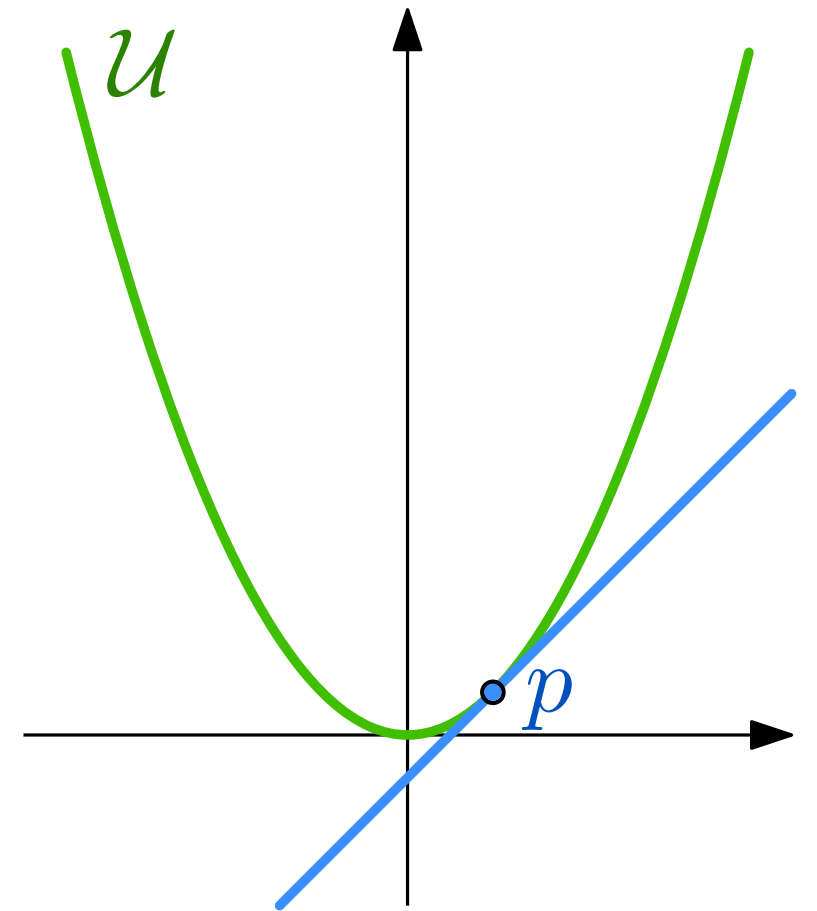
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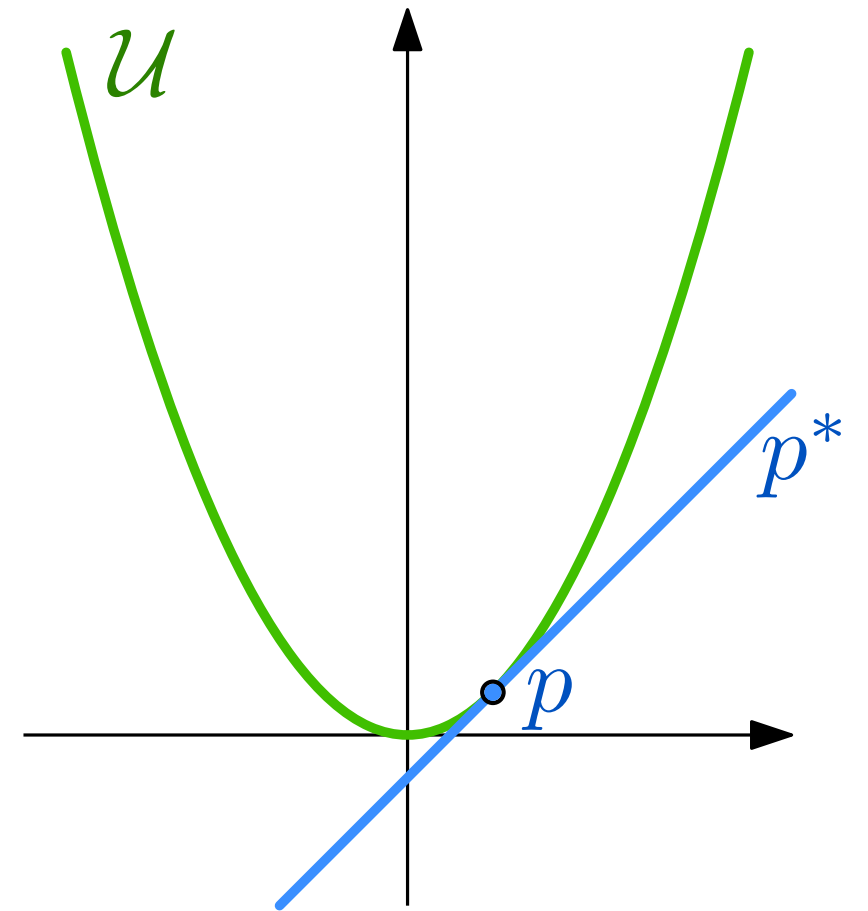
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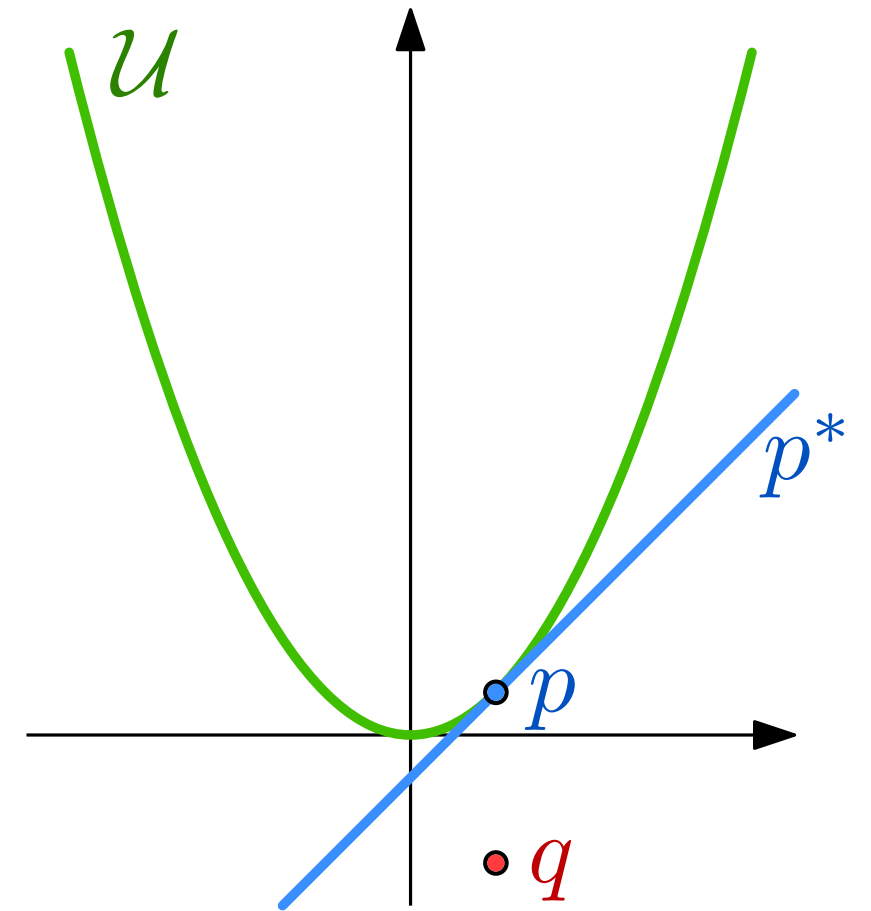
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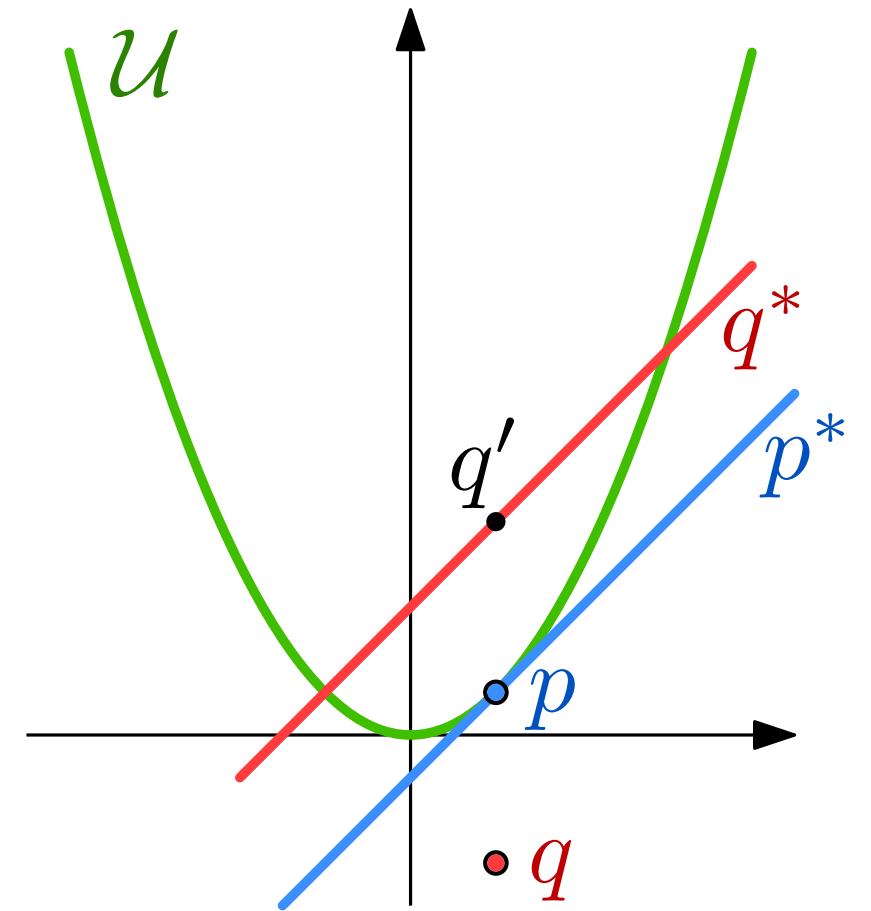


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Question: What is q^* ?

- q^* has same slope as p^*
- vertical distances are preserved
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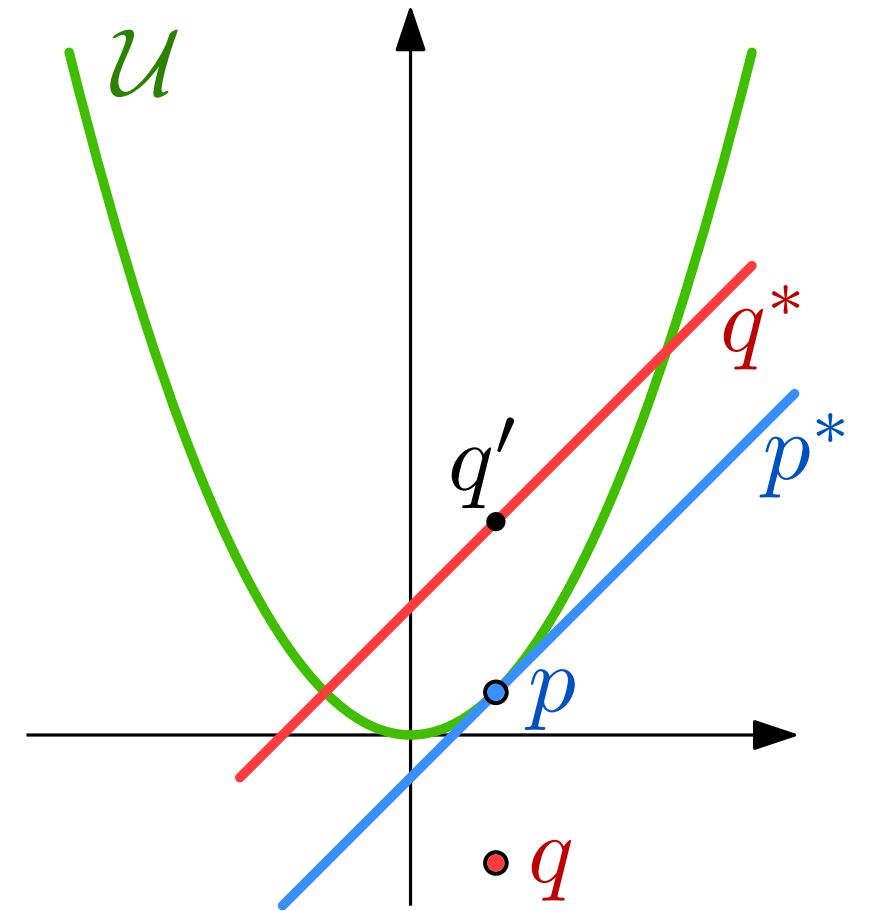
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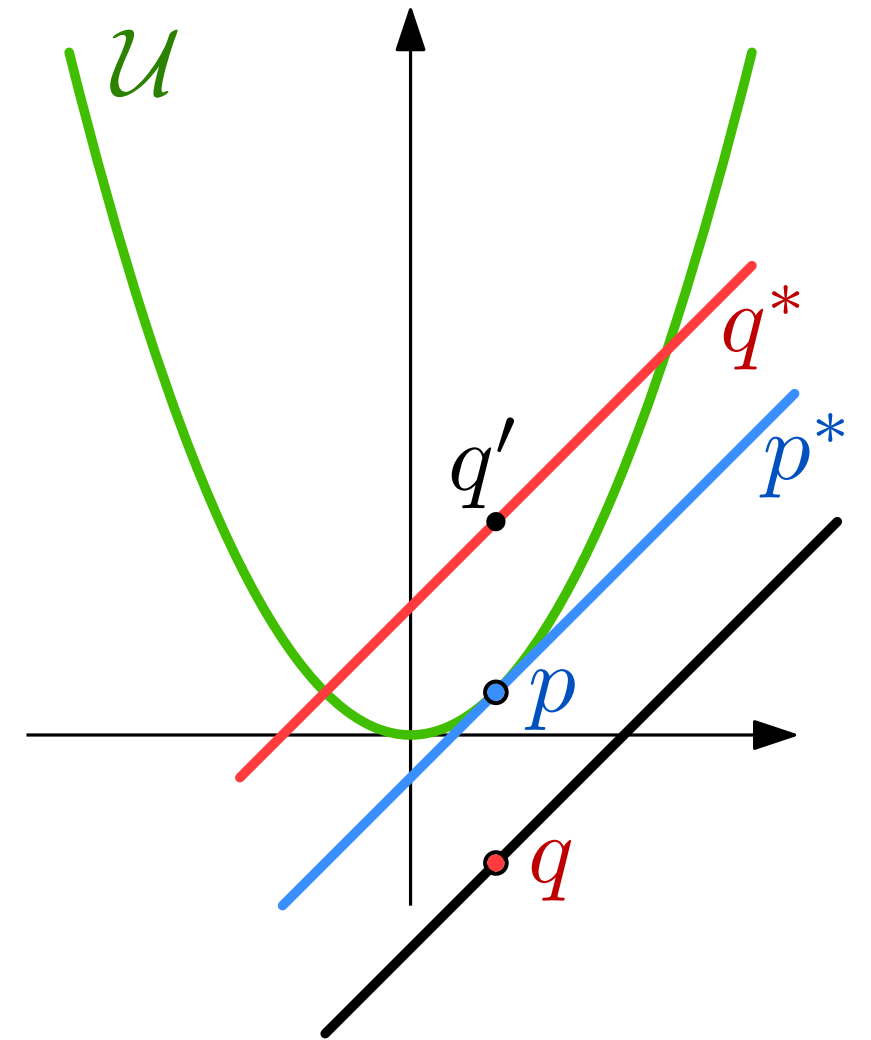
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Why duality?

Duality provides new perspective!

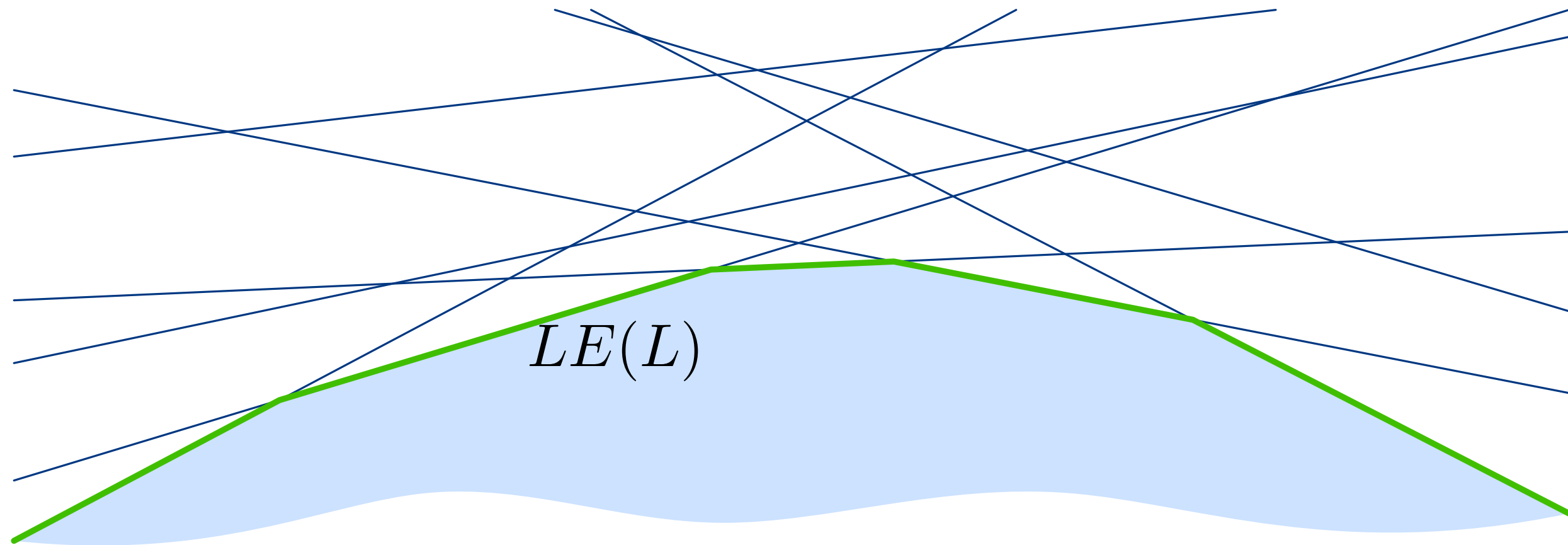
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Examples:

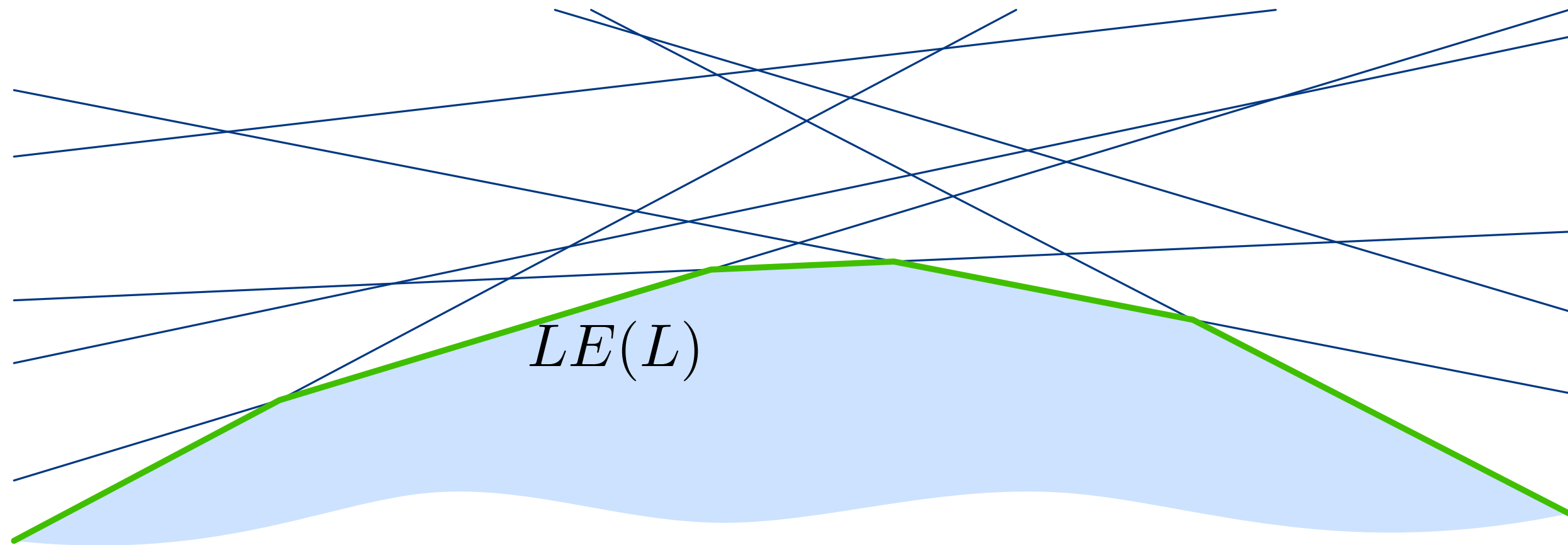
- three points on a line
- smallest-area triangle in a set of points
- angular order
- upper/lower envelope of a set of lines

Lower envelope



Definition: The lower envelope $LE(L)$ of a set L of lines is the set of points from $\bigcup_{\ell \in L} \ell$ that do not have lines of L below them.

Lower envelope



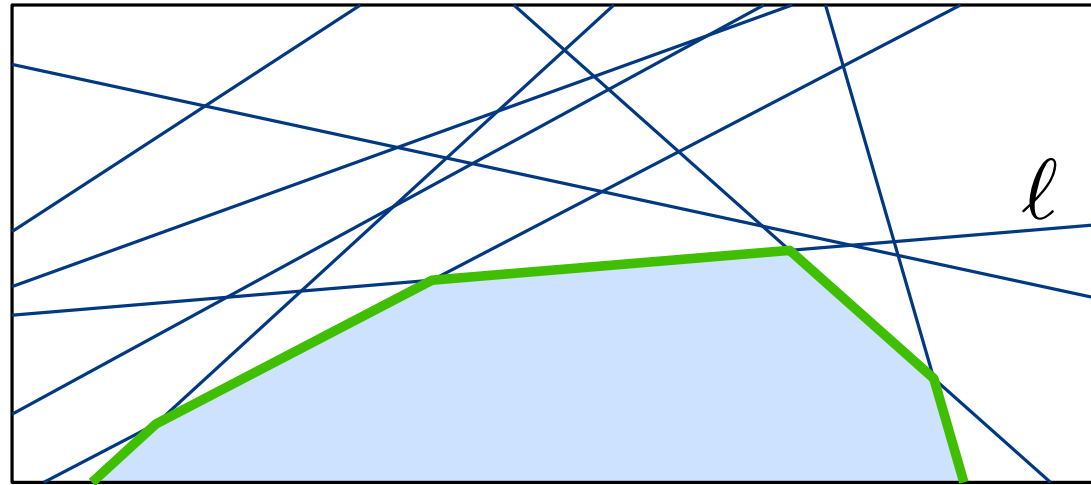
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How to compute it:

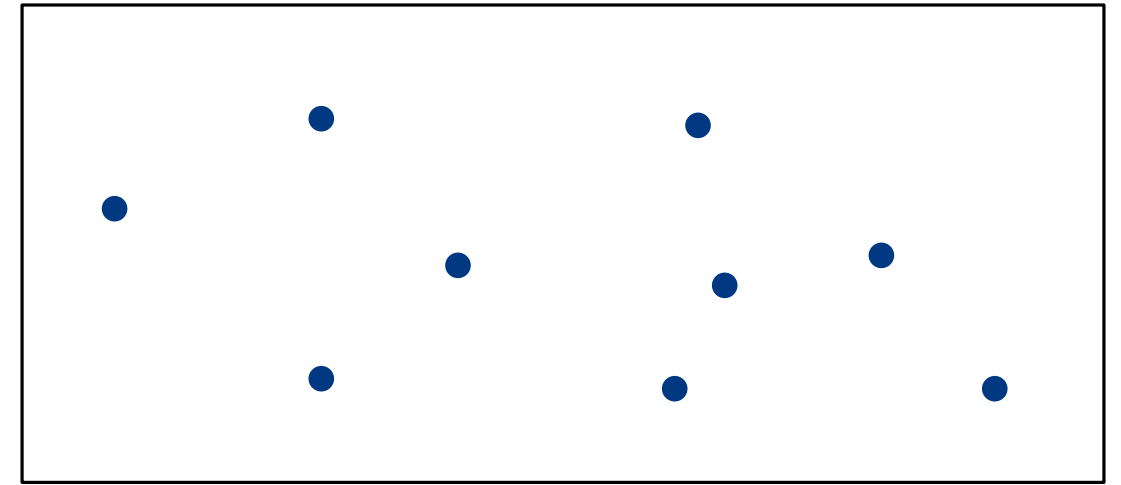
- dual problem on the set of points $L^* = \{\ell^* \mid \ell \in L\}$?

Envelopes and duality

primal



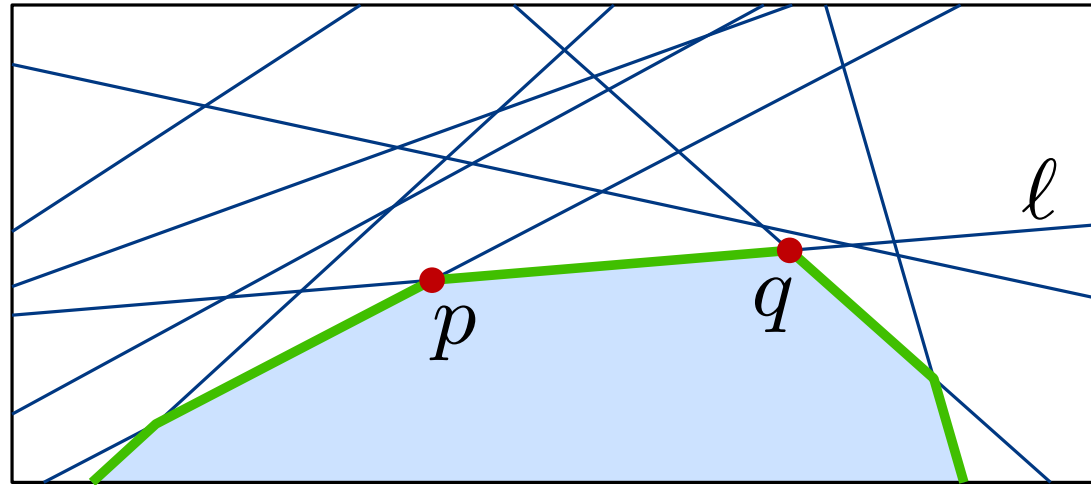
dual



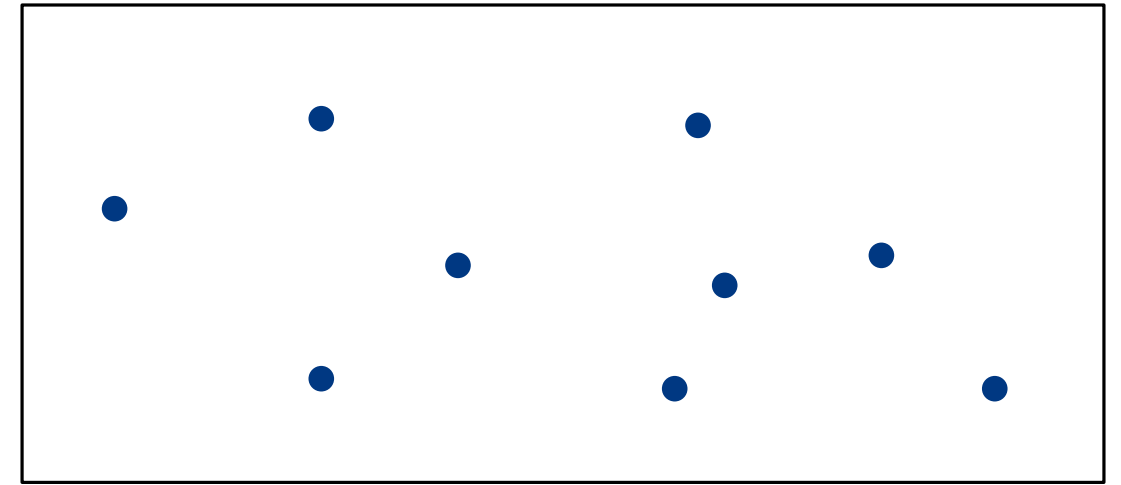
Question: Which lines support segments on $LE(L)$?

Envelopes and duality

primal



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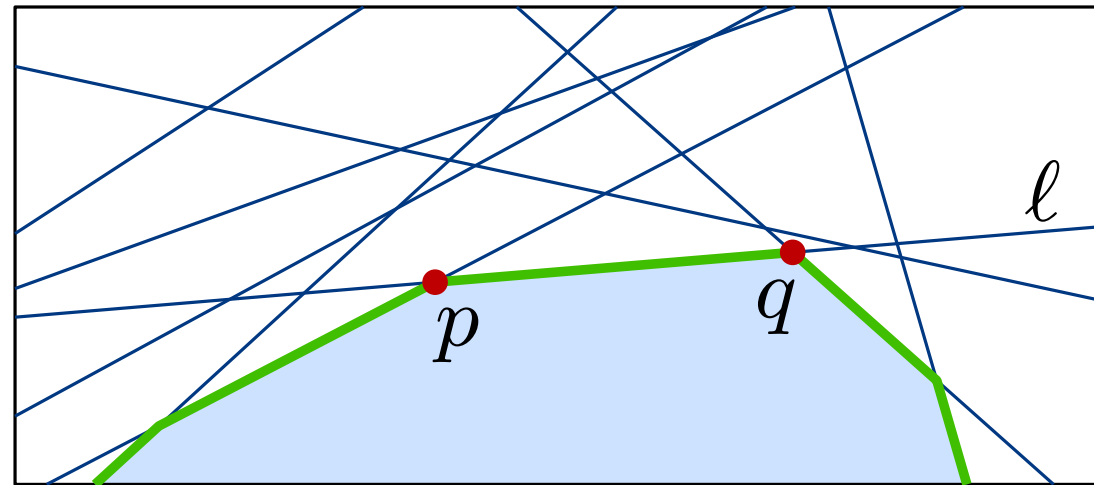


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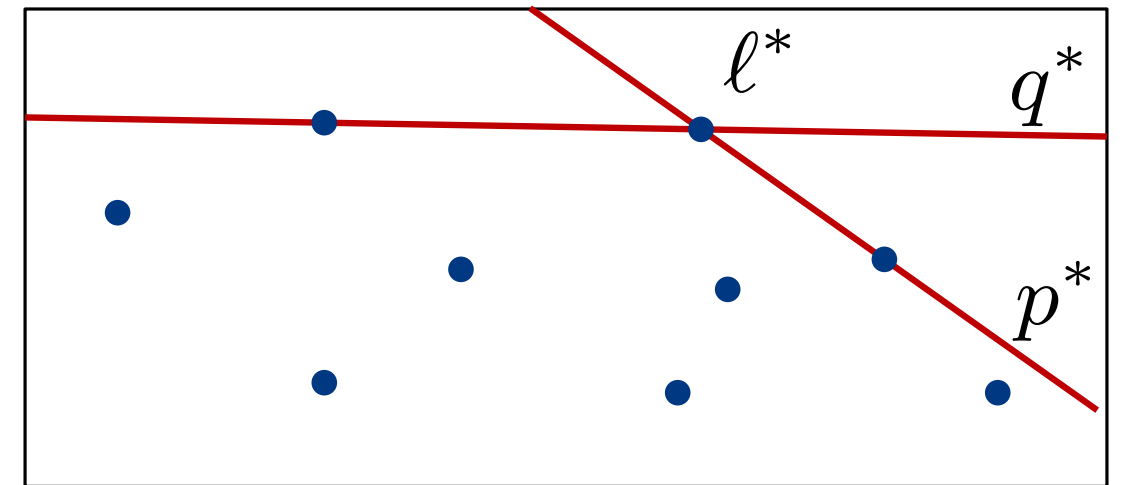
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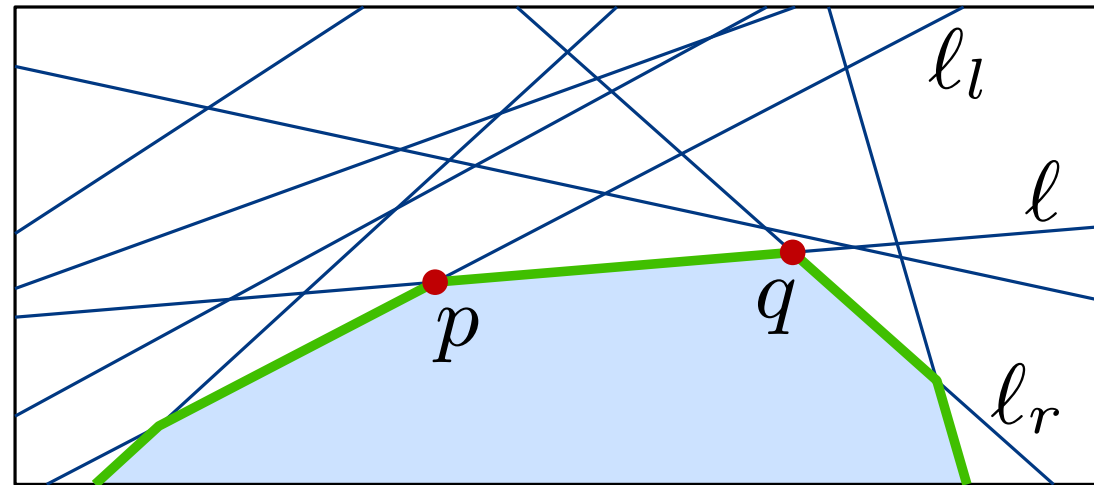


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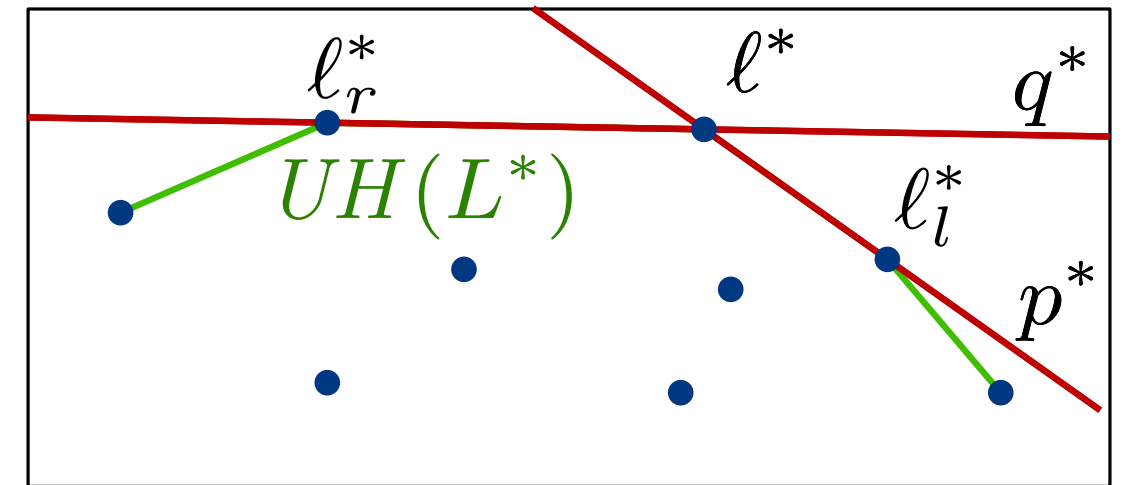
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- p^* and q^* lie above all points of L^*

Envelopes and duality

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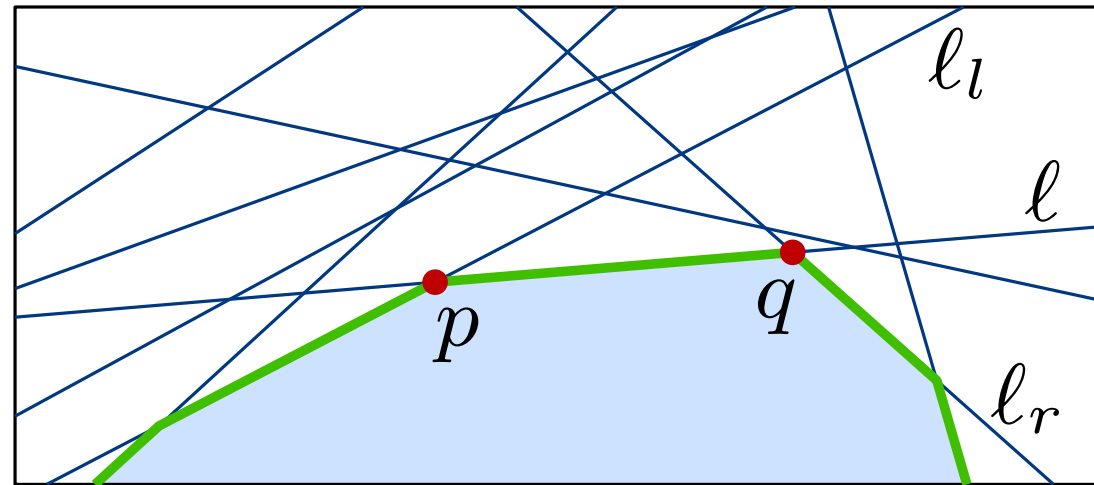
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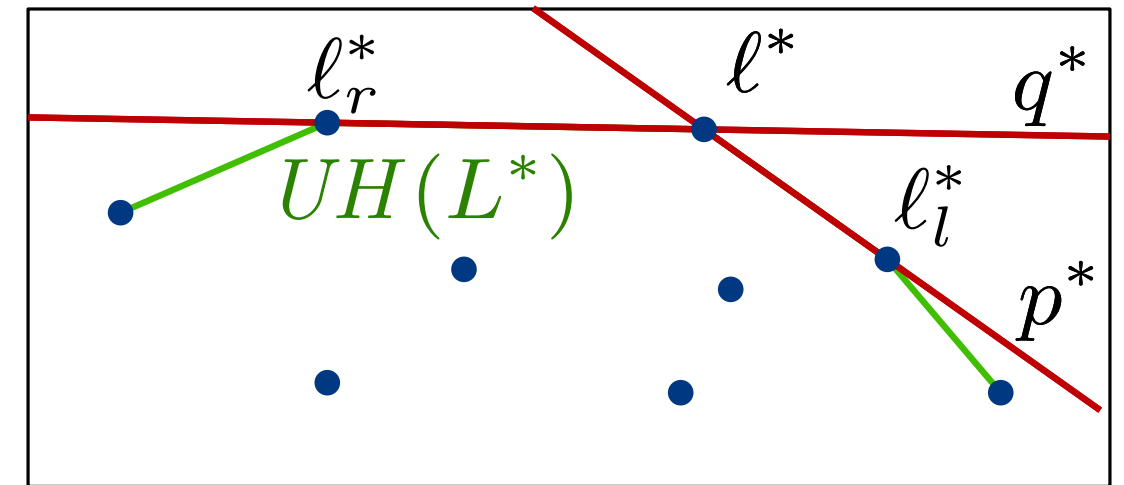
$\Rightarrow p^*$ and q^* intersect in a vertex ℓ^* of $UH(L^*)$

Envelopes and duality

primal



dual



Question: Which lines support segments on $LE(L)$?

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- \Rightarrow they support neighboring edges on upper hull $UH(L^*)$
- $\Rightarrow p^*$ and q^* intersect in a vertex ℓ^* of $UH(L^*)$

Lemma 2: The lines of $LE(L)$ from right to left correspond to the vertices of $UH(L^*)$ from left to right.

Envelopes and duality



Question: What

- p and q lie
- p^* and q^*

We can compute intersection of half-spaces by computing convex hulls, and vice versa!

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problem on **set of lines** $L \rightarrow$ problem on **set of points** L^*

- upper/lower envelope of a set of lines

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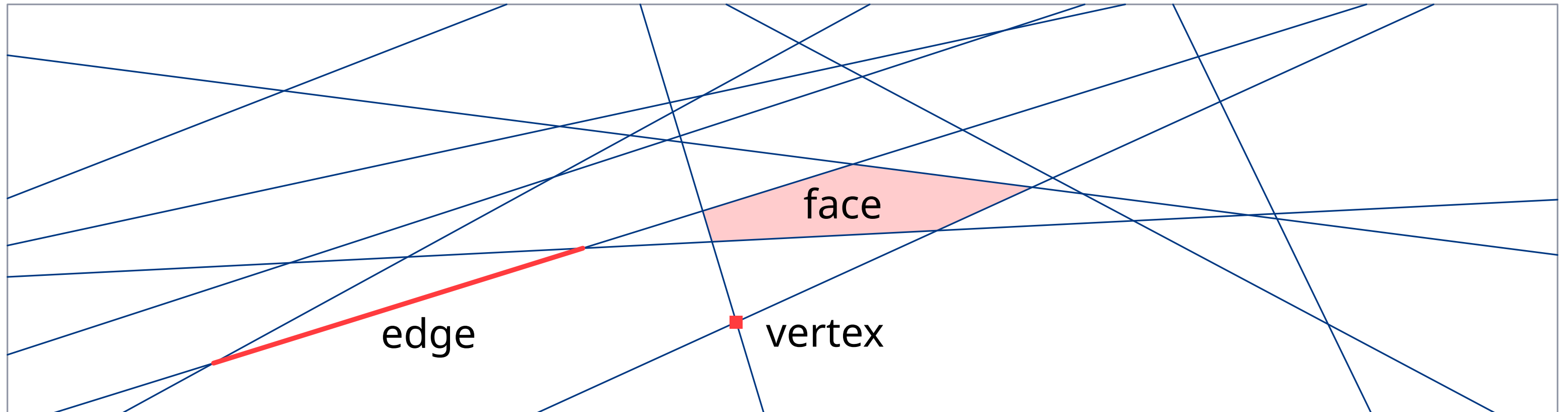
problem on **set of points** $P \rightarrow$ problem on **set of lines** P^*

- three points
- smallest-area

We will want to compute the planar subdivision induced by these lines, called **arrangement of lines**

Arrangement of lines

Definition: Arrangement $\mathcal{A}(L)$ of a set of lines L is a subdivision of the plane induced by the lines in L .



$\mathcal{A}(L)$ is called **simple** if no three points intersect in a point

Complexity of $\mathcal{A}(L)$

The combinatorial complexity of $\mathcal{A}(L)$ is the number of vertices, edges and faces.
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 $\boxed{?}$ vertices, $\boxed{?}$ edges and $\boxed{?}$ faces.

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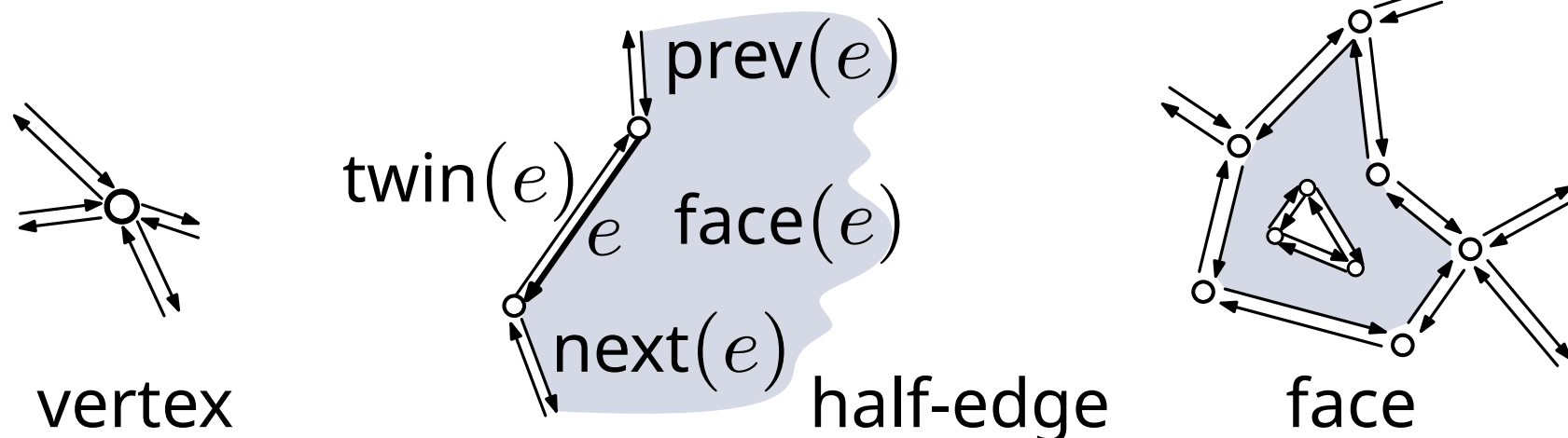
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- insert a bounding box of all line intersections
 \Rightarrow planar straight-line graph G
- doubly-connected edge list for G



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How can we compute $\mathcal{A}(L)$?

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The combinatorial complexity of $\mathcal{A}(L)$ is the number of vertices, edges and faces. It holds:

Theorem 1: Let $\mathcal{A}(L)$ be a simple arrangement of n lines. Then $\mathcal{A}(L)$ has $n(n-1)/2$ vertices, n^2 edges and $n(n+1)/2 + 1$ faces.

Data structure for $\mathcal{A}(L)$:

- insert a bounding box of all line intersections
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Can we do better?

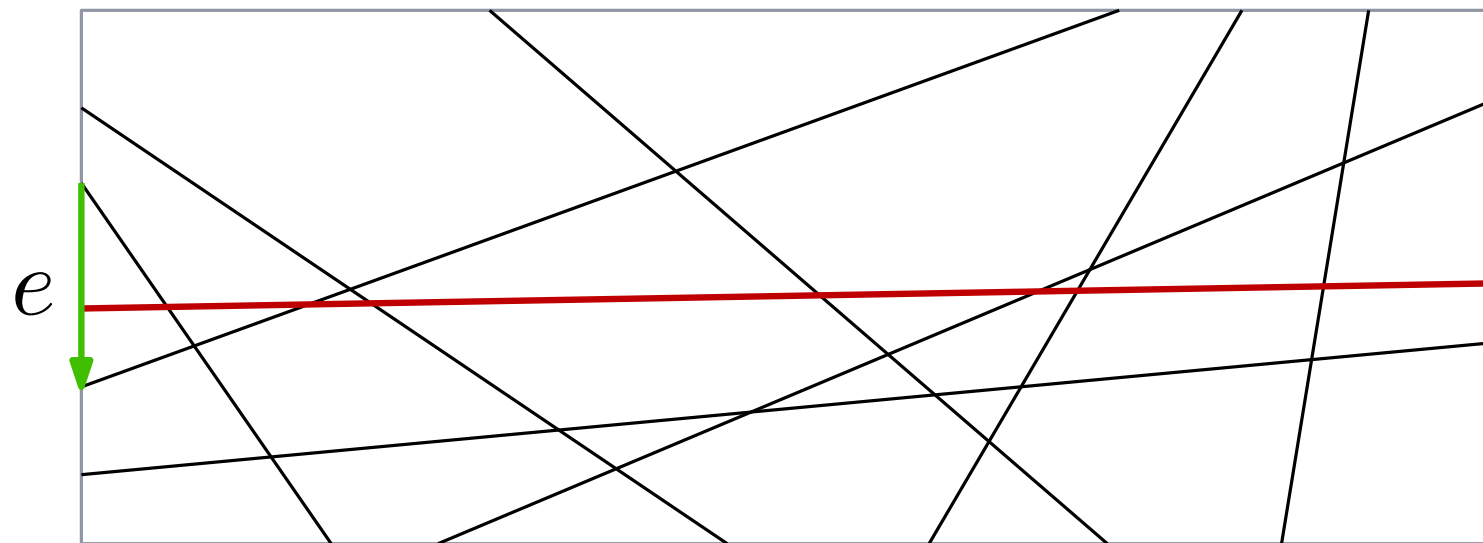
Incremental construction of $\mathcal{A}(L)$

Algorithm CONSTRUCTARRANGEMENT(L)

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Output: DCEL \mathcal{D} for $\mathcal{A}(L)$

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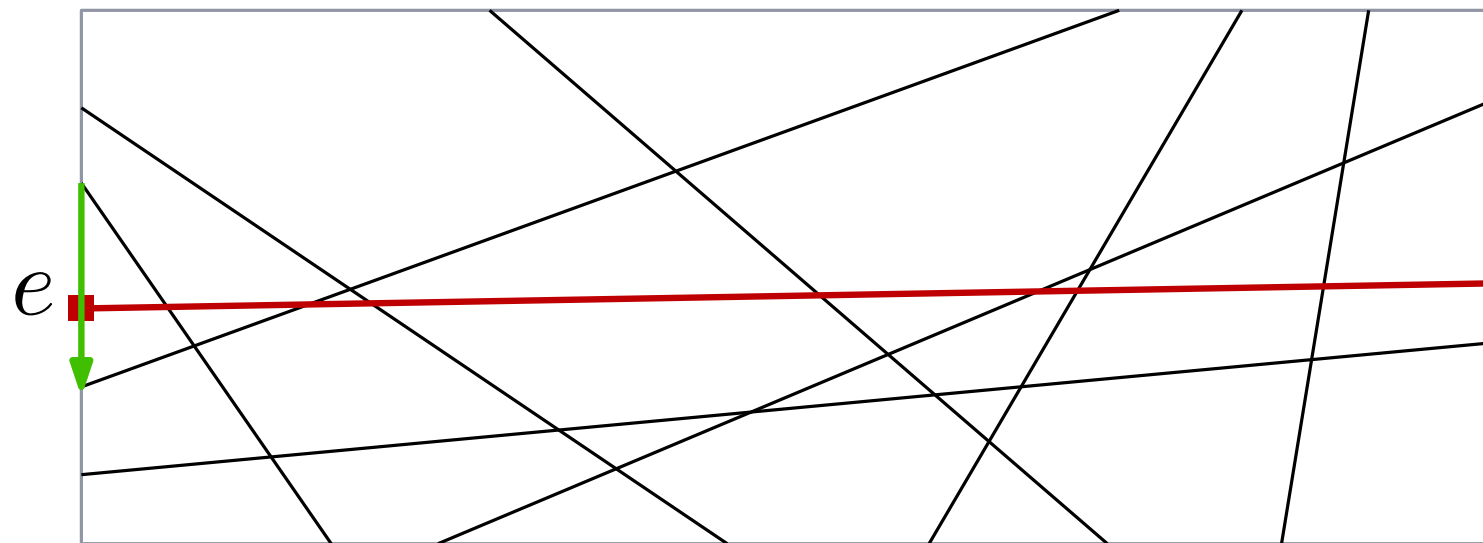
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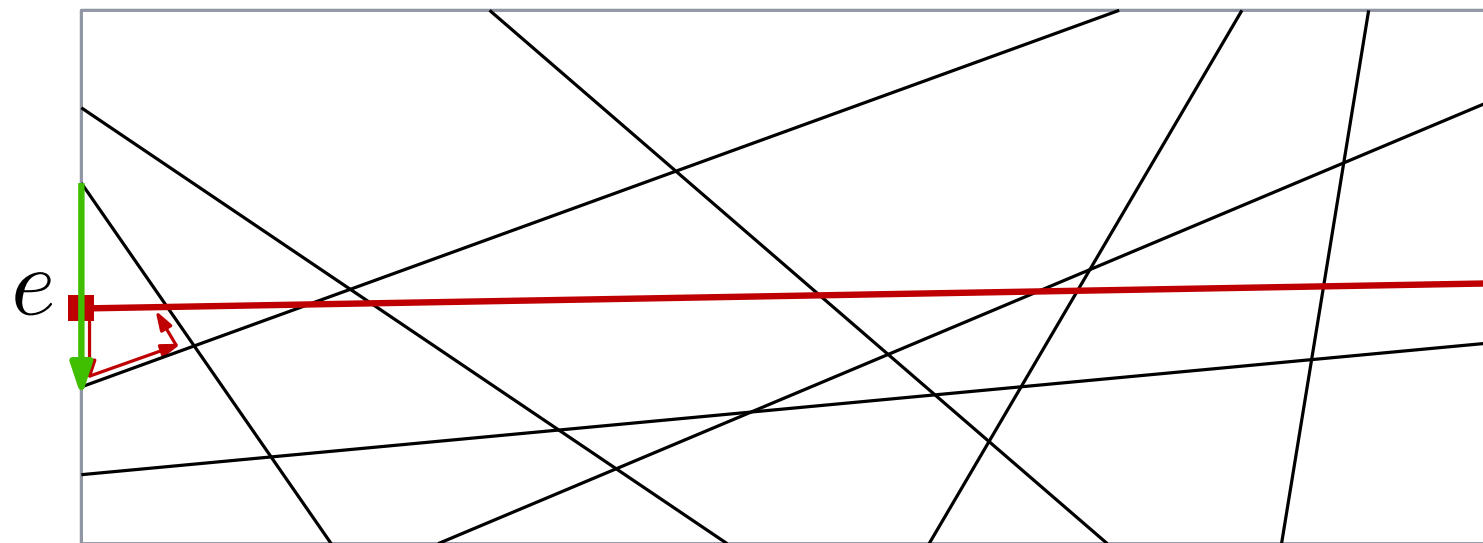
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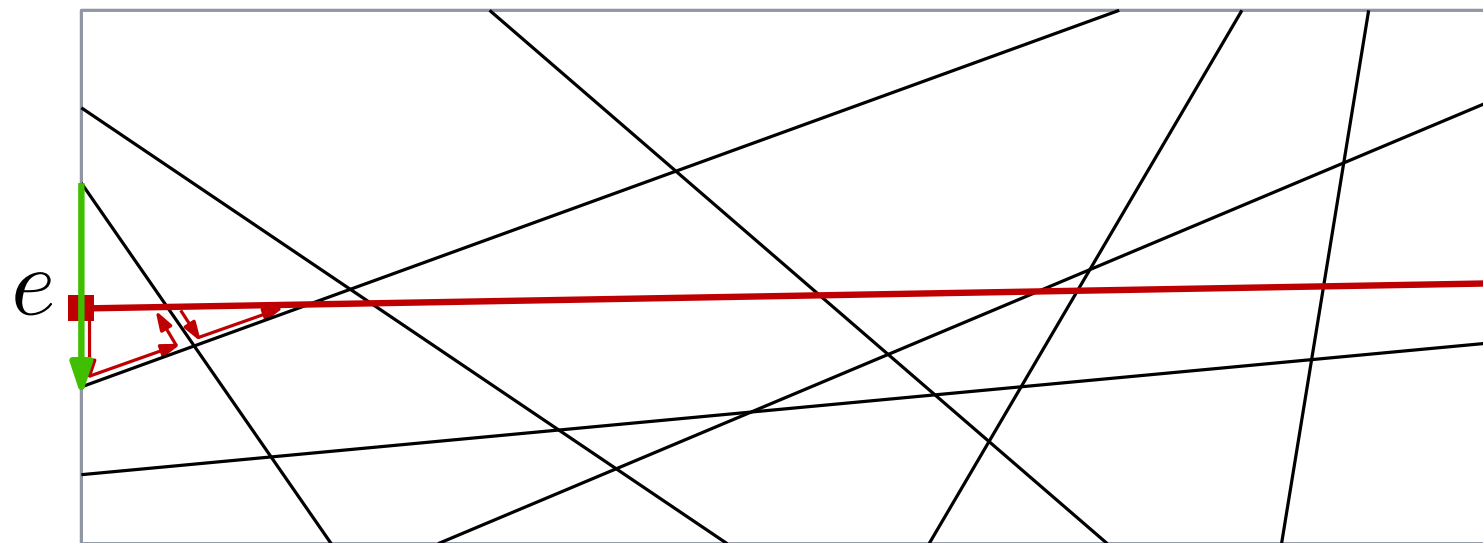
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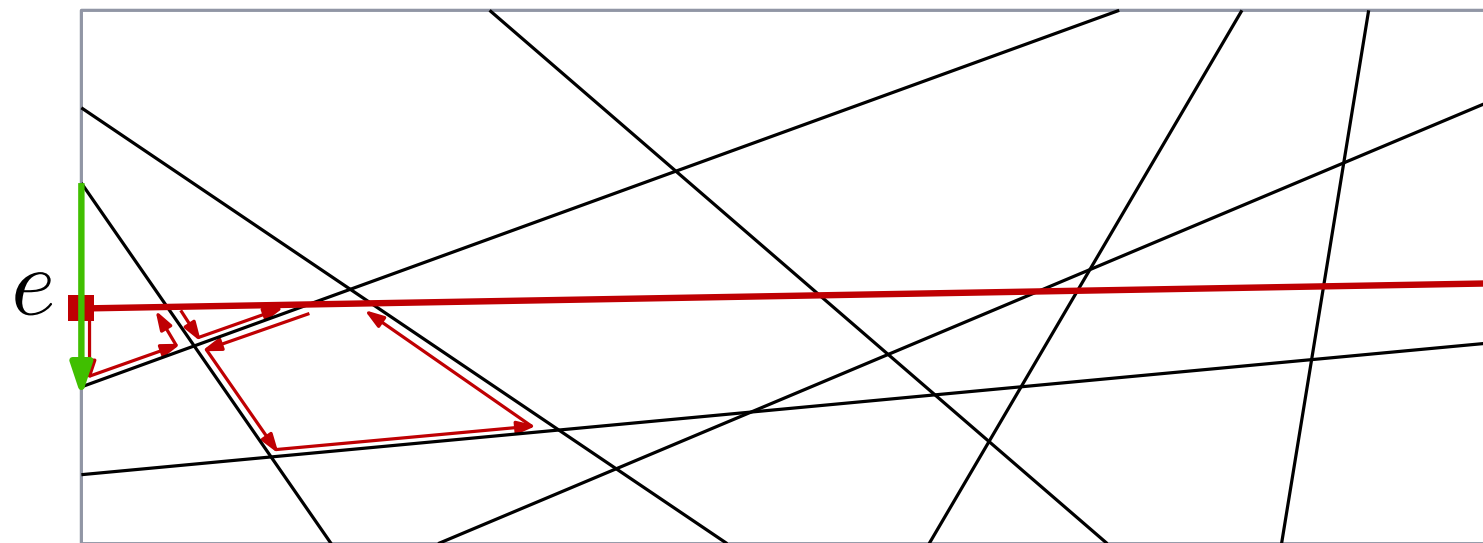
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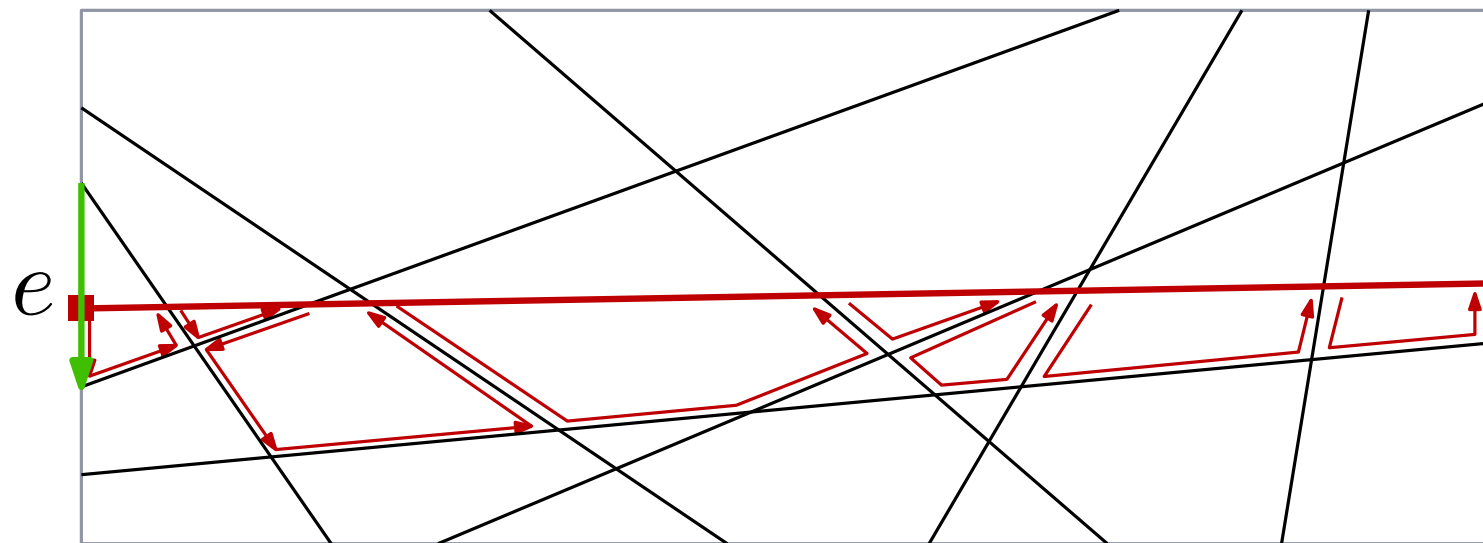
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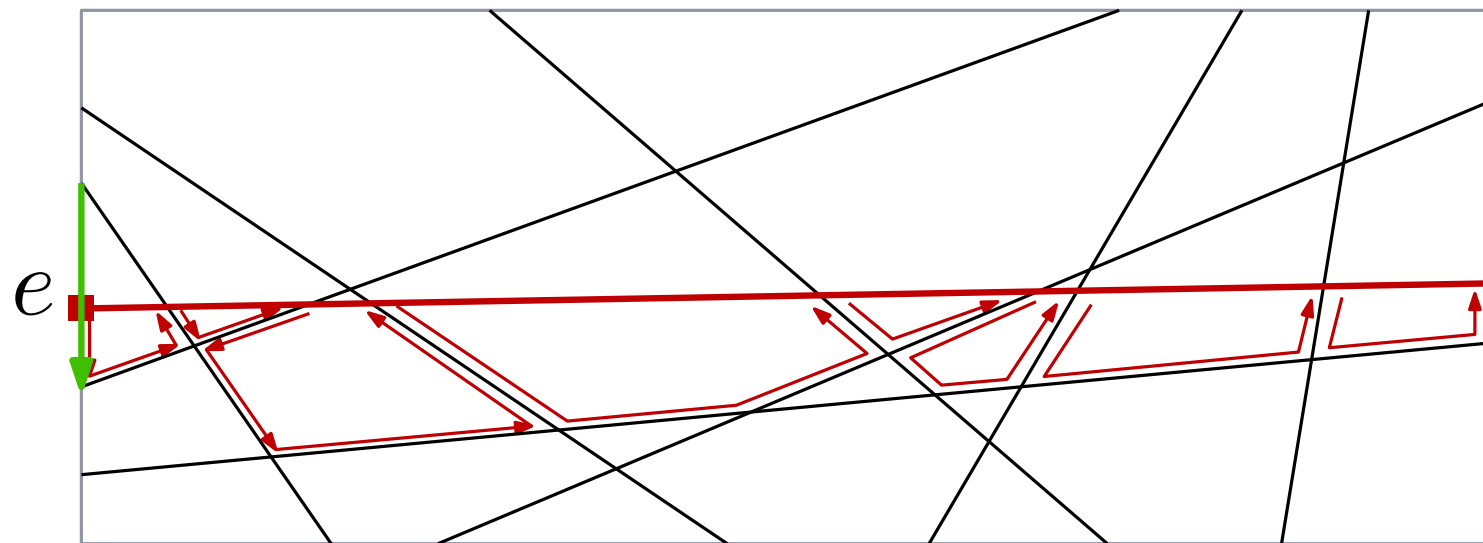
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Running time?

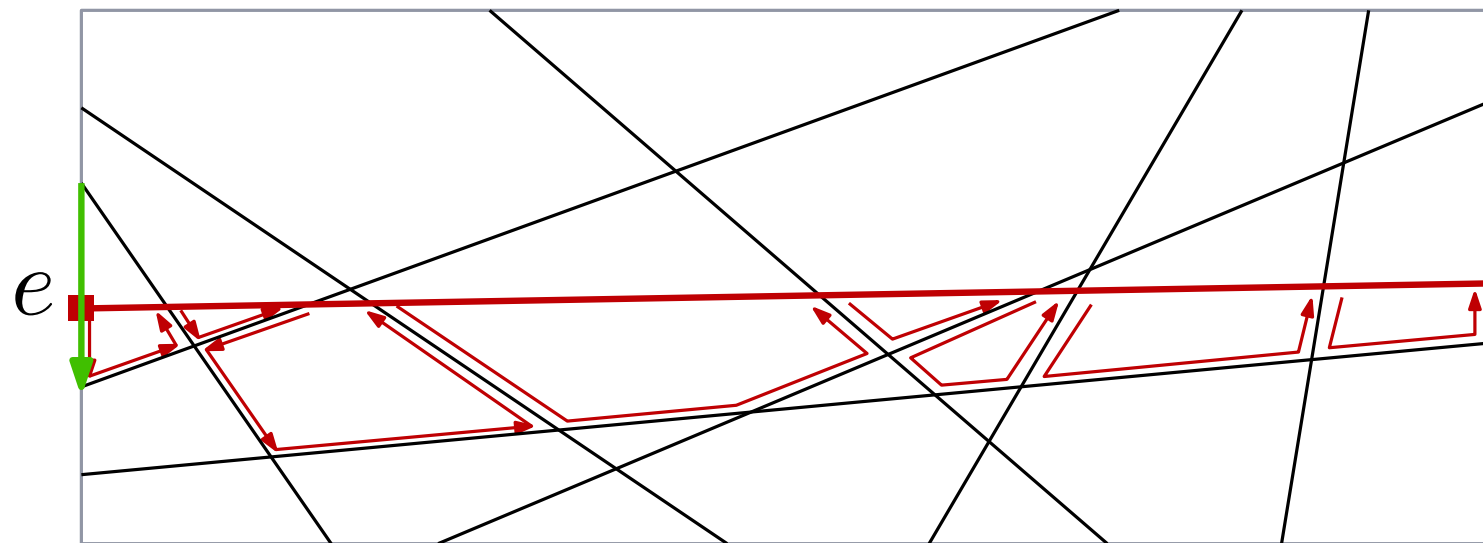
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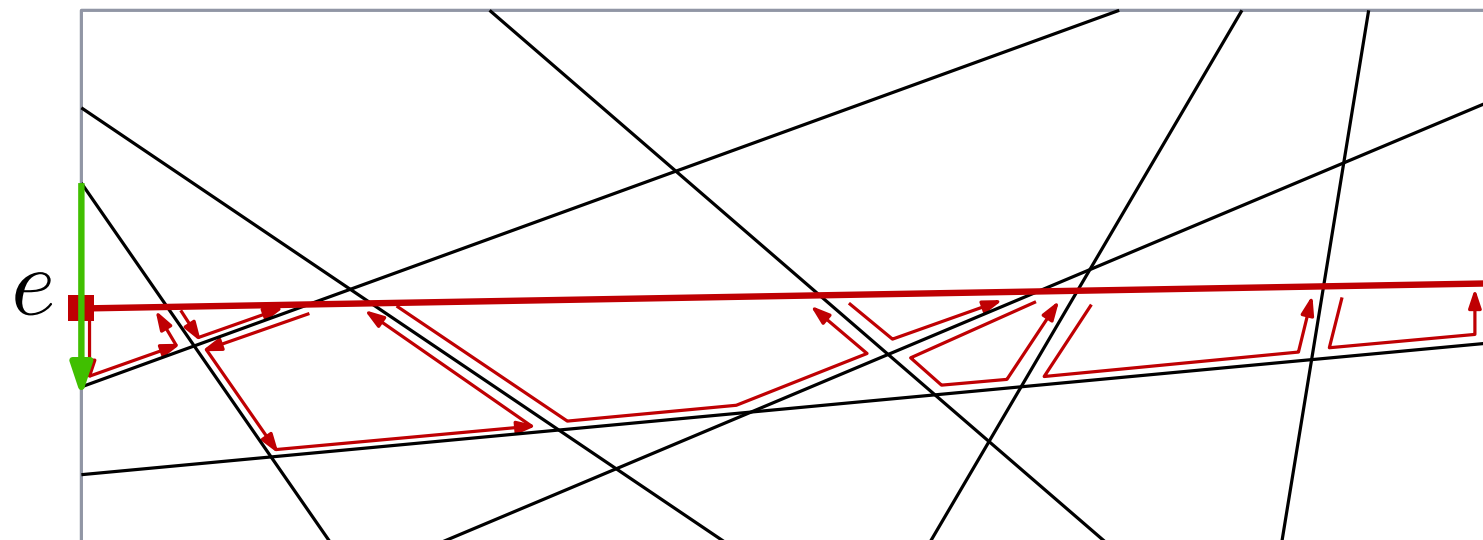
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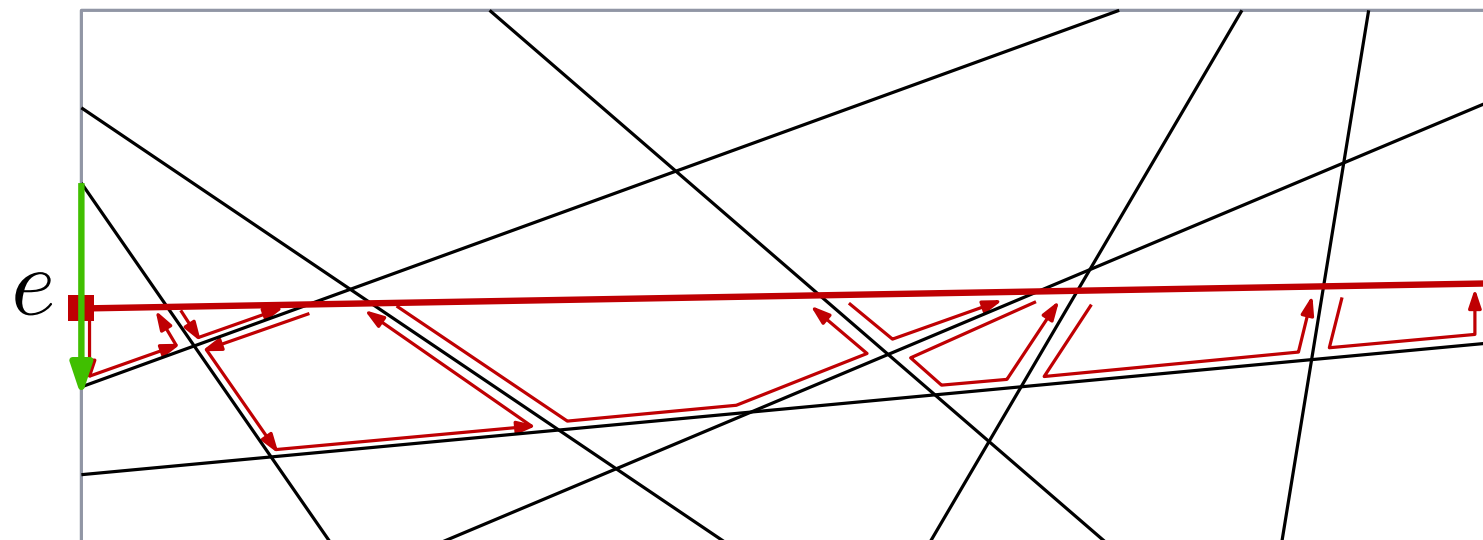
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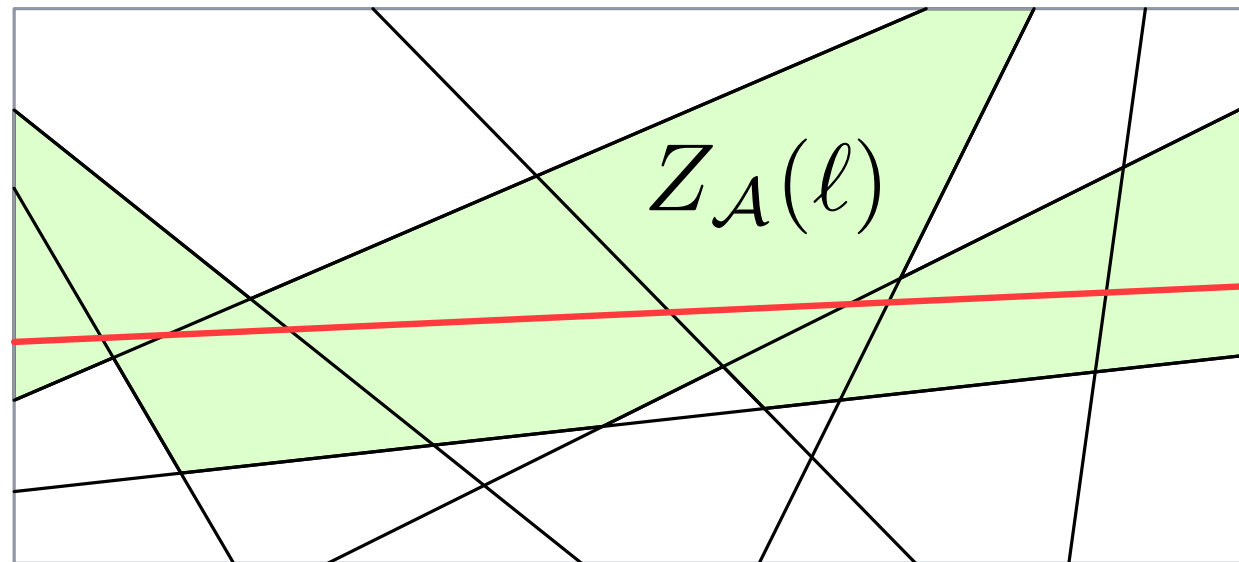
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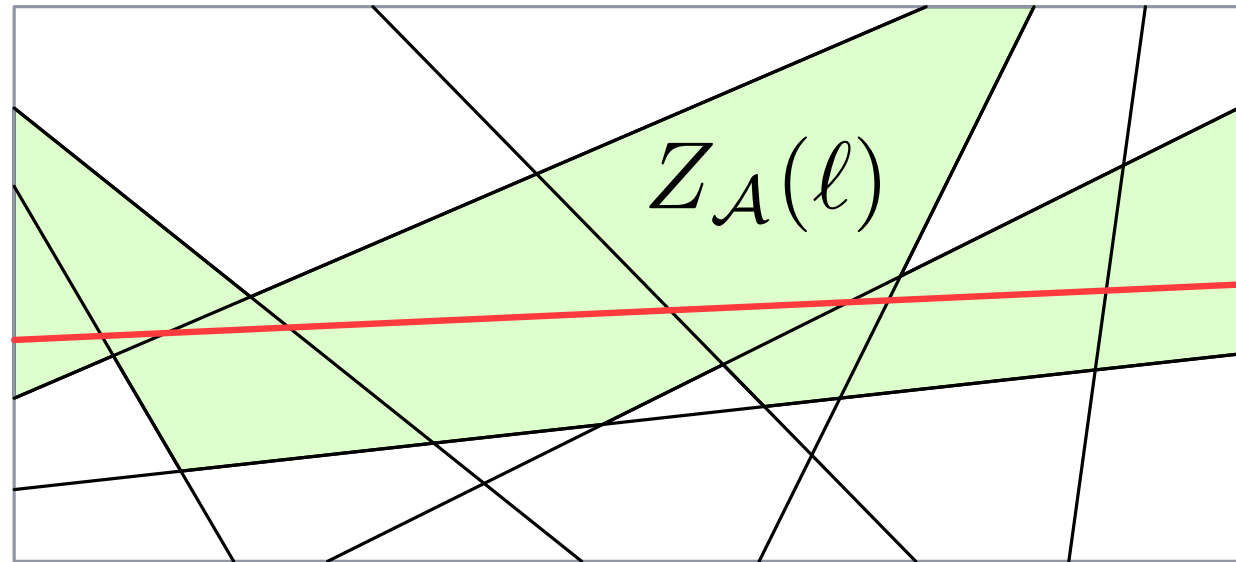
Zone theorem

Definition: For arrangement $\mathcal{A}(L)$ and line $\ell \notin L$ the **zone** $Z_{\mathcal{A}}(\ell)$ is the set of all faces of $\mathcal{A}(L)$ whose closure intersect ℓ .



Zone theorem

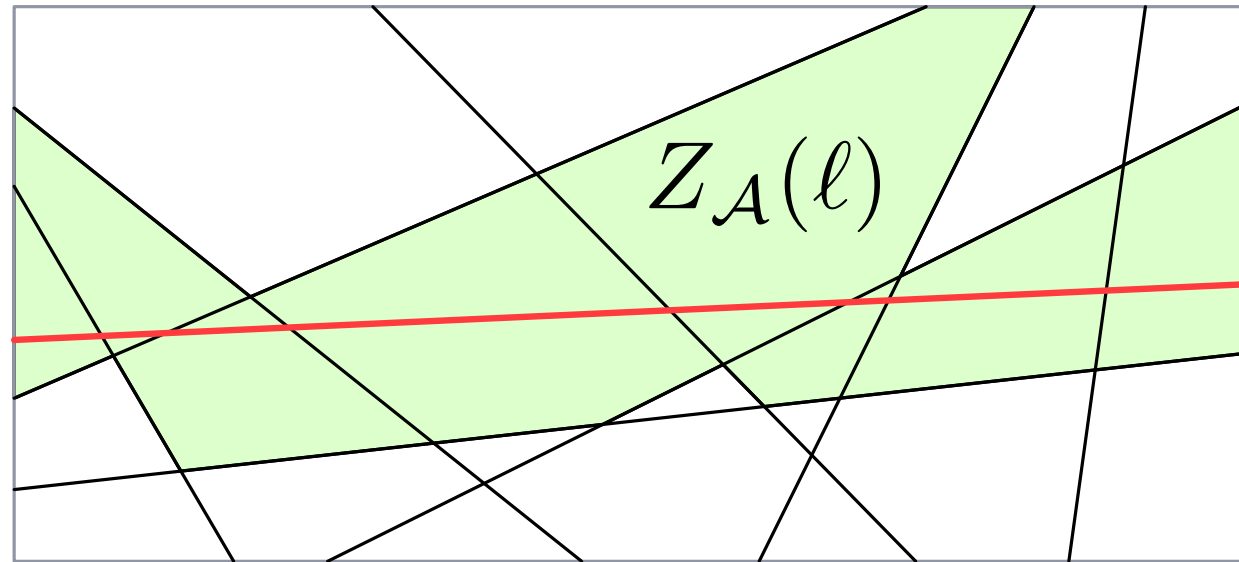
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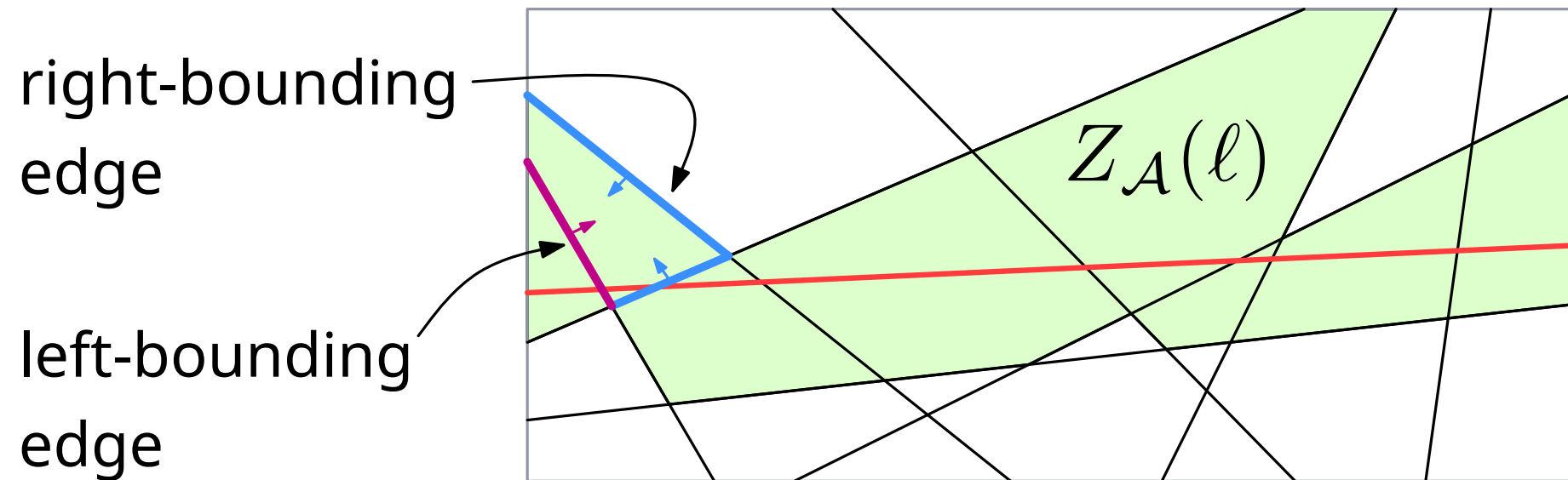


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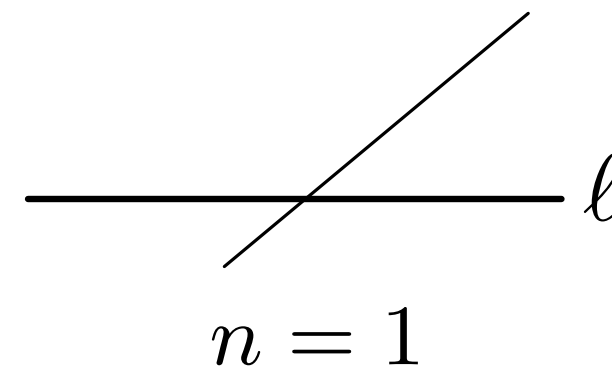


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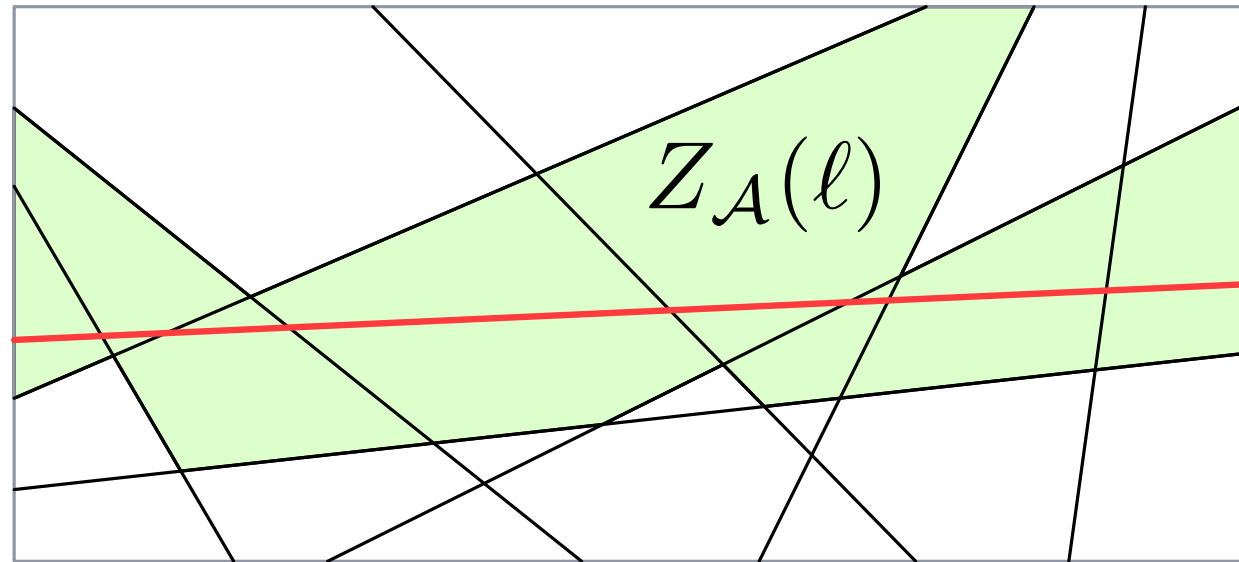
Proof:

- assume ℓ horizontal
- count *left-bounding* edges
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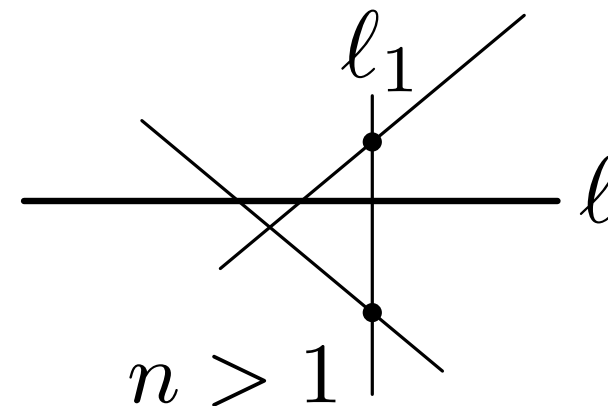


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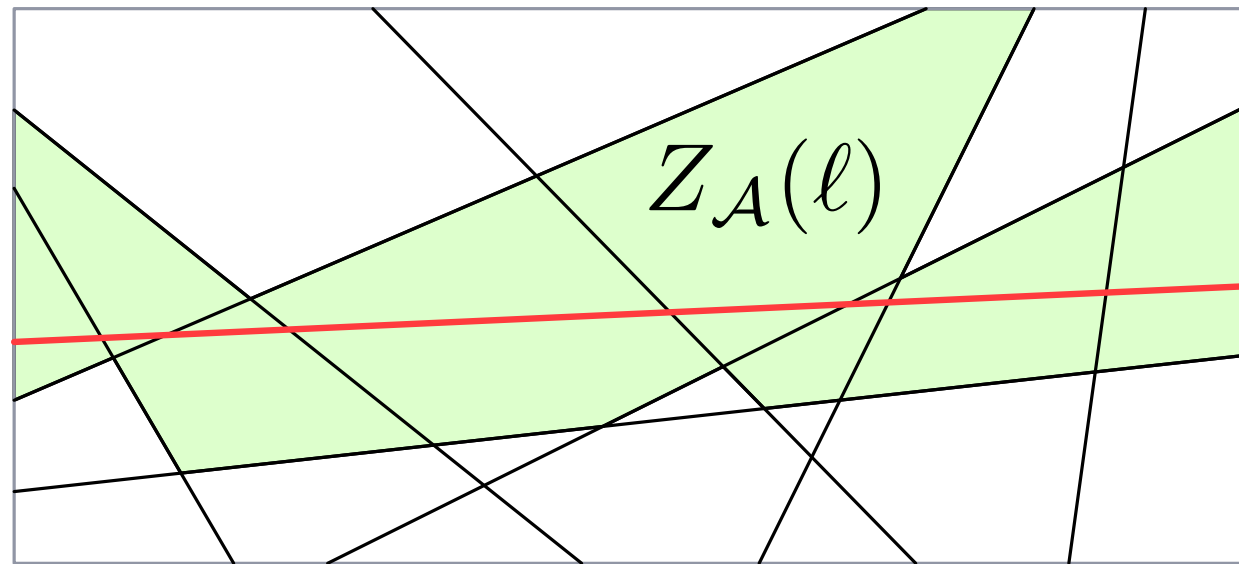
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Theorem 3: The arrangement $\mathcal{A}(L)$ of n lines can be computed in $O(n^2)$ time and space.

Summary so far

Duality

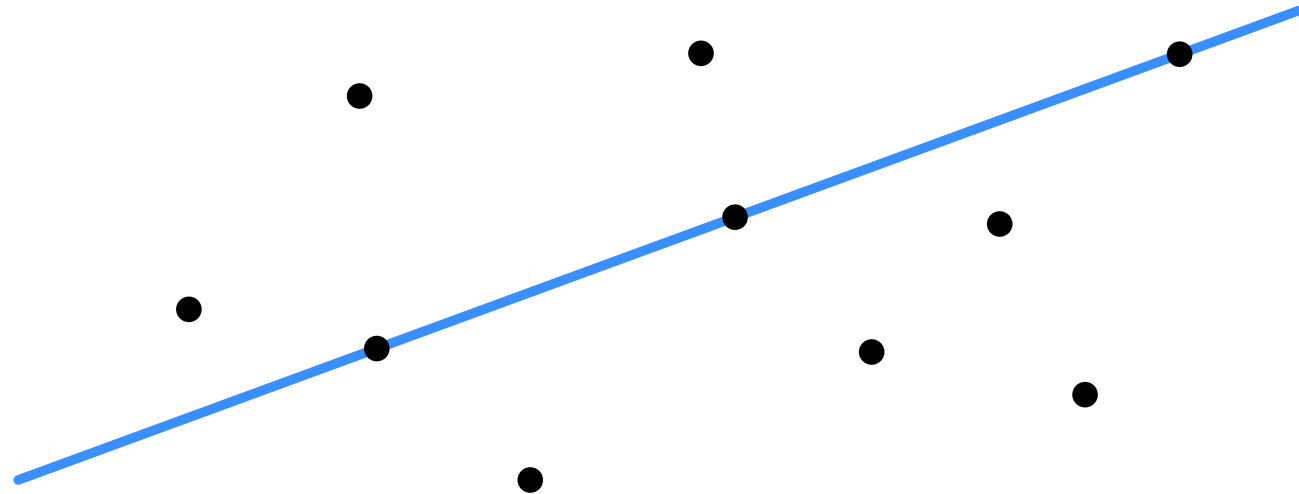
- preserves important properties
- gives new perspective

Arrangements of n lines

- $O(n^2)$ complexity
- $O(n^2)$ construction time
- $O(n)$ complexity of a zone

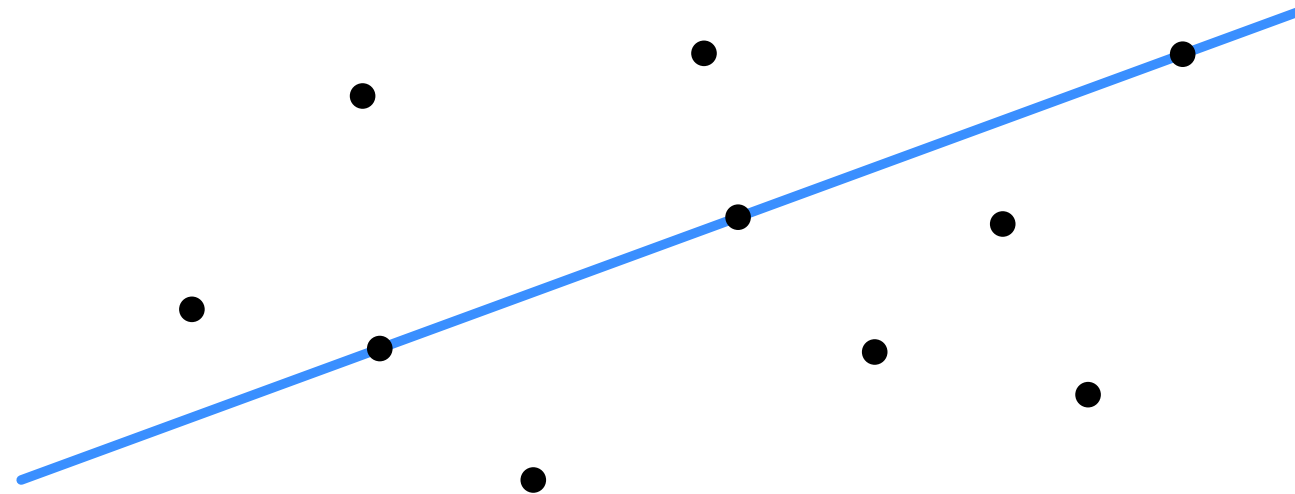
3 points on a line

Problem: Given a set P of n points in \mathbb{R}^2 , determine whether there are three points on a line.



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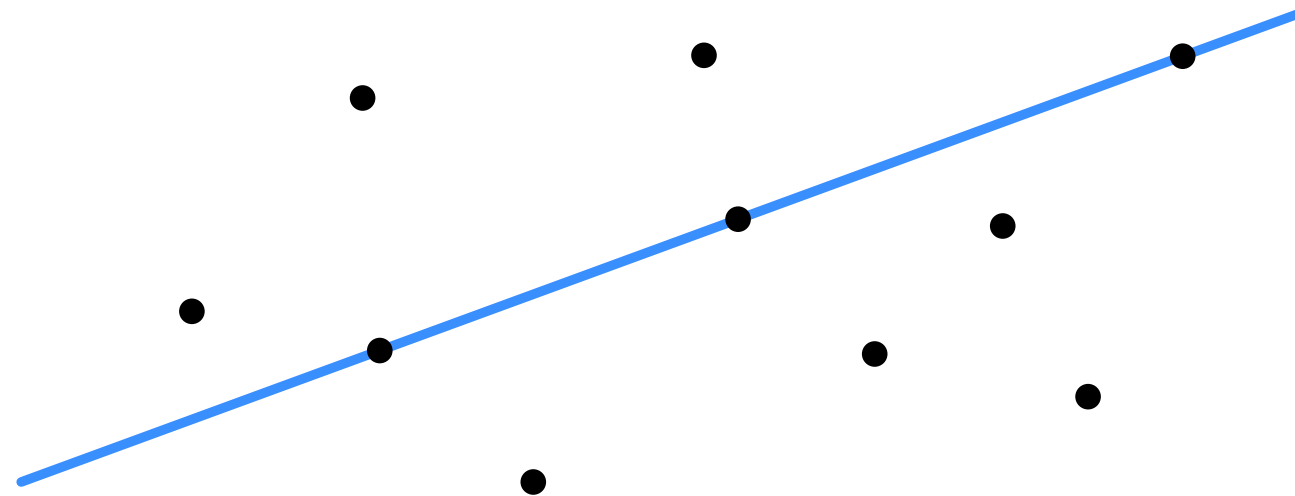


Algorithm:

- incrementally compute arrangement of dual lines
- stop when three lines go through a point

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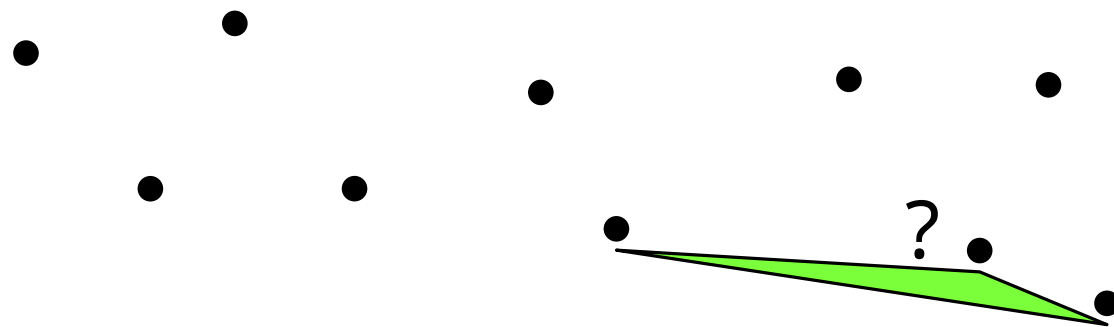
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Running time: $O(n^2)$

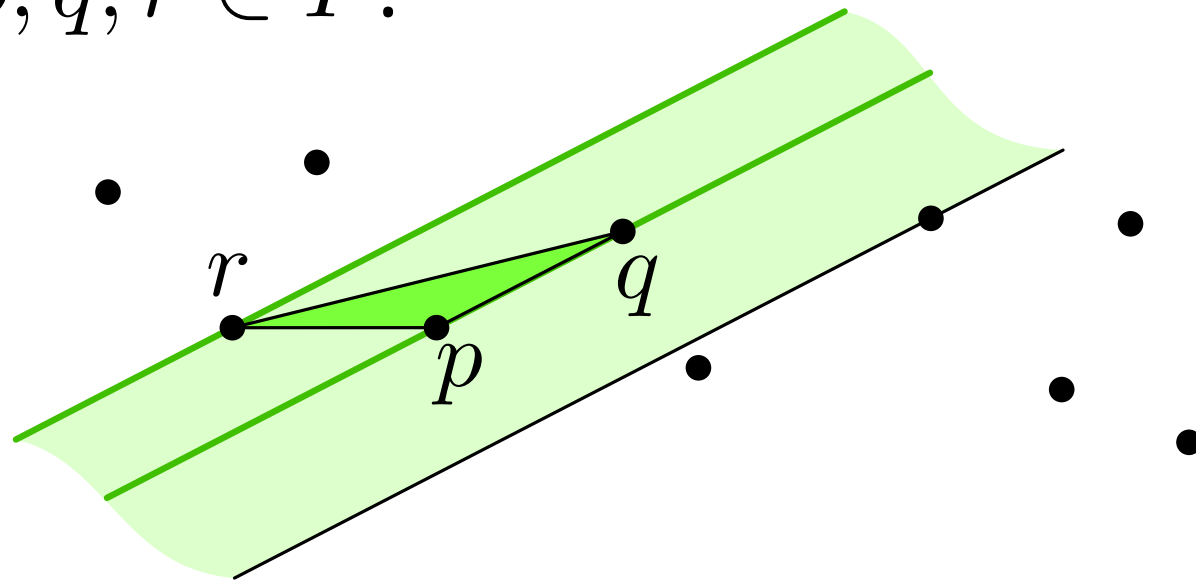
Min-area triangle

Problem: Given a set P of n points in \mathbb{R}^2 , find the smallest-area triangle with corners $p, q, r \in P$.



Min-area triangle

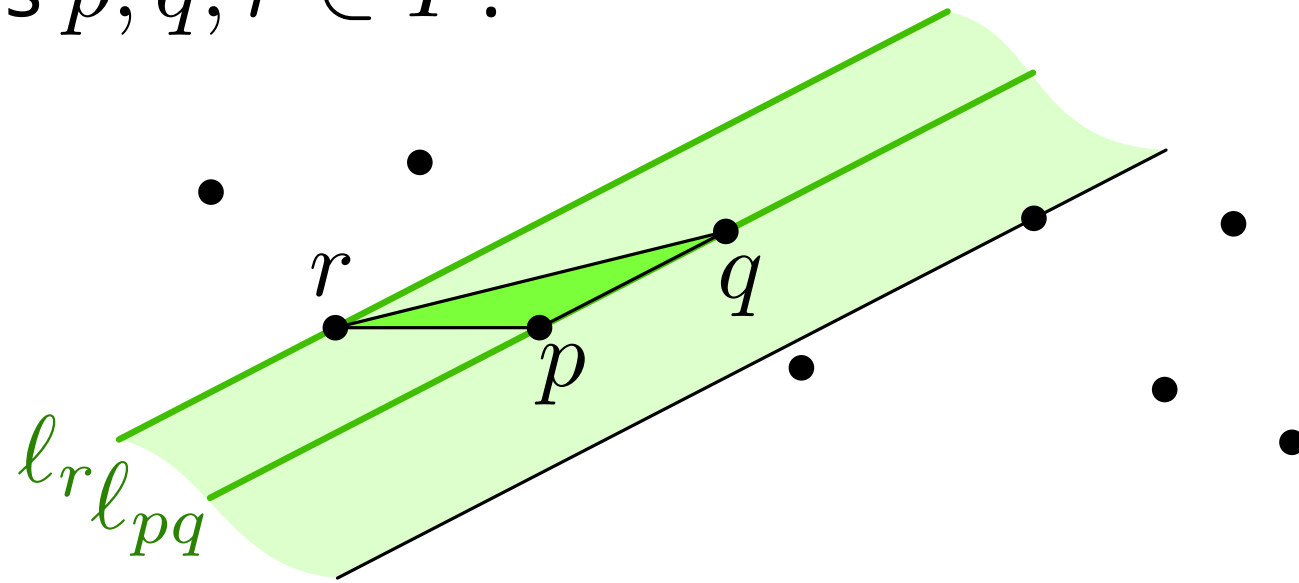
Problem: Given a set P of n points in \mathbb{R}^2 , find the smallest-area triangle with corners $p, q, r \in P$.



For $p, q \in P$, the point $r \in P \setminus \{p, q\}$ that minimizes $\triangle pqr$ lies on the boundary of the largest empty corridor for pq :

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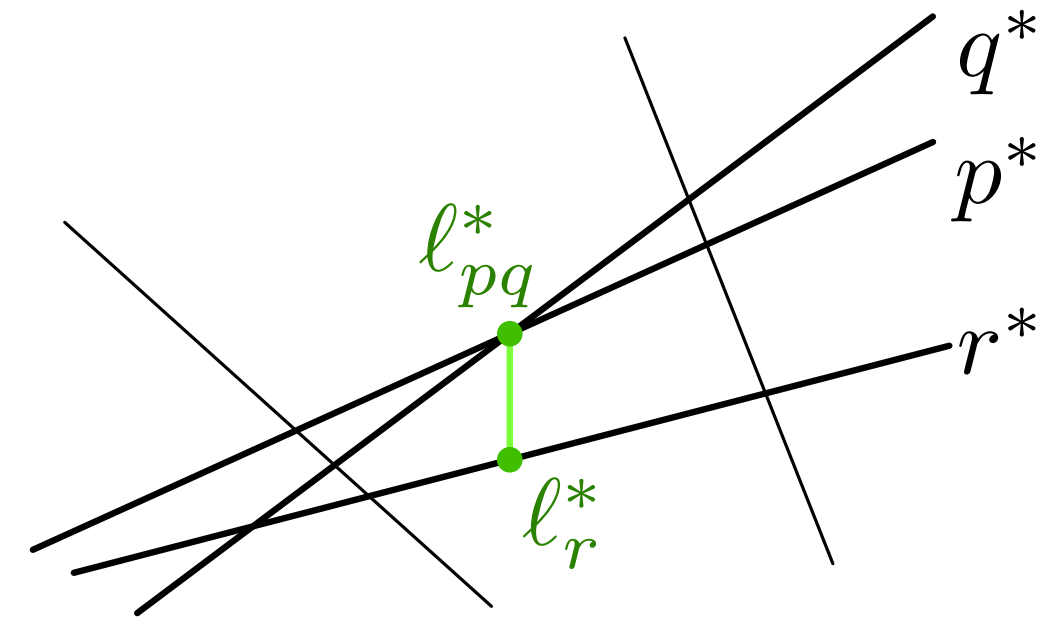
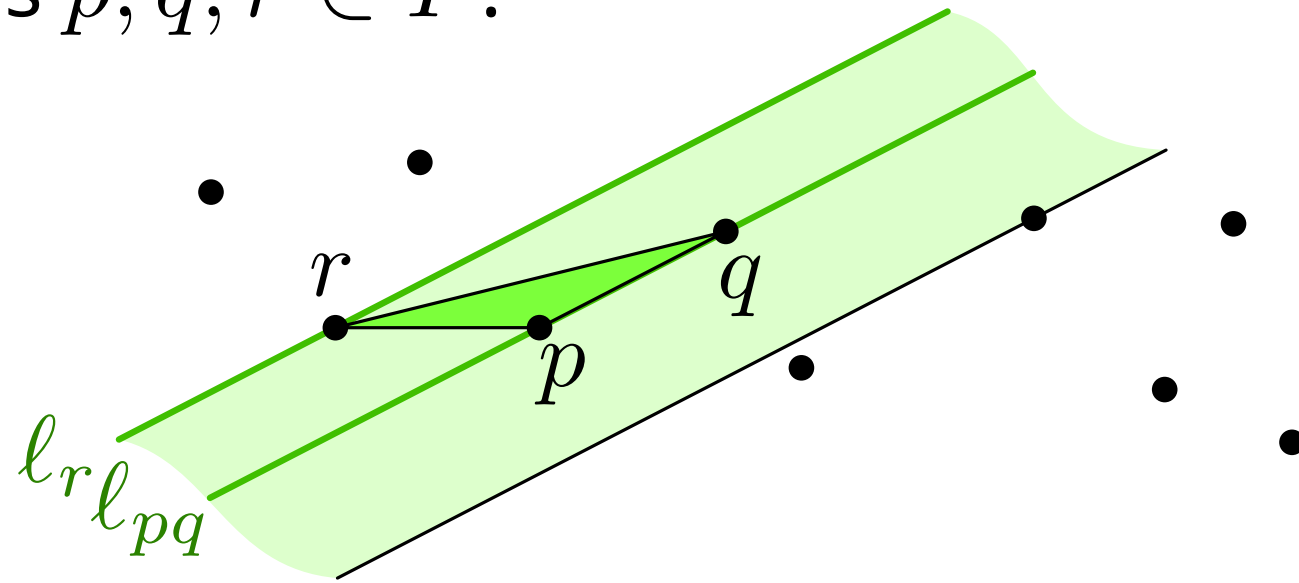


For $p, q \in P$, the point $r \in P \setminus \{p, q\}$ that minimizes Δpqr lies on the boundary of the largest empty corridor for pq :

- there is no point from P between ℓ_{pq} and ℓ_r

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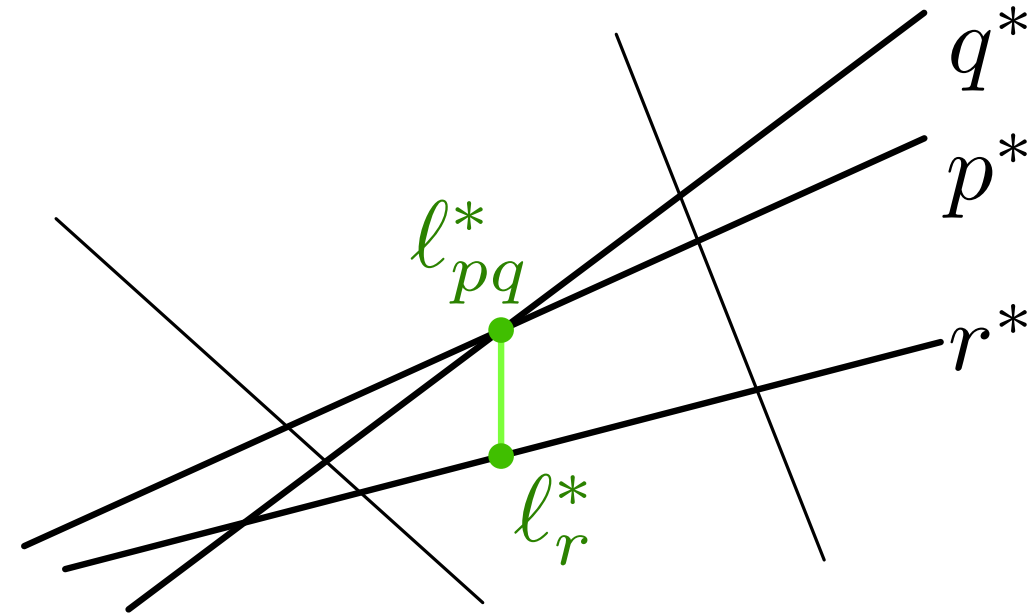
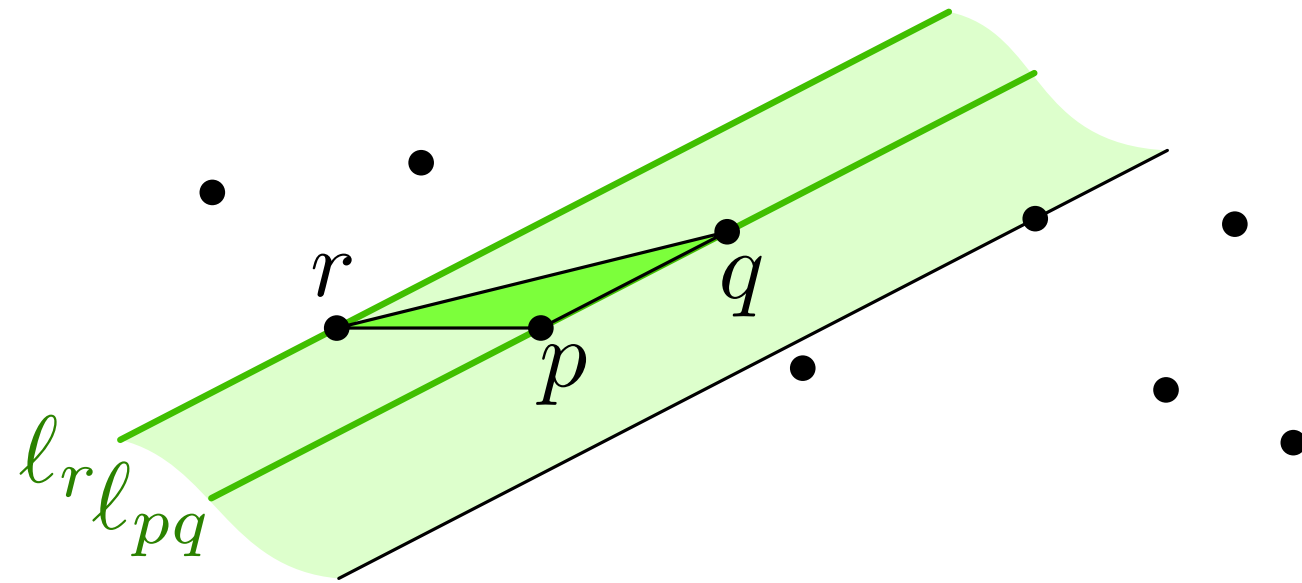
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Dual:

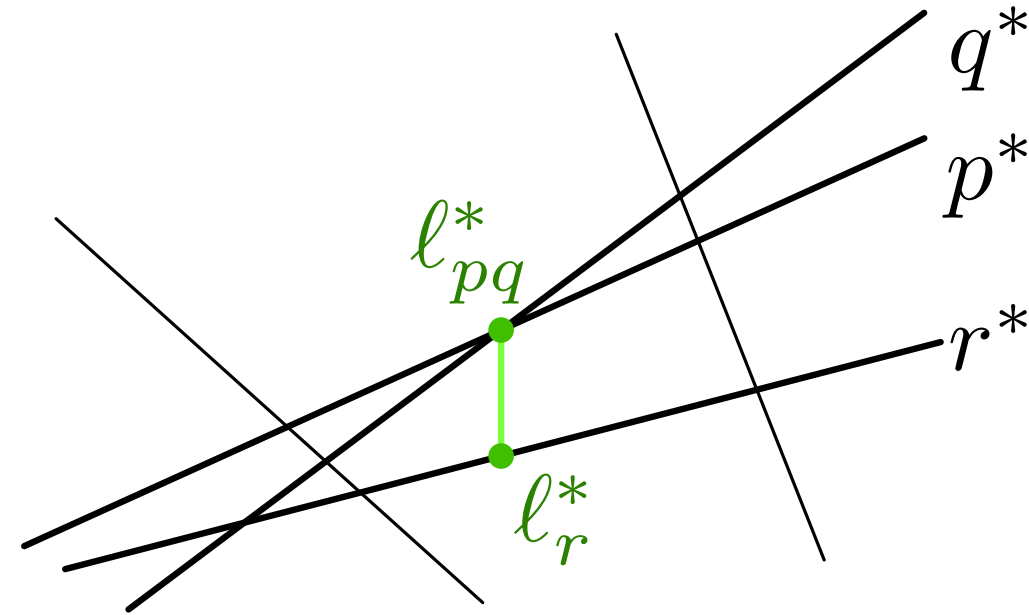
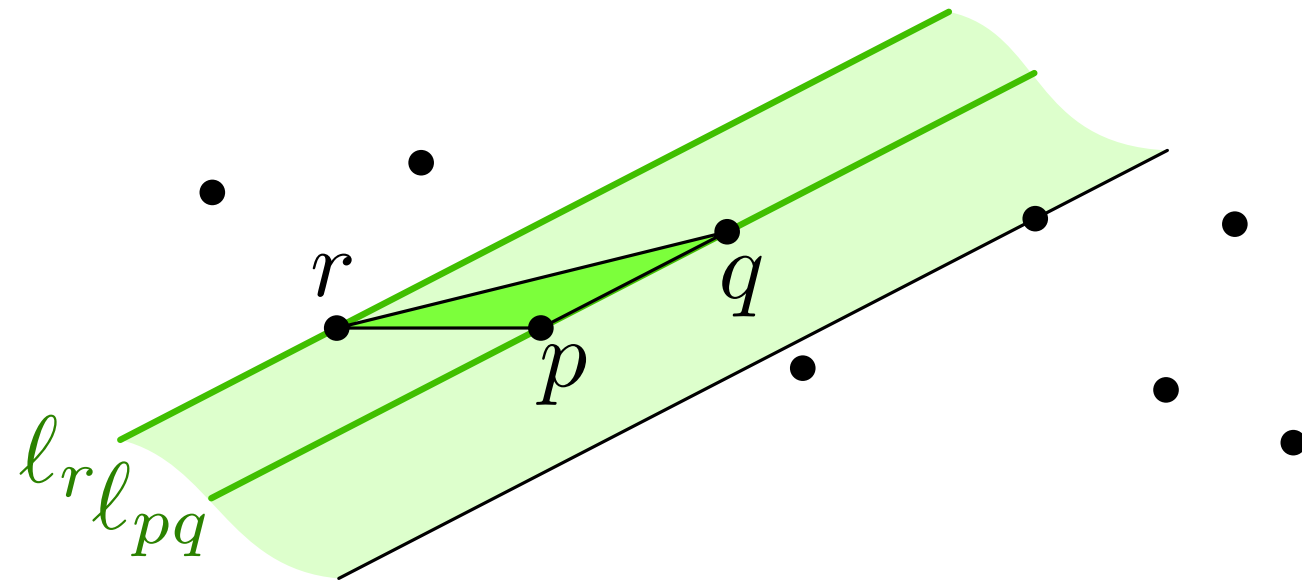
- ℓ_r^* lies on r^*
- ℓ_r^* and ℓ_{pq}^* have the same x -coordinate
- no line $p^* \in P^*$ intersects $\overline{\ell_r^* \ell_{pq}^*}$

Min-area triangle



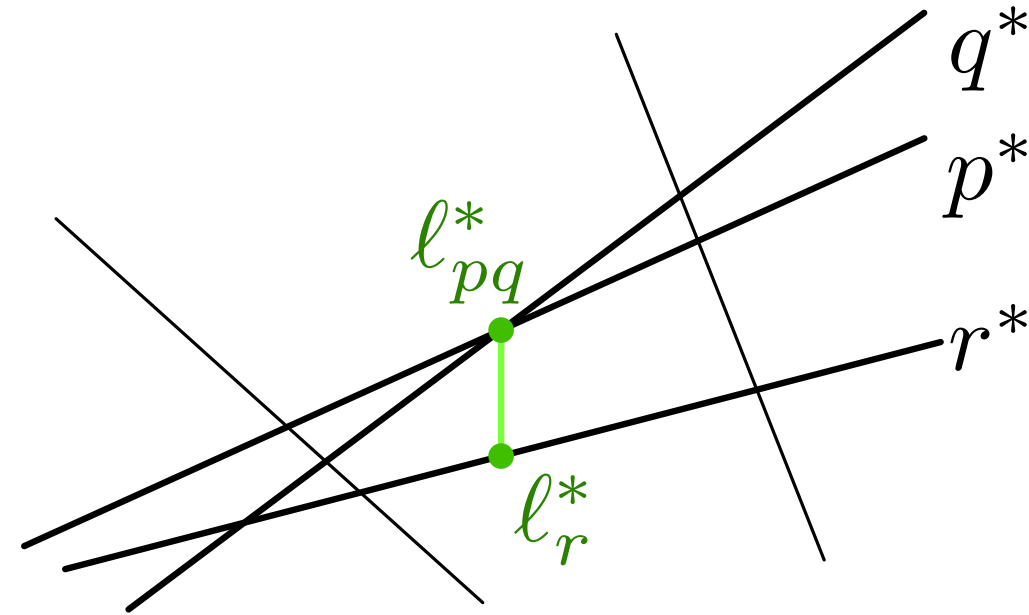
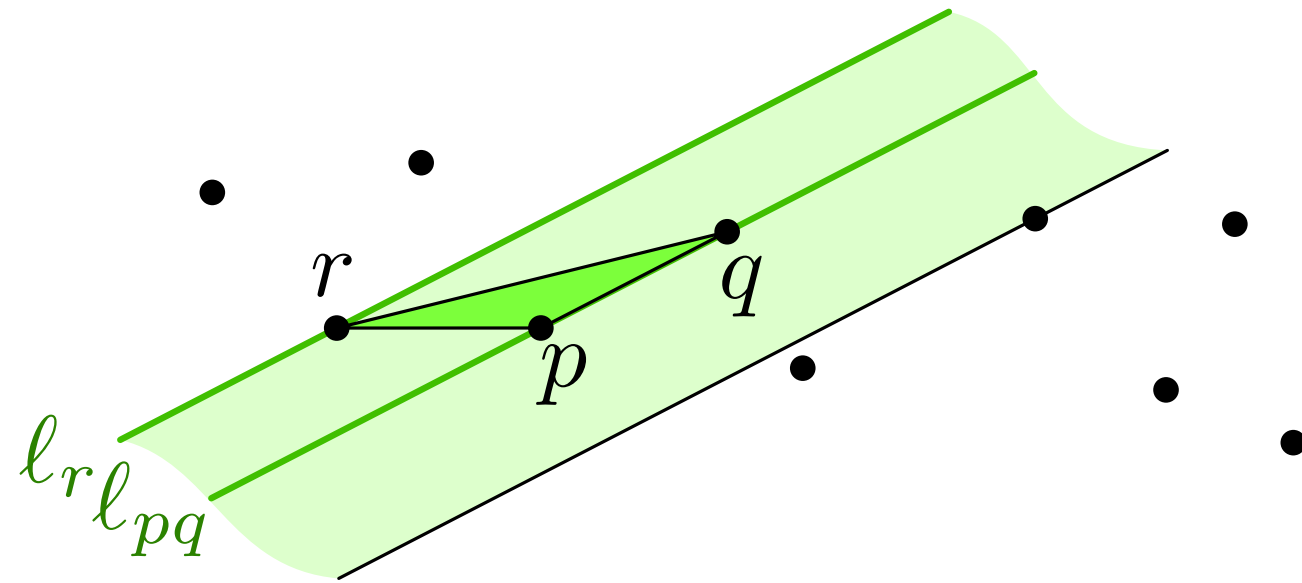
- l_r^* lies vertically above or below l_{pq}^* in a face $\mathcal{A}(P^*) \Rightarrow$ two candidates per l_{pq}^*

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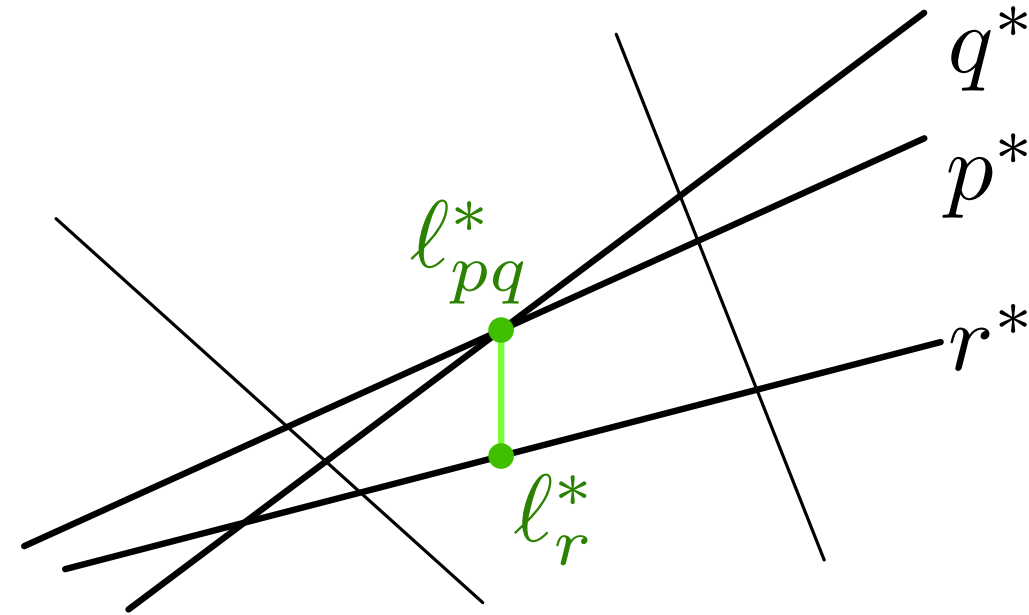
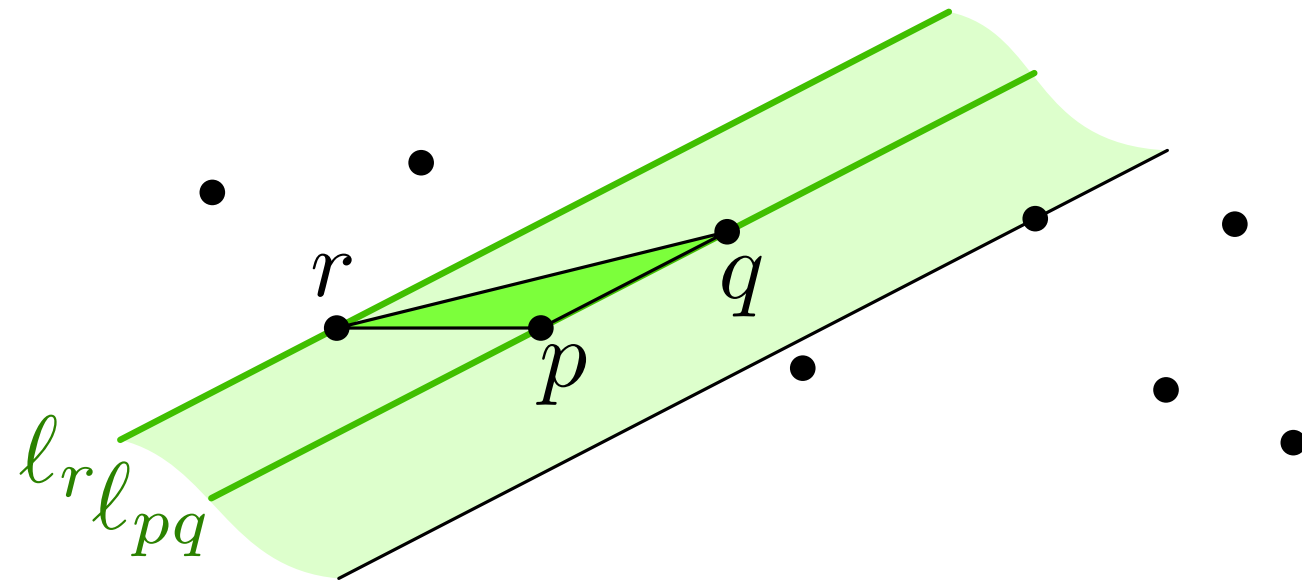
- ℓ_r^* lies vertically above or below ℓ_{pq}^* in a face $\mathcal{A}(P^*) \Rightarrow$ two candidates per ℓ_{pq}^*
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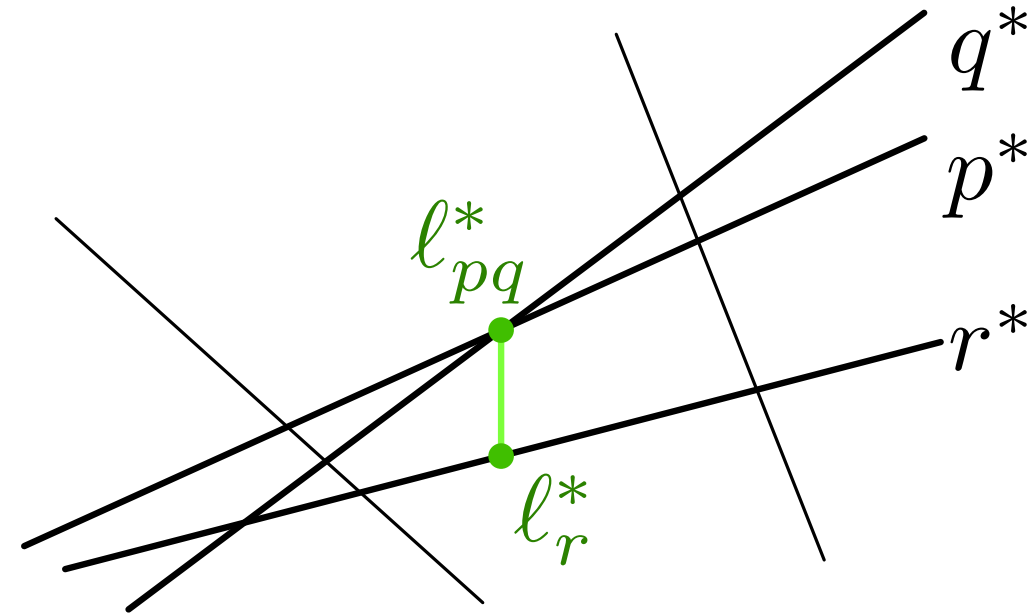
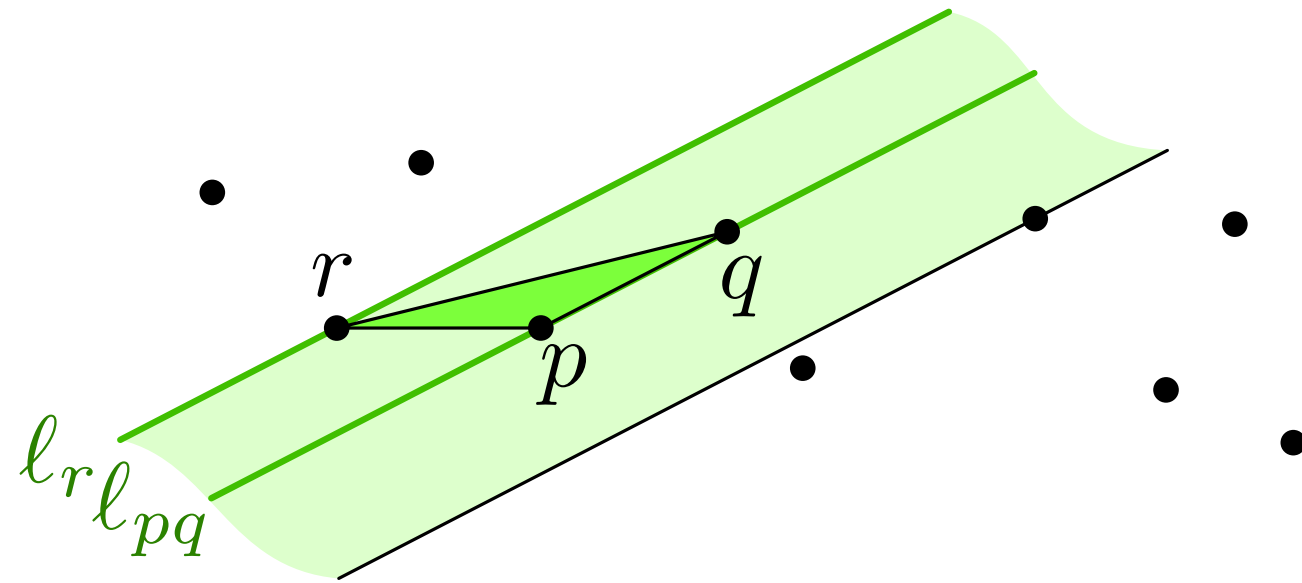
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- in every face compute vertical neighbor of all vertices
 \Rightarrow time linear in complexity of the face

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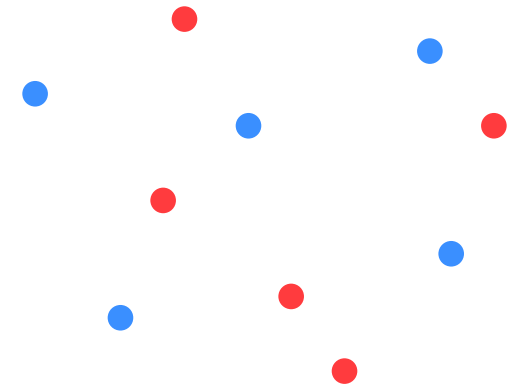
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- for all $O(n^2)$ candidate pairs $\ell_{pq}^* \ell_r^*$:
 compute the area $\triangle pqr$ in $O(1)$ time
- find minimum in $O(n^2)$ time

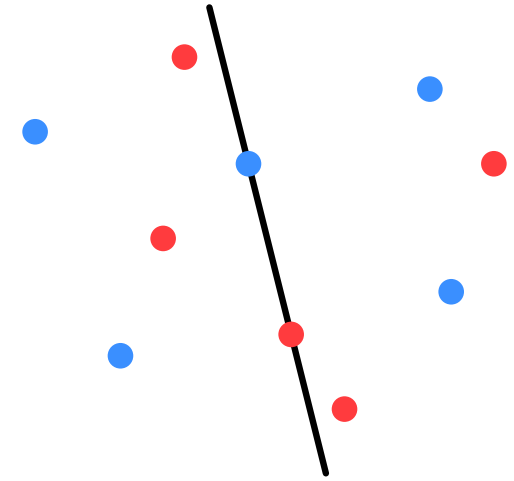
Ham-sandwich cut

Problem: Given a set P of n blue and red points in \mathbb{R}^2 , is there a line that splits both point sets evenly?



Ham-sandwich cut

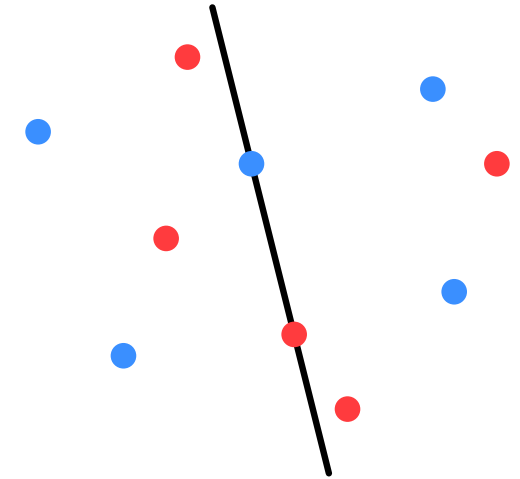
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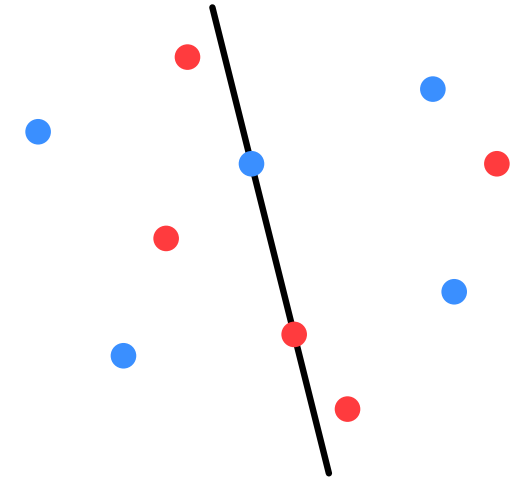


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Problem: Given a set P of n blue and red points in \mathbb{R}^2 , is there a line that splits both point sets evenly?

Solution:

- consider first one of the colors
- assume odd number of points, if not remove one
- for every slope there is a separating line

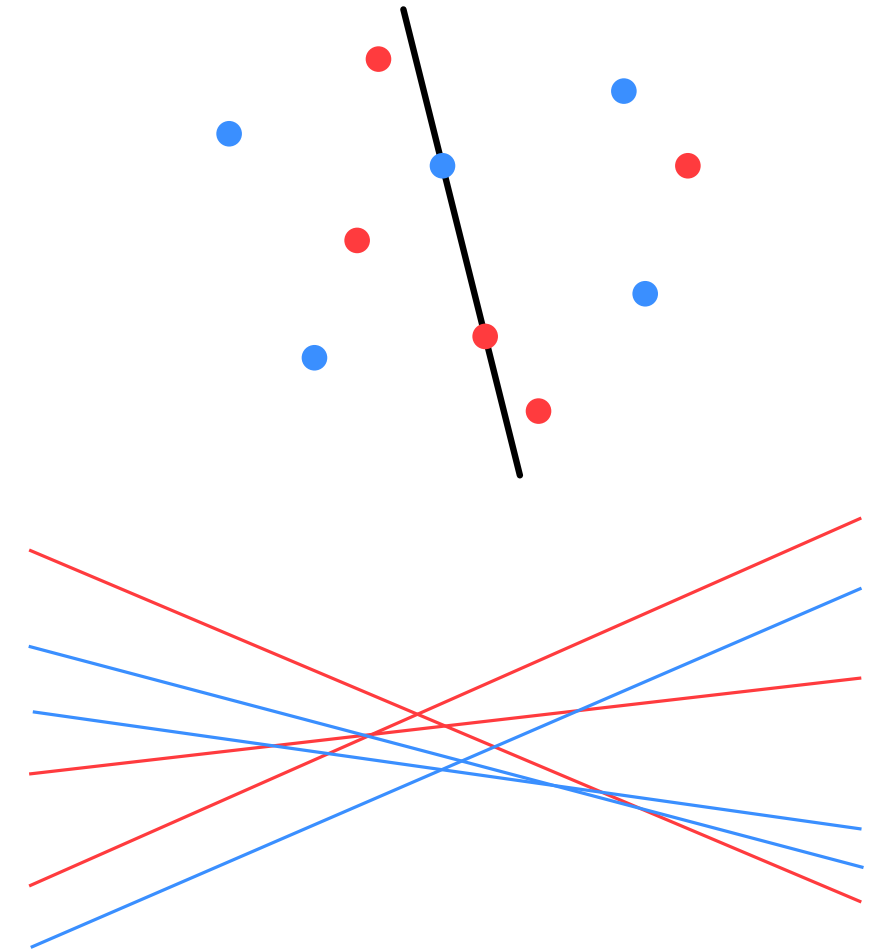


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Solution:

- dual: the bisecting lines in the primal are points on the $n/2$ -level of the arrangement of the dual lines
- points on the $n/2$ -level have $n/2$ lines below them; $n/2$ -level starts and ends on the line of median slope
- the $n/2$ -levels of the two colors necessarily intersect (since median lines intersect)
- the dual of this intersection point splits both sets evenly

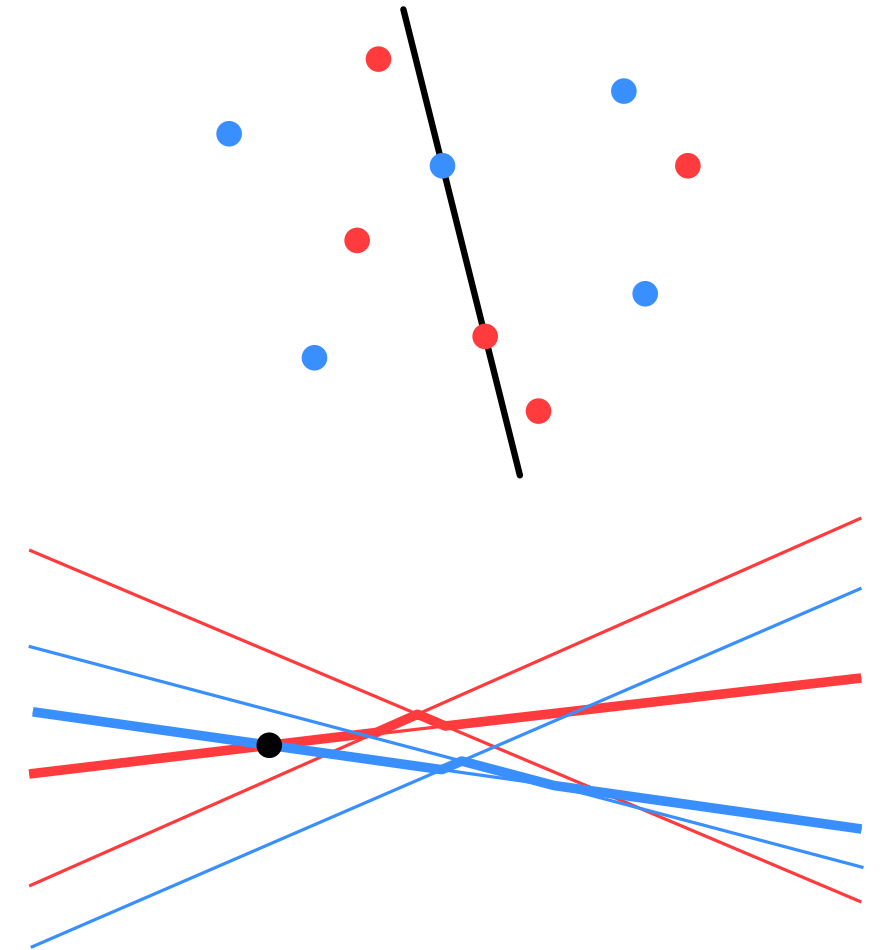


Ham-sandwich cut

Problem: Given a set P of n blue and red points in \mathbb{R}^2 , is there a line that splits both point sets evenly?

Solution:

- dual: the bisecting lines in the primal are points on the $n/2$ -level of the arrangement of the dual lines
- points on the $n/2$ -level have $n/2$ lines below them; $n/2$ -level starts and ends on the line of median slope
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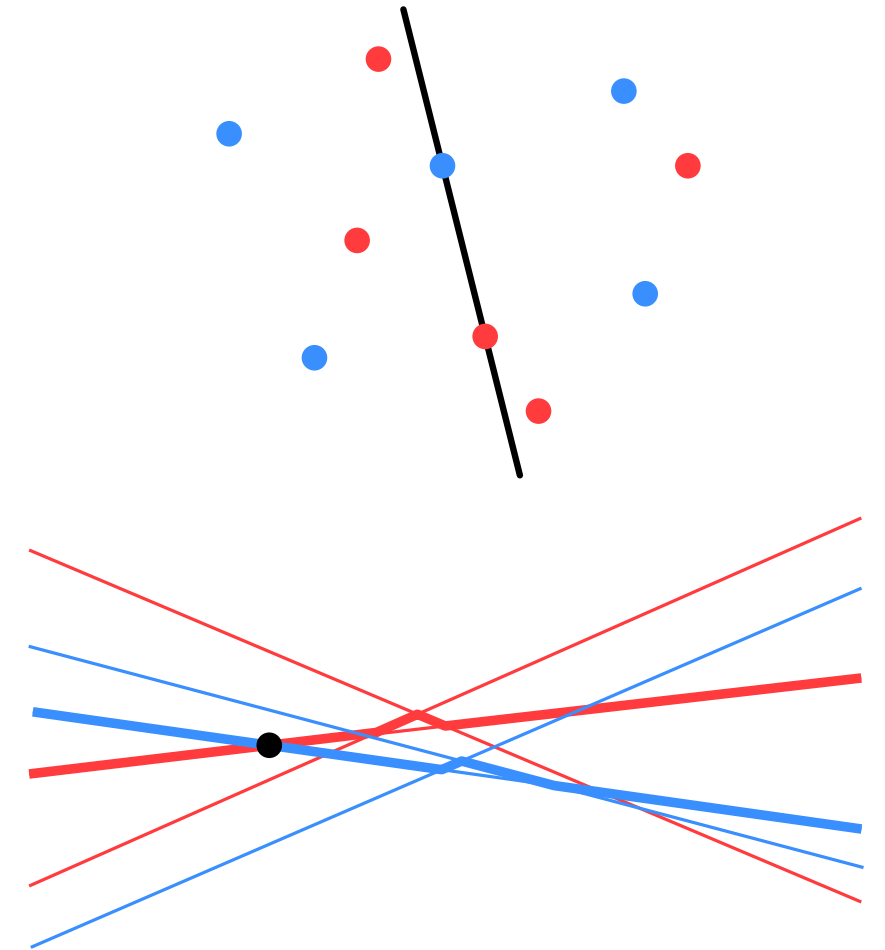
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Note: $O(n^2)$ -time algorithm, but $O(n)$ time algorithm is known



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Yes, for instance the arrangement of n line segments.

In it even a single cell can have super-linear complexity $\Theta(n\alpha(n))$ [Sharir, Agarwal, 1995].