

5-Sided Orthogonal Point Enclosure

Notes on Rahul 2015, by Simon Pratt

The primary intention of these notes is to answer: how does [Rah15] answer 3D 5-sided point enclosure queries?

Orthogonal Point Enclosure Queries (OPEQ)

Preprocess a set S of n axes-parallel rectangles in \mathbb{R}^3 in order to determine all rectangles containing a query point q . In particular, we wish to consider the case in which a rectangle is 5-sided. To be precise, our rectangles are of the form $[x_1, x_2] \times [y_1, y_2] \times (-\infty, z]$. In these notes, we will prove the following:

Theorem 1 (5.1 in [Rah15]). *OPEQ on 5-sided rectangles can be answered using a structure of $O(n \lg^* n)$ size and $O(\lg n \lg \lg n + k)$ query time, where k is the size of the output.*

We will use the following results:

Problem	Query	Space	Reference
2D 4-side OPEQ	$O(\lg n + k)$	$O(n)$	[Cha86]
3D 3-side OPEQ	$O(\lg n + k)$	$O(n)$	[Afs08]

1 5-Sided: Simple and Slow in Linear Space

An *interval tree* is a binary tree whose leaves store the values of the endpoints of a set of intervals [Ede83]. At each node v , store $\text{split}(v)$ which is the largest value in the left subtree of v , and $\text{range}(v)$ which is $(-\infty, \infty)$ at the root, and otherwise if $\text{range}(v) = [x_\ell, x_r]$, then v 's left child will have range $[x_\ell, \text{split}(v)]$, and symmetrically for the right child. An interval is stored at the node v of minimal height such that the interval is contained within $\text{range}(v)$. If we additionally maintain lists that store the left/right endpoints of all intervals stored at v in non-decreasing/non-increasing order, then space remains $O(n)$, but we can answer a 1D OPEQ in $O(\lg n + k)$ time.

Given a set of 4-sided rectangles of the form $[x_1, x_2] \times (-\infty, y] \times (-\infty, z]$, we can build an interval tree of all rectangles' projection onto the x -axis. Observe that at node v , if the query point q is to the left of $\text{split}(v)$ then for each rectangle r stored at v , r contains q iff $q \in [x_1, \infty) \times (\infty, y] \times (\infty, z]$, and similarly (but symmetrically) if q is to the right of $\text{split}(v)$.

This effectively reduces the problem to a 3-sided query, for which we can store [Afs08] at each node. Since we perform at most $O(\lg n)$ of these queries (one at each level of the interval tree), the total query time is $O(\lg^2 n + k)$ and space is still $O(n)$. Call this structure D_4 . We can use the same technique to solve 5-sided queries in $O(\lg^3 n + k)$ time by storing D_4 structures at the nodes of the interval tree obtained by y -projection instead. This proves the following:

Theorem 2 (2.1 in [Rah15]). *OPEQ on 5-sided rectangles can be answered using a structure of $O(n)$ size and $O(\lg^3 n + k)$ query time, where k is the size of the output.*

2 4-Sided: Faster in Near-Linear Space

Given two points $p, q \in \mathbb{R}^d$, then $p = (p_1, \dots, p_d)$ dominates $q = (q_1, \dots, q_d)$ if $p_i > q_i$ for all $i \in \{1, \dots, d\}$. Given a set of points P , R is a t -level shallow cutting of P if (i) $|R| = O(n/t)$, (ii) any point p that is dominated by at most t points of P dominates a point in R , and (iii) each point in R is dominated by $O(t)$ points in P .

Note that we can reduce dominance of a point set P in \mathbb{R}^3 to planar point location in orthogonal subdivision by projecting the orthants whose corners are at the points of P onto the plane, which we'll call the *orthant projection*. If we use the 4-sided to 3-sided reduction above, then consider each 3-sided rectangle as a point, then we can take $\lg^{(i)} n$ -level shallow cuttings R_i for all $0 \leq i \leq \lg^* n$. **Local Structure:** on each R_i , build the structure from [Afs08]. **Global Structure:** for each R_i , compute the orthant projection \mathcal{A}_i , then store all such projections in [Cha86].

To answer a query, first find all orthant projections which enclose the query point by querying the global structure, then for each such projection, query the local structure.

Theorem 3 (3.1 in [Rah15]). *OPEQ on 4-sided rectangles can be answered using a structure of $O(n \lg^* n)$ size and $O(\lg n \cdot \lg^* n + k)$ query time, where k is the size of the output.*

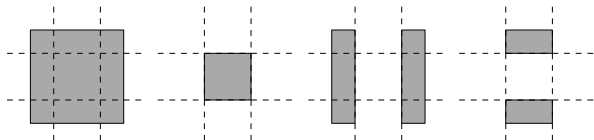


Figure 1: A rectangle (left) decomposes into an number of totally covered cells (middle-left), sides contained in adjacent vertical slabs (middle-right), and sides contained in adjacent horizontal slabs (right).

3 5-Sided: Putting it all Together

We will use a grid technique adapted from [ABR00]. Let $t = \log^4 n$. Project S onto the plane, then draw an orthogonal $(2\sqrt{n/t}) \times (2\sqrt{n/t})$ grid over the resulting rectangles such that each horizontal and vertical slab contains the projections of \sqrt{nt} sides. We create a tree by creating a node to store all rectangles on which we don't recurse, and recursing on all rectangles completely contained within a slab with m , the number of rectangles in the current subproblem, replacing n wherever mentioned previously. Stop recursion when m reaches a constant. At each node of this tree: (i) (*slow*): build the structure from Theorem 2, (ii) (L_c): for each grid cell c , store at most $\log^3 n$ of the rectangles which completely cover c in decreasing order of z span, and (iii) (*side*): build the structure from Theorem 3 on the (at most 4) sides cut from each rectangle by the grid (see Figure 1).

To answer a query q , locate the grid cell c containing q and scan L_c , reporting rectangles until (a) we find a rectangle not containing q , or (b) we reach the end.

If (b), then $k \geq \lg^3 n$, thus querying the slow structure gives $O(k)$ query time. Otherwise, query the side structures then the recursive structures. This uses $O(n \lg^* n)$ space, querying this structure takes $O(\lg n \lg \lg n + k)$ time, and this concludes the proof of Theorem 1.

References

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