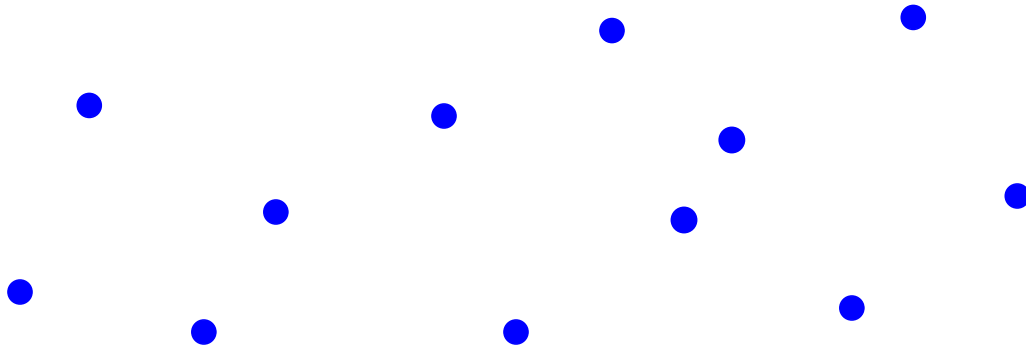


# Closest Pair

## One-Shot Problem

Given a set  $P$  of  $N$  points, find  $p, q \in P$ , such that the distance  $d(p, q)$  is minimum.




Algorithms for determining the closest pair:


1. Brute Force  $O(N^2)$
2. Divide and Conquer  $O(N \log N)$
3. Sweep-Line  $O(N \log N)$



# Brute Force Algorithm

Compute all the distances  $d(p, q)$  and select the minimum distance.

  $(x_1, y_1)$   
 $p_1$

$(x_2, y_2)$   
  
 $p_2$

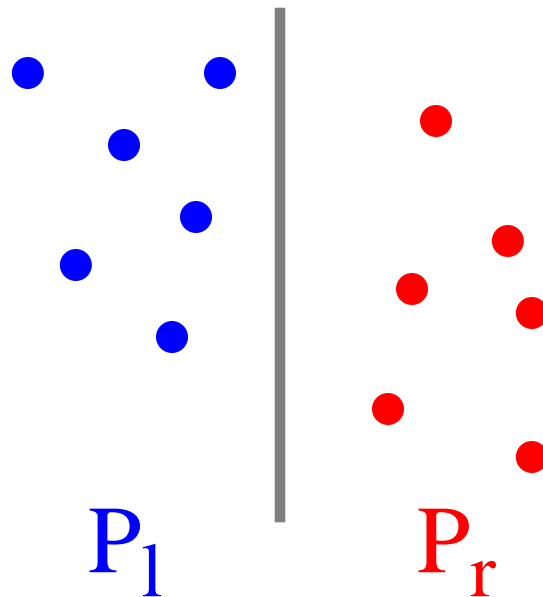
$$d(p_1, p_2) = \sqrt{(x_2 - x_1)^2 + (y_2 - y_1)^2}$$

**Time Complexity:  $O(N^2)$**



# Divide and Conquer Algorithm

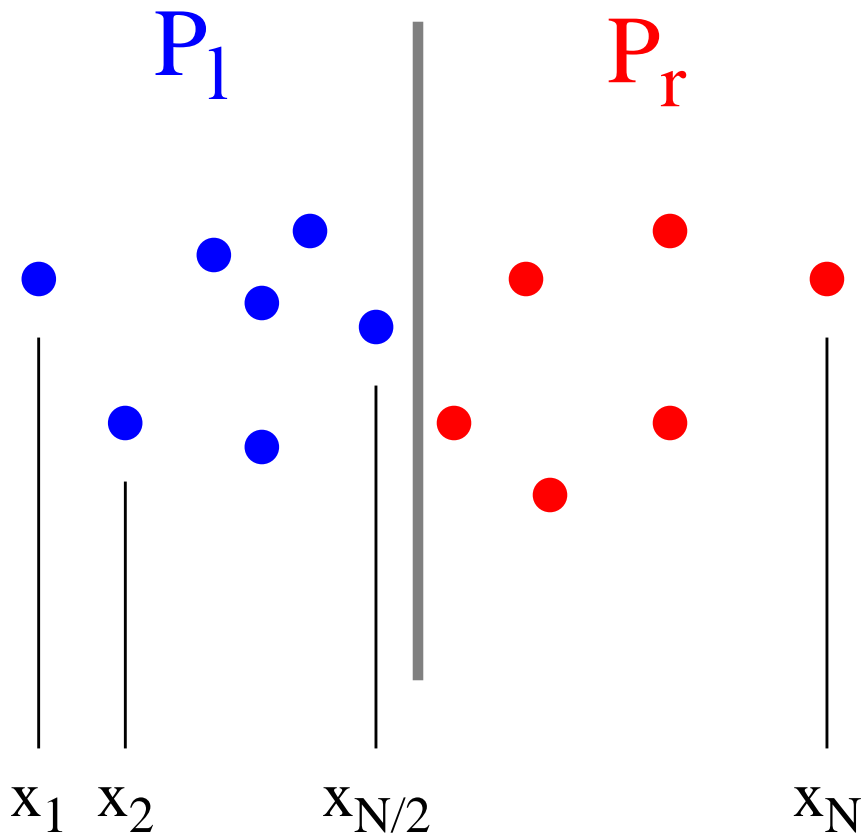
Idea: A better method! Sort points on the x-coordinate and divide them in half. Closest pair is either in one of the halves or has a member in each half.



# Divide and Conquer Algorithm

**Phase 1:** Sort the points by their x-coordinate:

$p_1 p_2 \dots p_{N/2} \dots p_{N/2+1} \dots p_N$



# Divide and Conquer Algorithm

## Phase 2:

Recursively compute closest pairs and minimum distances,  $d_l$ ,  $d_r$  in

$$P_l = \{ P_1, p_2, \dots, P_{N/2} \}$$
$$P_r = \{ P_{N/2+1}, \dots, P_N \}$$

Find the closest pair and closest distance in central strip of width  $2d$ , where

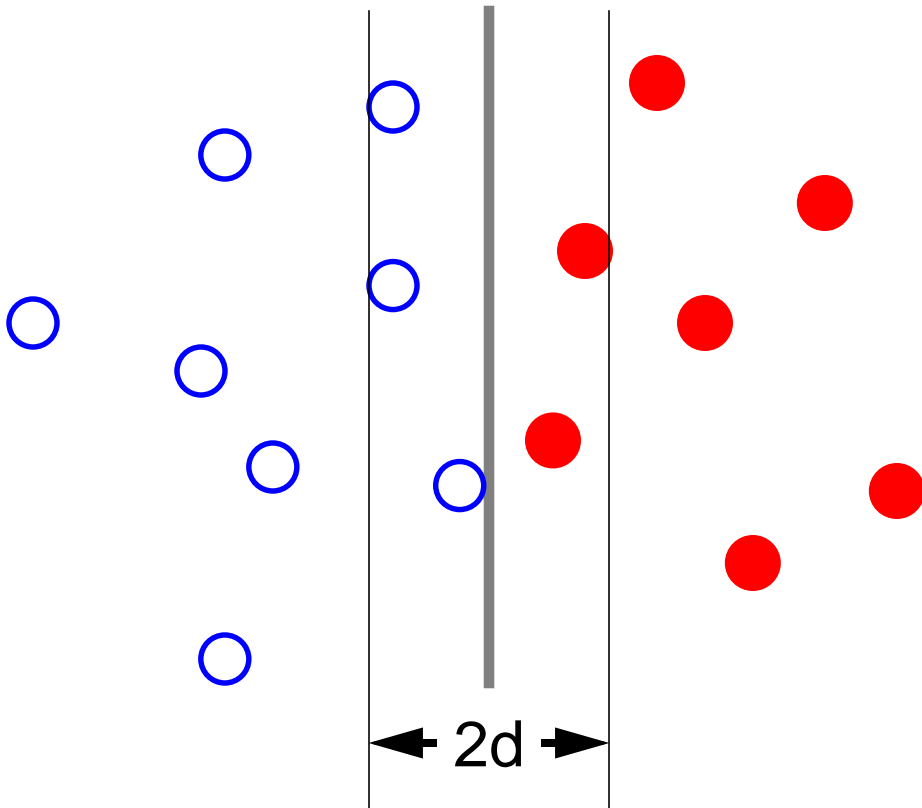
$$d = \min(d_l, d_r)$$

in other words...



# Divide and Conquer Subproblem

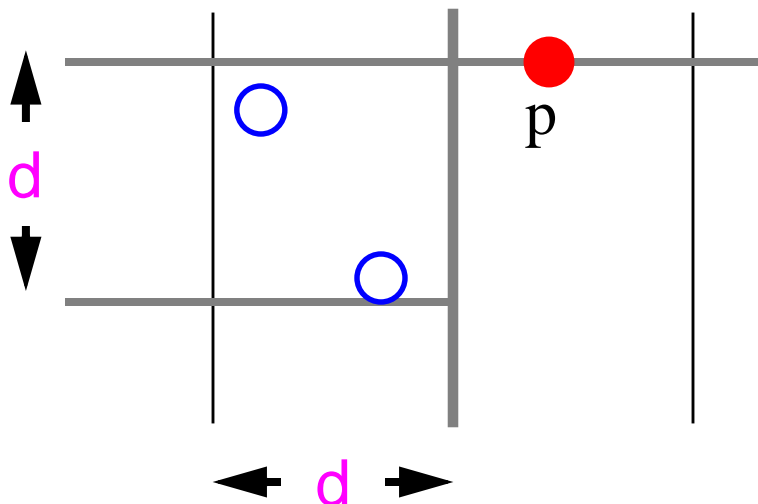
- Find the closest (○, ●) pair in a strip of width  $2d$ , knowing that no (○, ○) or (●, ●) pair is closer than  $d$ .



## Subproblem Solution

- For each point  $p$  in the strip, check distances  $d(p, q)$ , where  $p$  and  $q$  are of different colors and:

$$y(p) - d \leq y(q) \leq y(p)$$



- There are no more than four such points!



# Time Complexity

If we sort by y-coord each time:

$$\begin{aligned} T(N) &= 2 T(N/2) + N \log N \\ T(1) &= 1 \end{aligned}$$

$$T(N) = 2 T(N/2) + N \log N \quad (1)$$

$$\begin{aligned} &= 4 T(N/4) + 2 (N/2) \log (N/2) + N \log N \\ &= 4 T(N/4) + N (\log N - 1) + N \log N \end{aligned} \quad (2)$$

$$\begin{aligned} &\dots \\ &= 2^K T(N/2^K) + \\ &\quad N(\log N + (\log N - 1) + \dots + (\log N - K + 1)) \end{aligned} \quad (K)$$

$$\begin{aligned} &\dots \rightarrow \\ \text{stop when } N/2^K &= 1 \quad K = \log N \\ &= N + N (1 + 2 + 3 + \dots + \log N) \quad (\log N) \\ &= N + N ((\log N + 1) \log N) / 2 \end{aligned}$$

$$= O(N \log^2 N)$$





# Improved Algorithm

Idea:

- **Sort** all the points by **y-coordinate** once
- Before recursive calls, **partition** the sorted list into two sorted sublists for the left and right halves
- After computation of closest pair, **merge** back sorted sublists



# Time Complexity of Improved Algorithm

## Phase 1:

Sort by x and y coordinate:  
 $O(N \log N)$

## Phase 2:

Partition:  $O(N)$

Recur:  $2 T(N/2)$

Subproblem:  $O(N)$

Merge:  $O(N)$

$$\begin{aligned} T(N) &= 2 T(N/2) + N = \\ &= O(N \log N) \end{aligned}$$

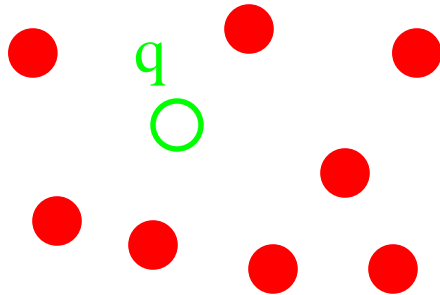
**Total Time:  $O(N \log N)$**



# Closest Points

## Repetitive Mode Problem

- Given a set  $S$  of sites, answer queries as to what is the closest site to point  $q$ .



I.e. which post office is closest?



# Voronoi Diagram

$$S = \{ s_1, s_2, \dots, s_N \}$$

Set of all points in the plane called *sites*.

Voronoi region of  $s_i$ :

$$V(s_i) =$$

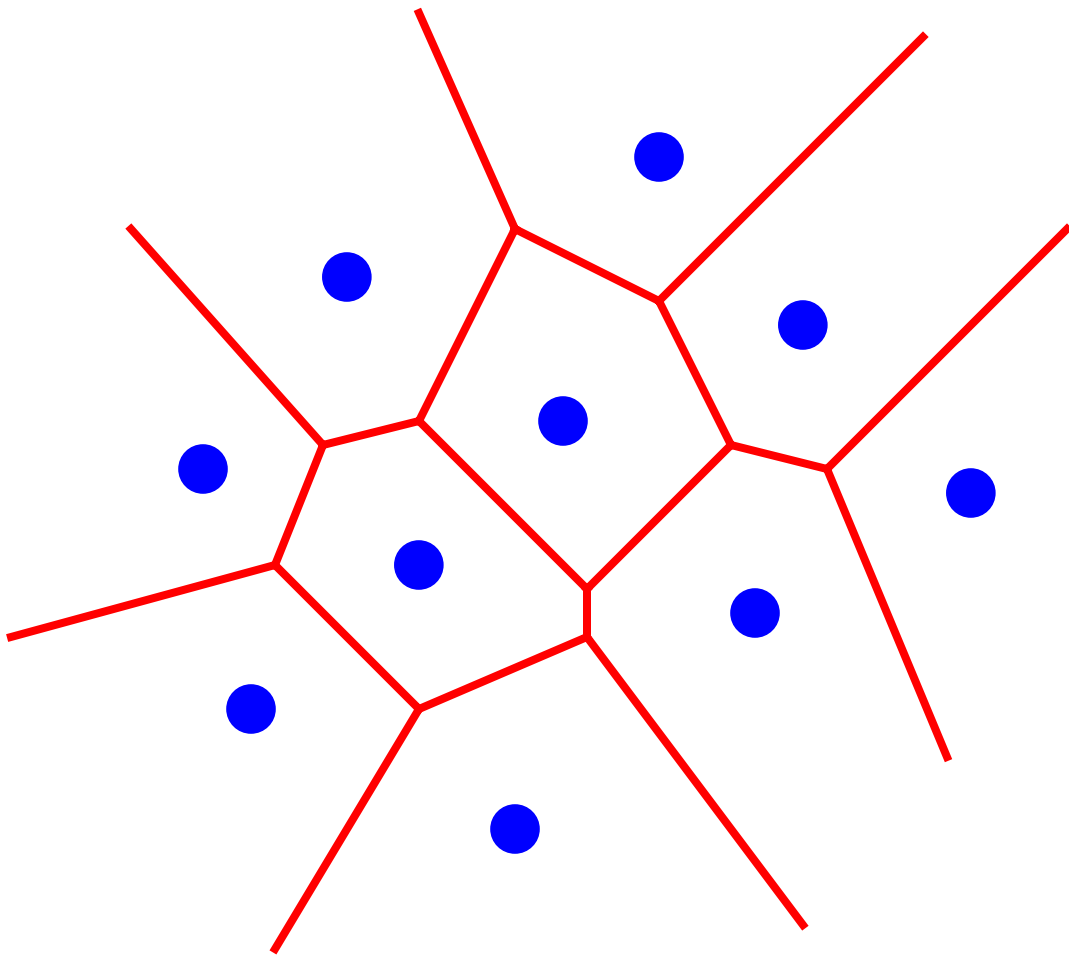
$$\{ p : d(p, s_i) \leq d(p, s_j), \forall j \neq i \}$$

Voronoi diagram of  $S$ :

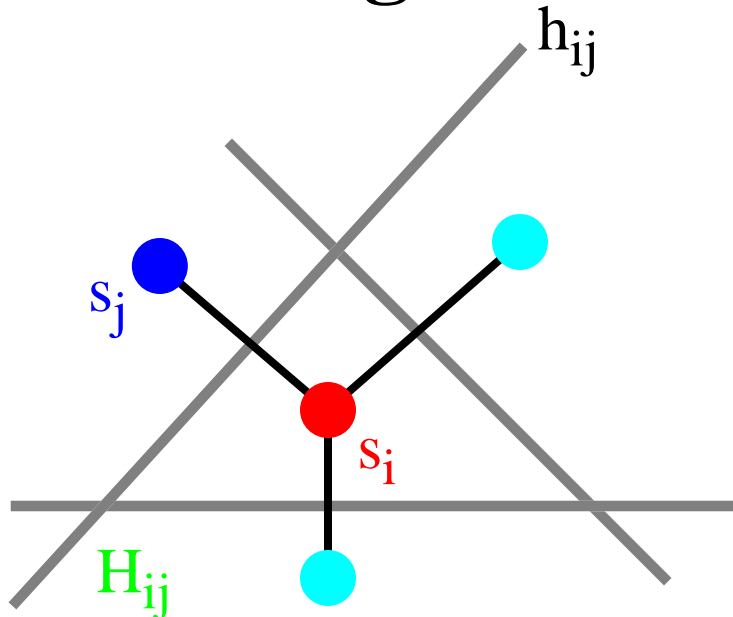
$\text{Vor}(S) =$  partition of plane into the regions  $V(s_i)$



# Voronoi Diagram Example



# Constructing a Voronoi Diagram



$h_{ij}$ : *perpendicular bisector* of segment  $(s_i, s_j)$

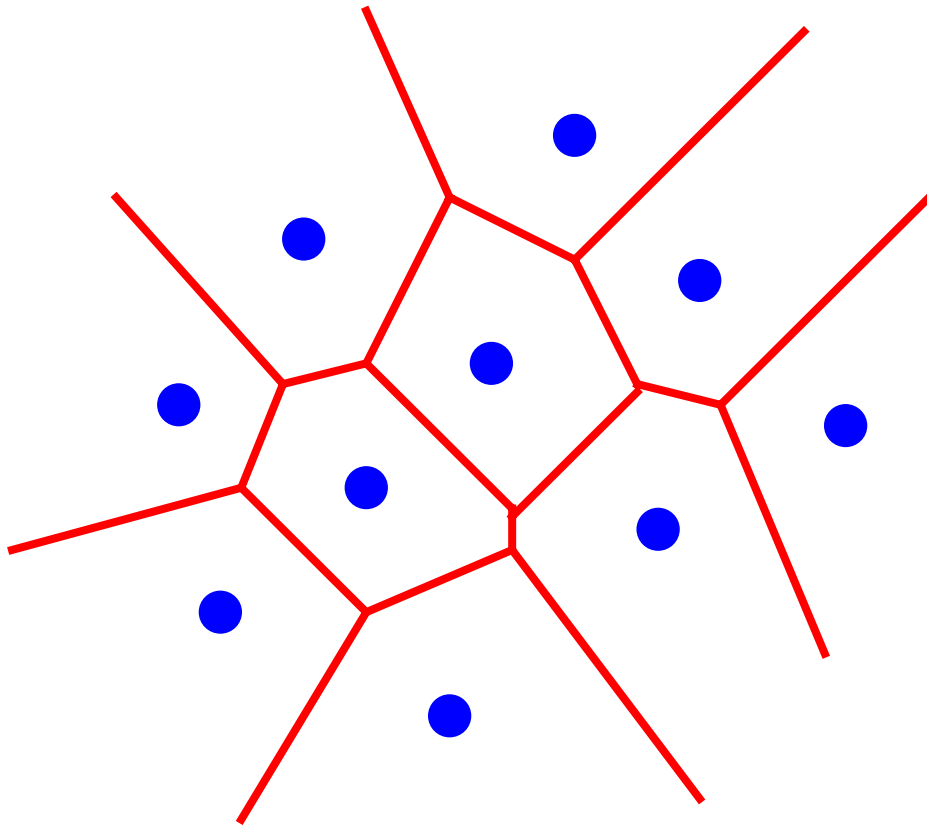
$H_{ij}$ : *half-plane* delimited by  $h_{ij}$  and containing  $s_i$

$H_{ij} = \{ p : p \text{ is closer to } s_i \text{ than } s_j \}$



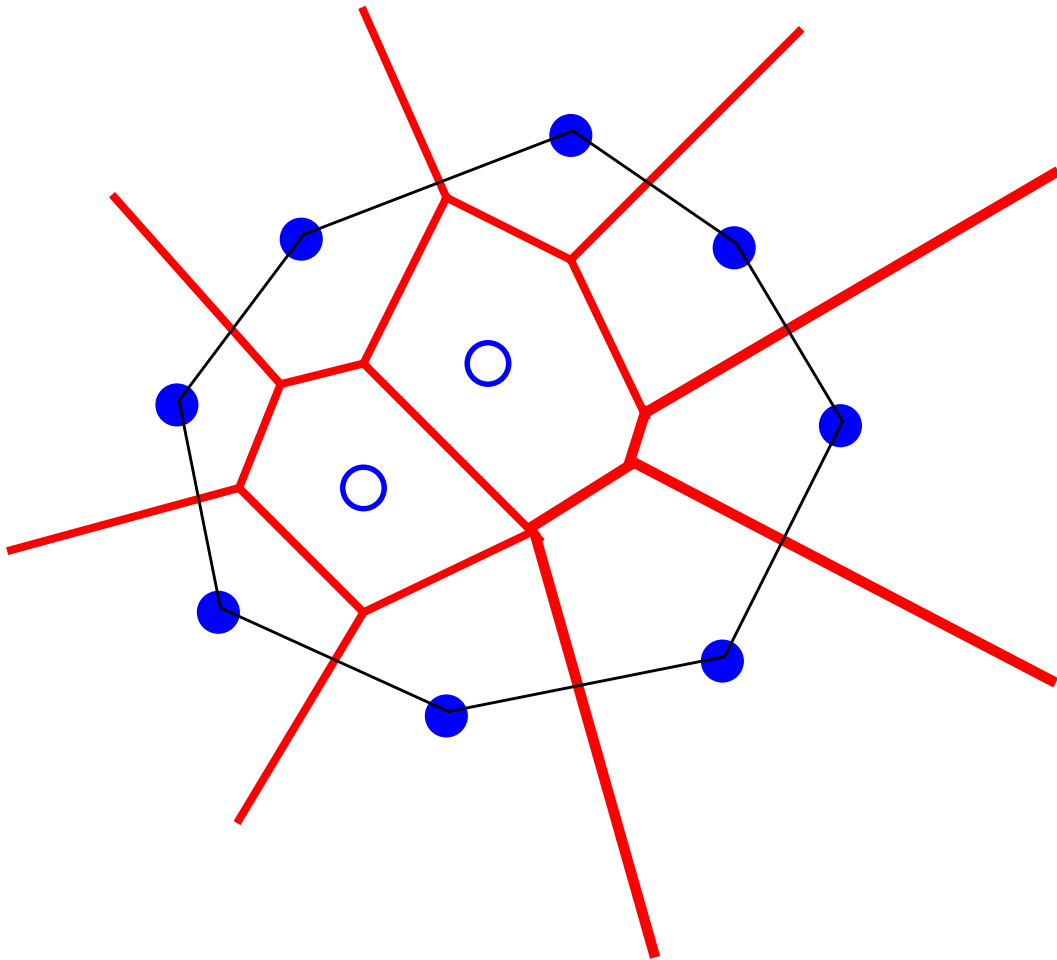
# Constructing a Voronoi Diagram

$$V(S_i) = \bigcap_{\substack{j \geq 1 \\ j \neq i}}^N H_{ij} \quad \dots \quad \text{Convex!}$$



# Voronoi Diagram and Convex Hull

Sites in unbounded regions of the Voronoi Diagram are exactly those on the **convex hull**!





# Constructing Voronoi Diagrams

There is a divide and conquer algorithm for constructing Voronoi diagrams with  $O(N \log N)$  time complexity

It's too difficult for CS 16, but don't give up.

Your natural desire to learn more on algorithms and geometry can be fulfilled.



# Geometry is Big Fun!

Want to know more about  
geometric algorithms and  
explore 3rd, 4th, and higher  
dimensions?

Take **CS 252**: Computational  
Geometry

**(offered in Sem. II, 1998)**

