

UNIONS OF ONIONS



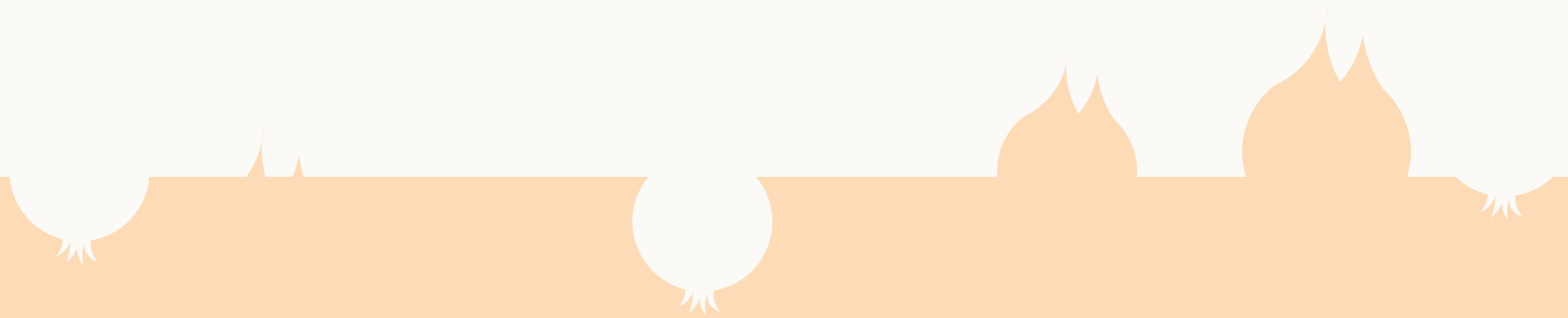
Maarten Löffler
Universiteit Utrecht

Wolfgang Mulzer
Freie Universität Berlin

CHAPTER I

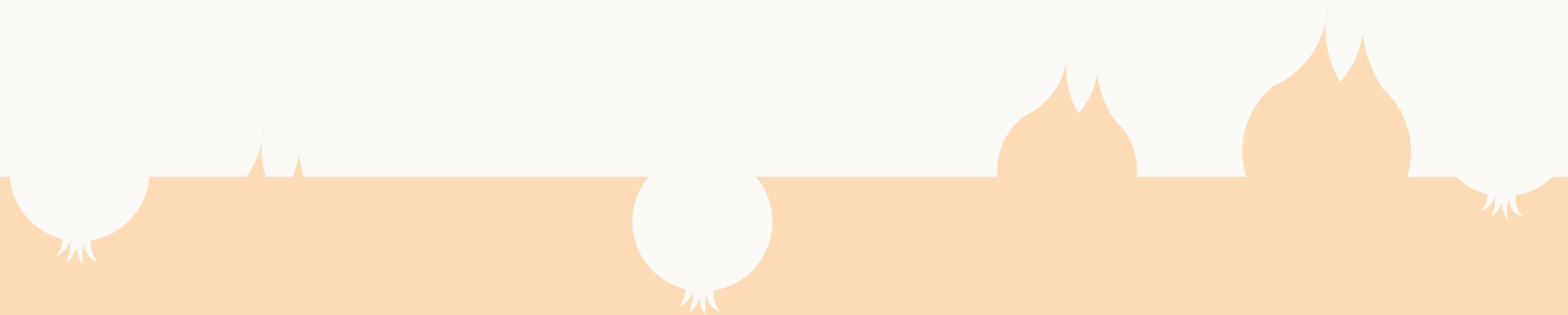
THE PROBLEM

PREPROCESSING PARADIGM



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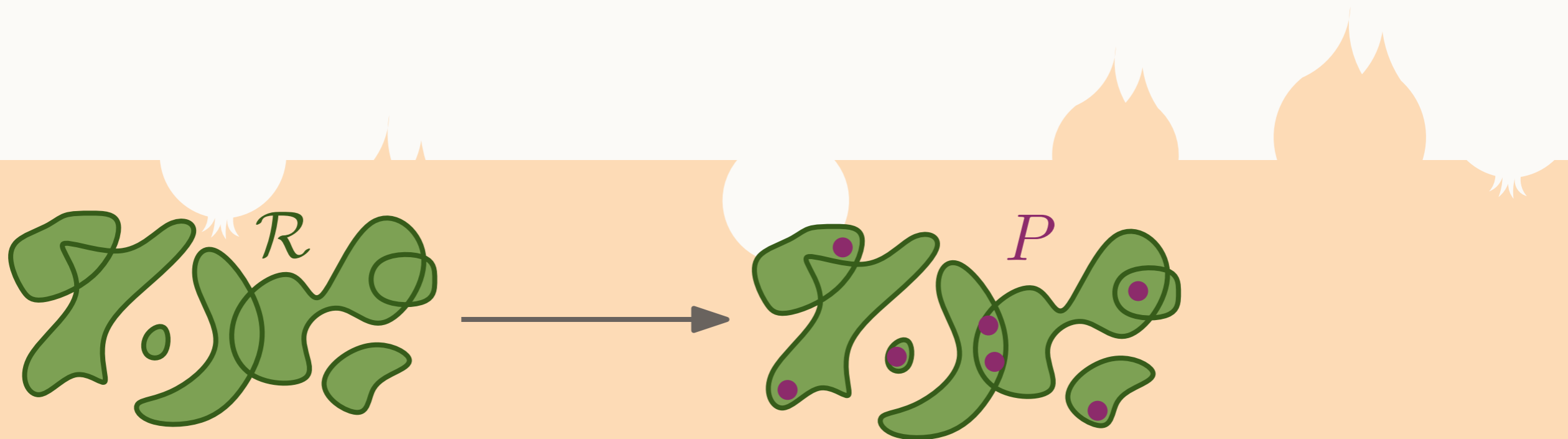
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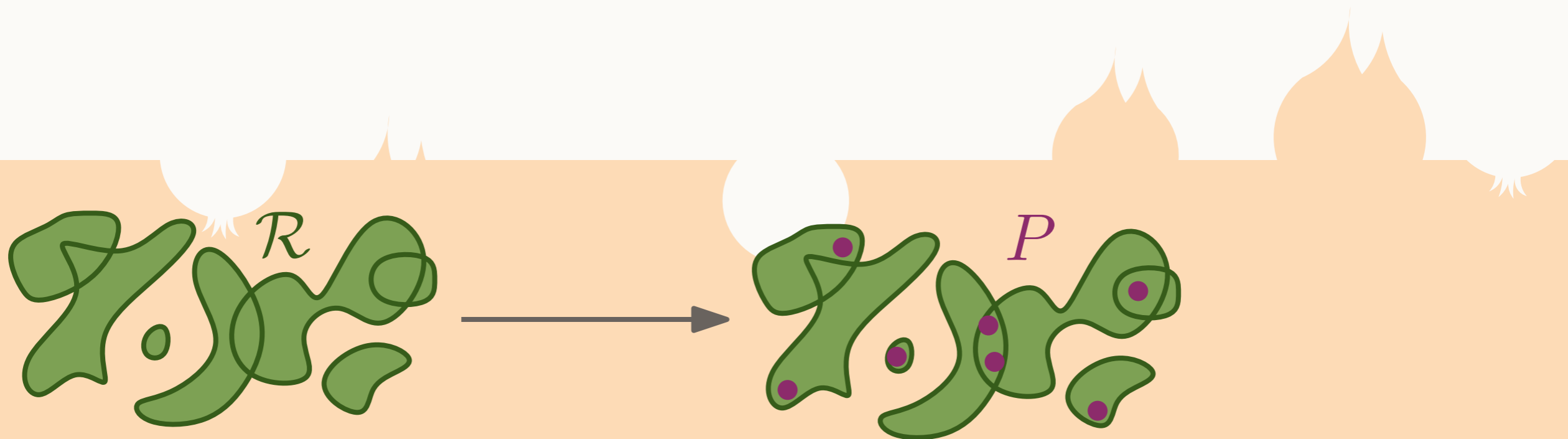


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What we really want is some structure $S(P)$.

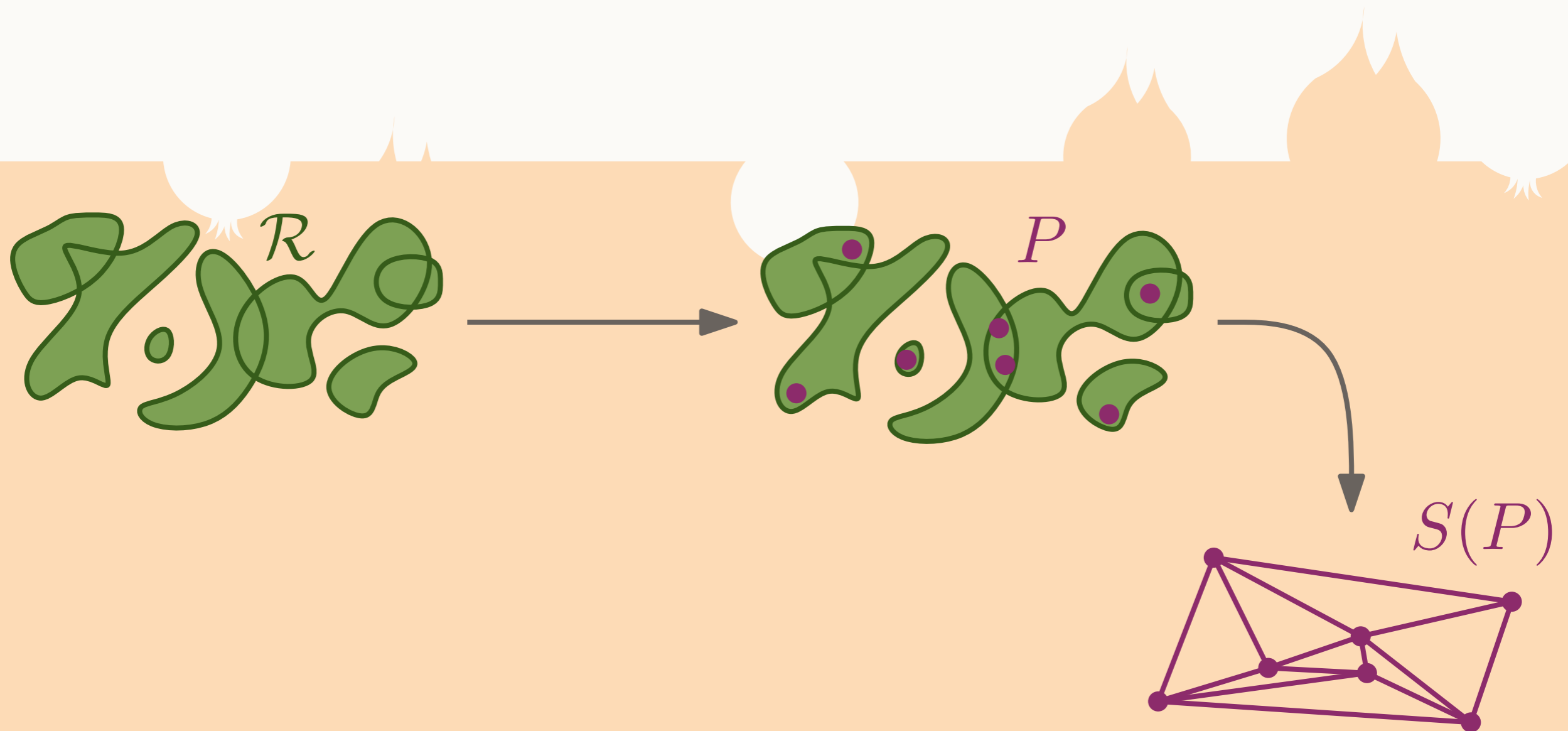


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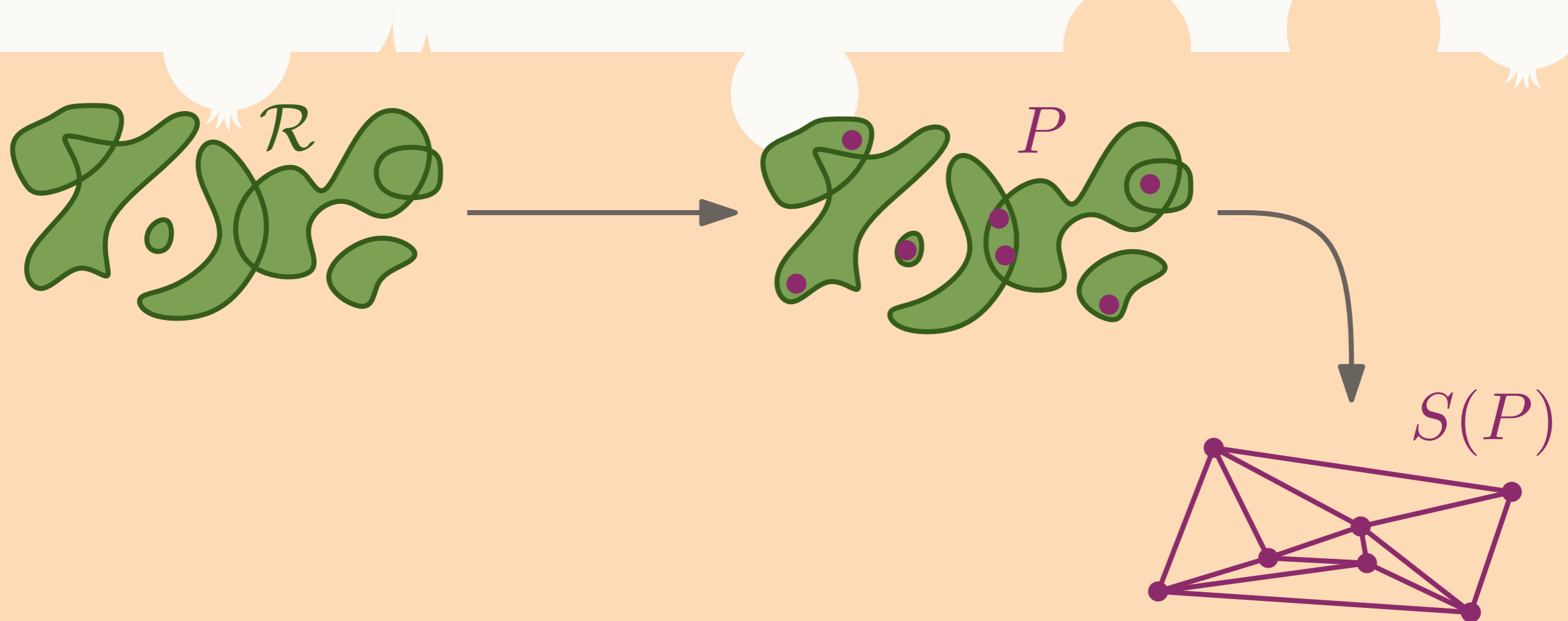
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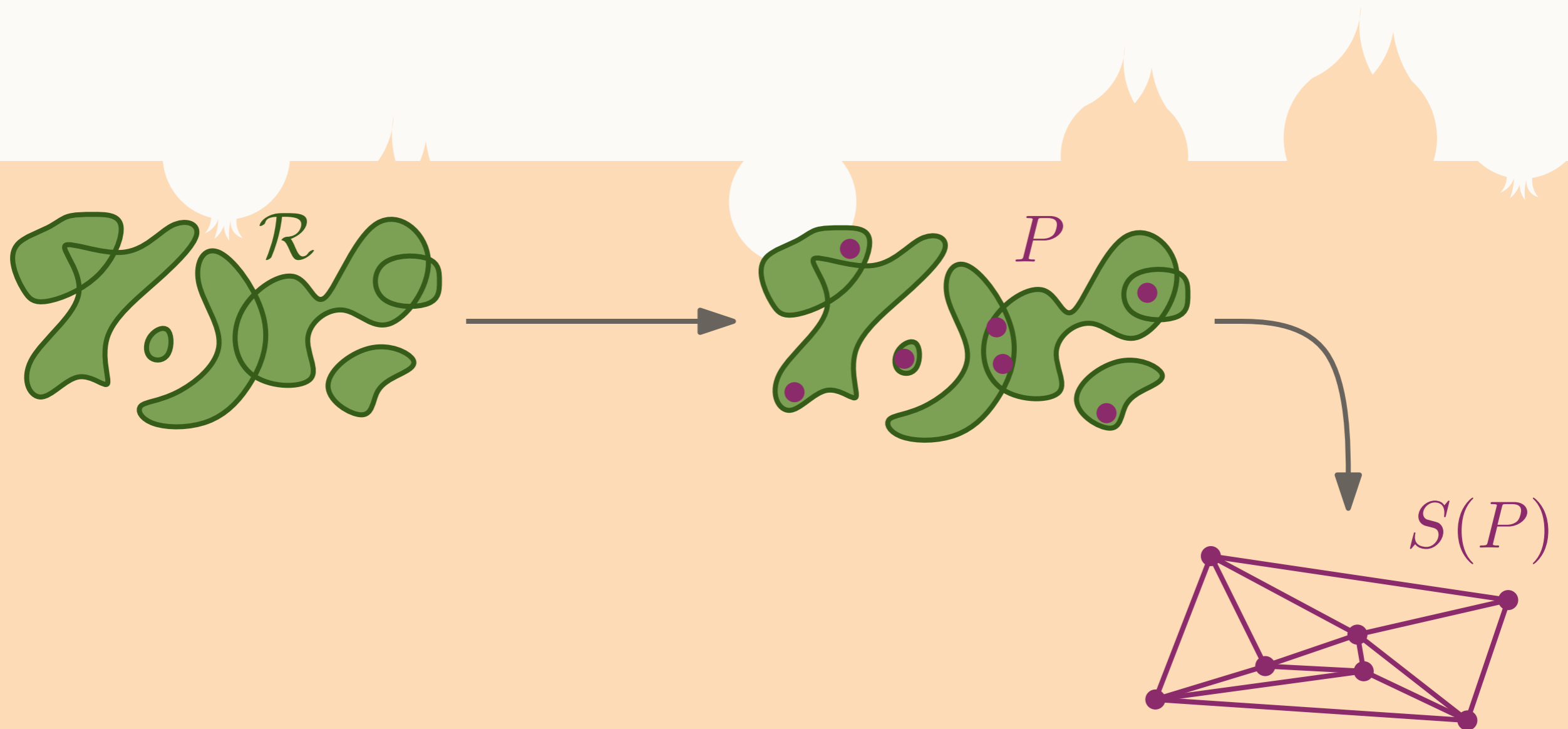
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But time is precious!



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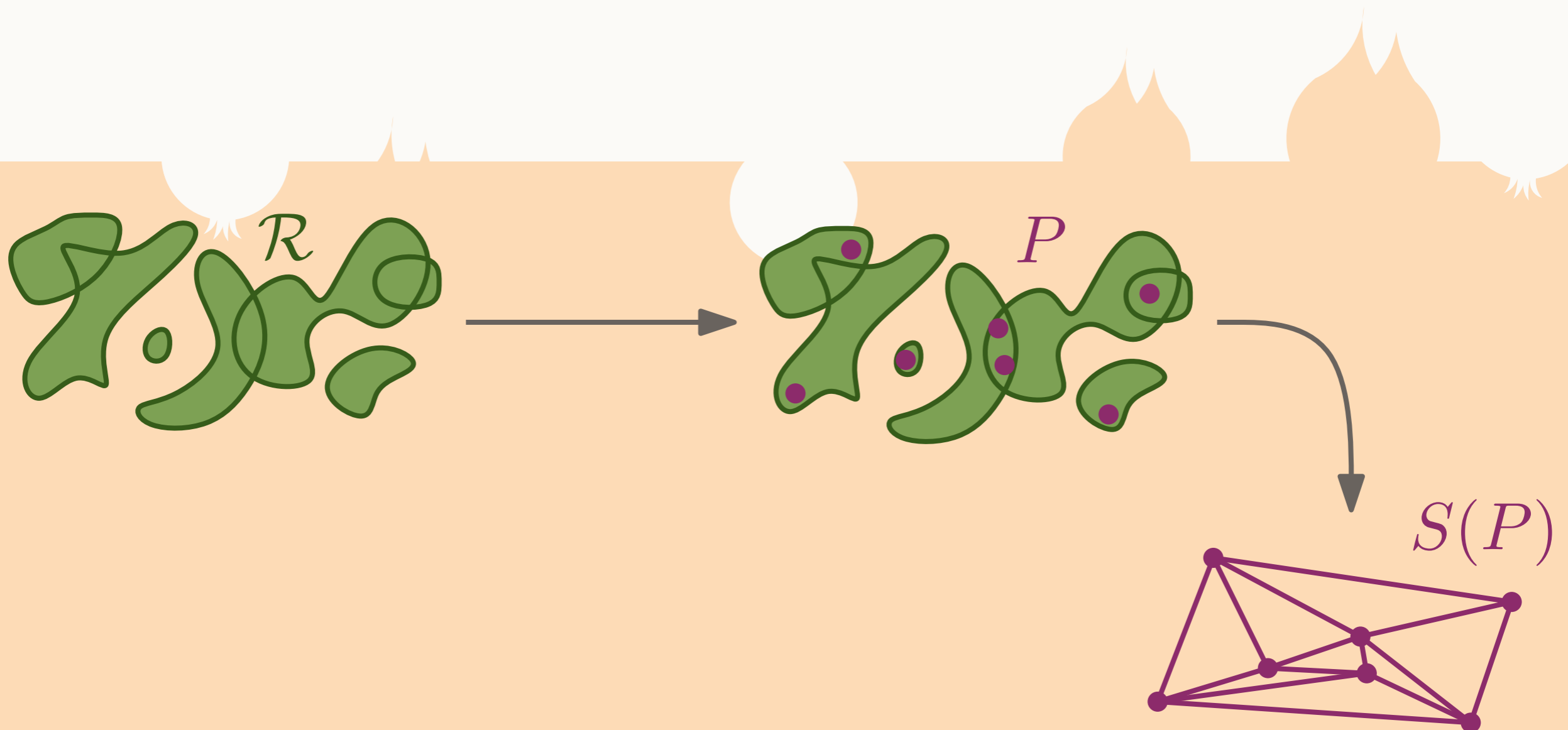
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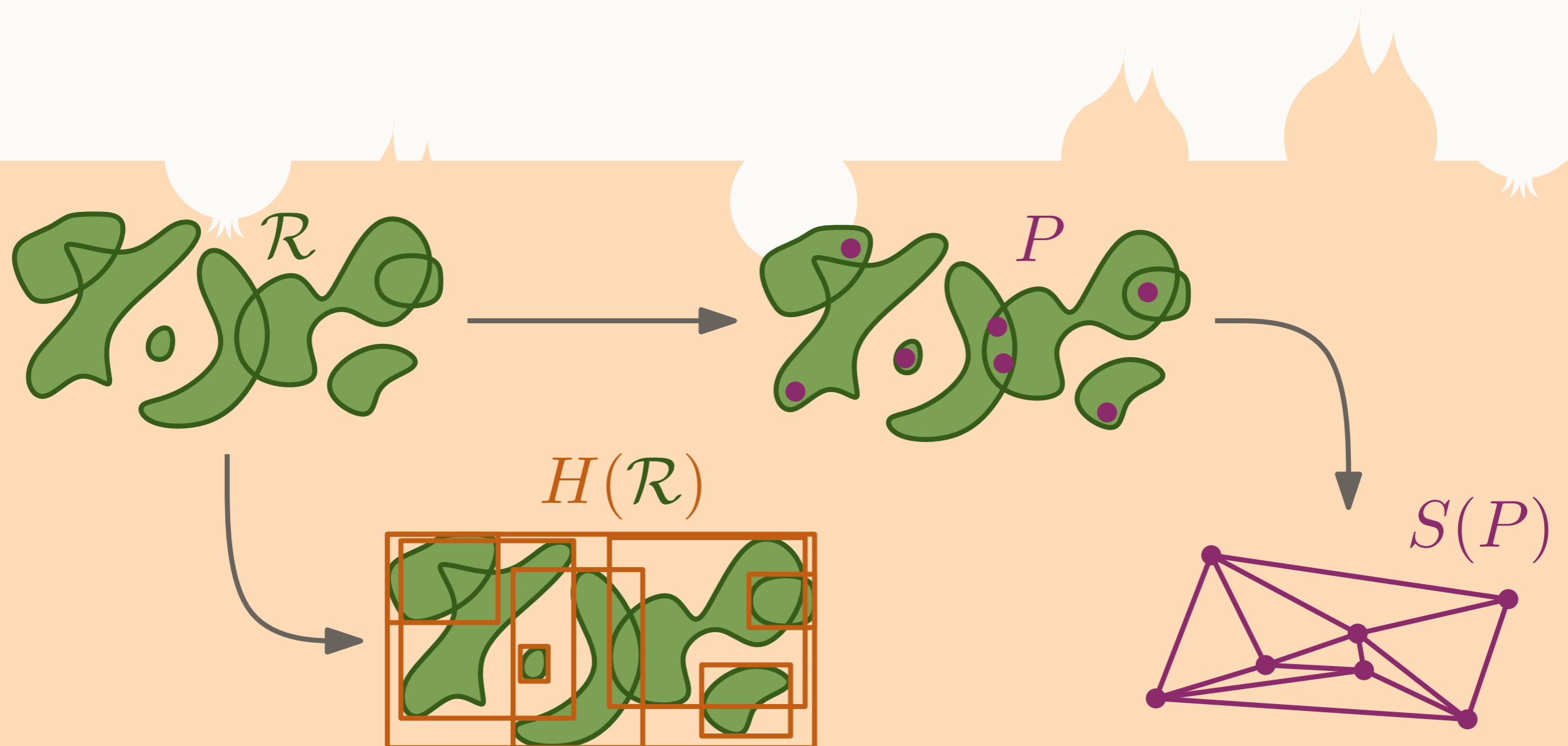
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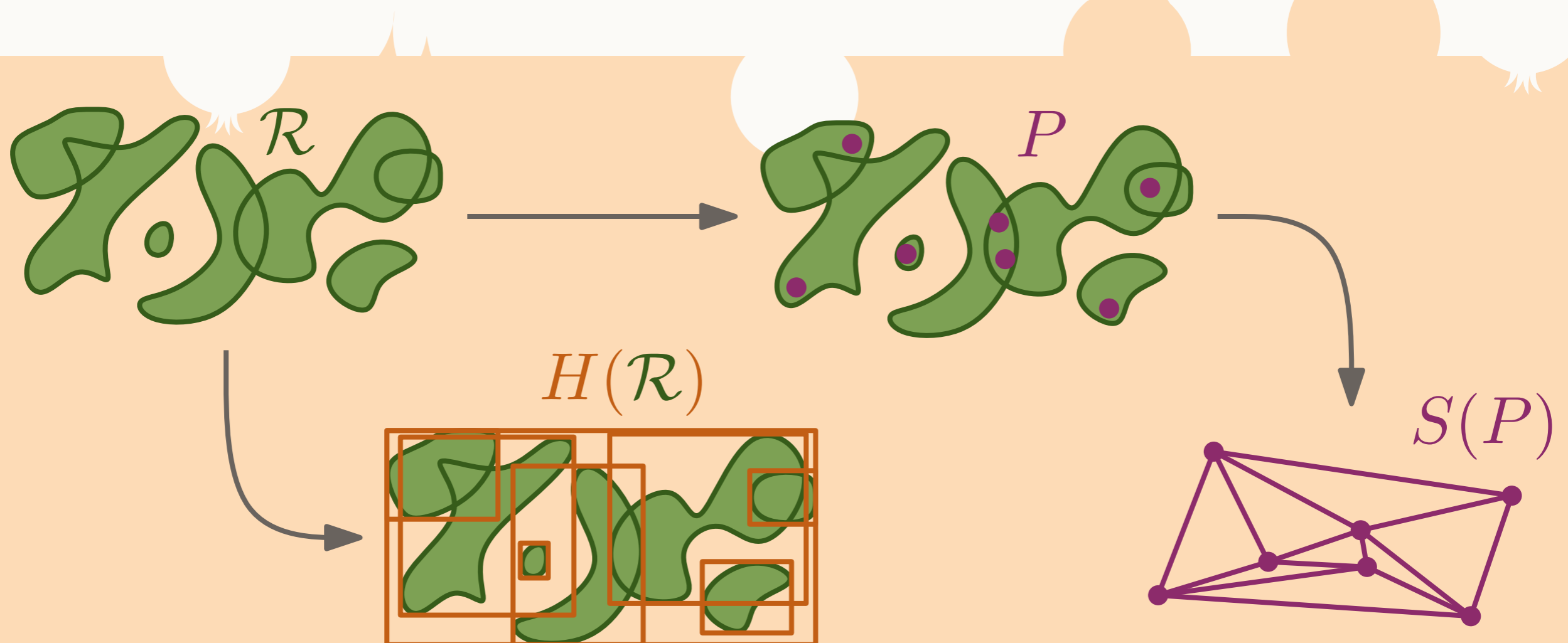


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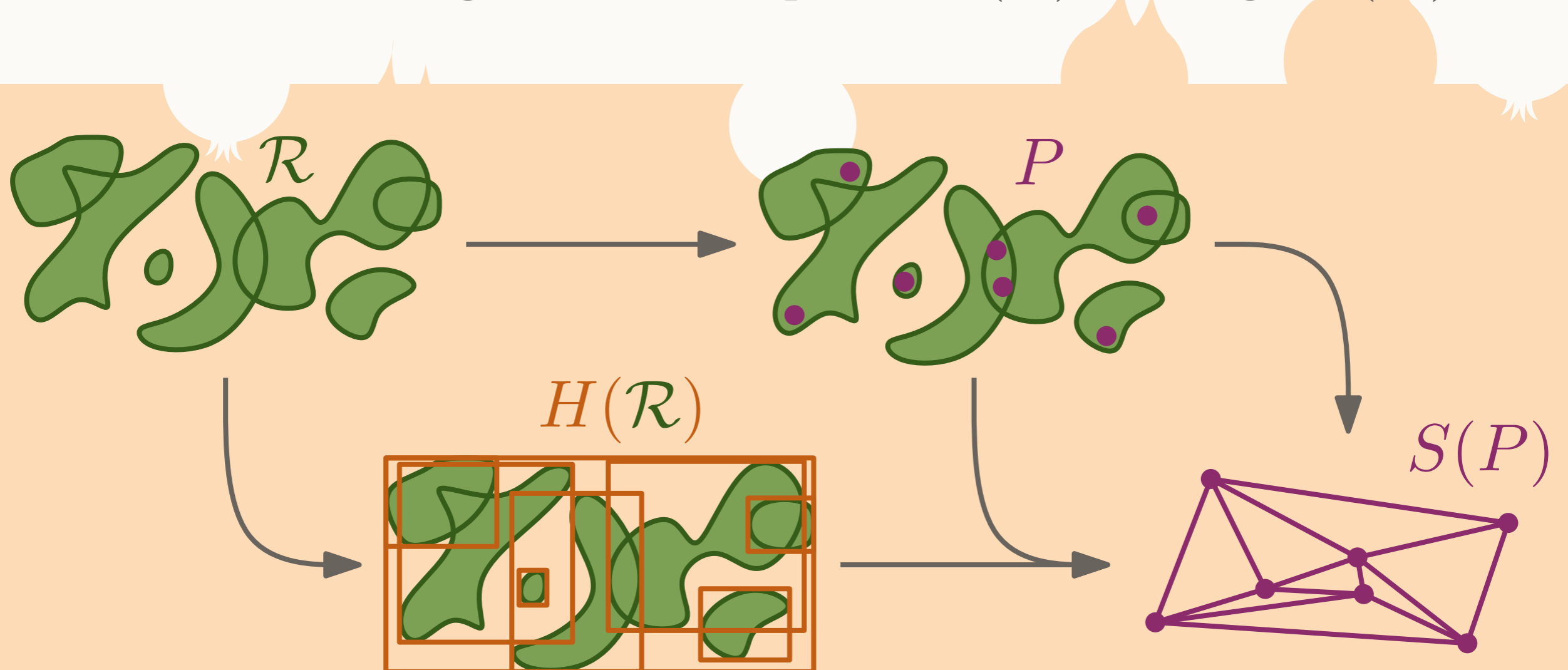


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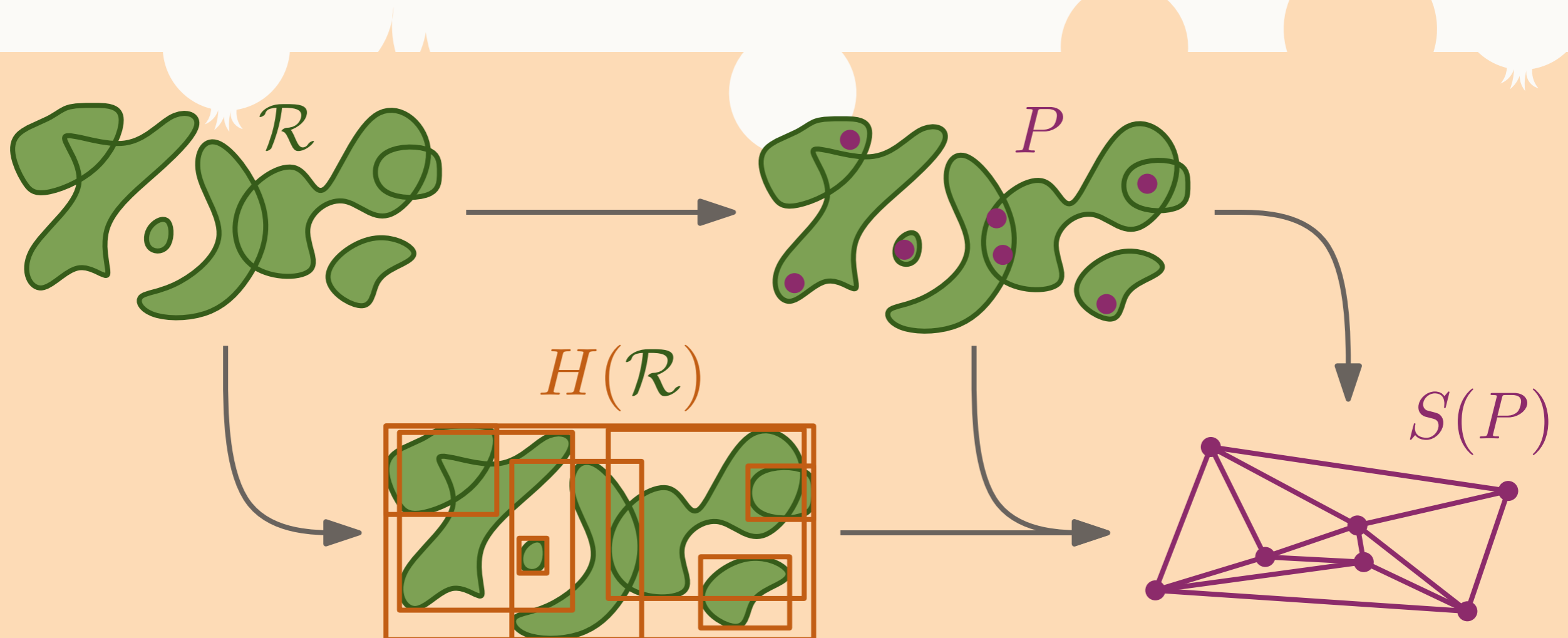
PREPROCESSING PARADIGM

Linear time algorithms are known for:

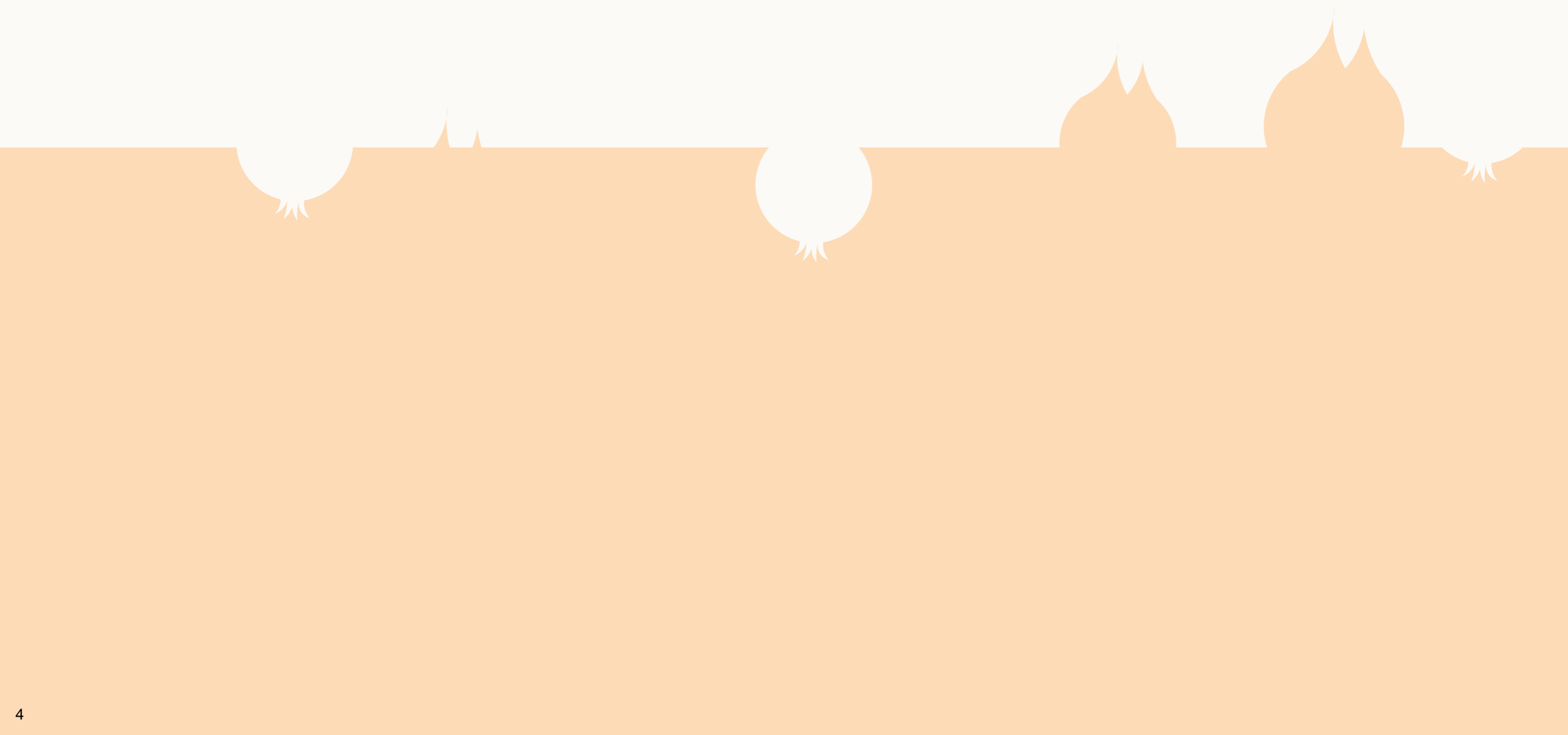
- Triangulations [Held & Mitchell]
- Delaunay triangulations [L & Snoeyink]

Superlinear, but $o(n \log n)$:

- Convex hull (lines) [Ezra & Mulzer]

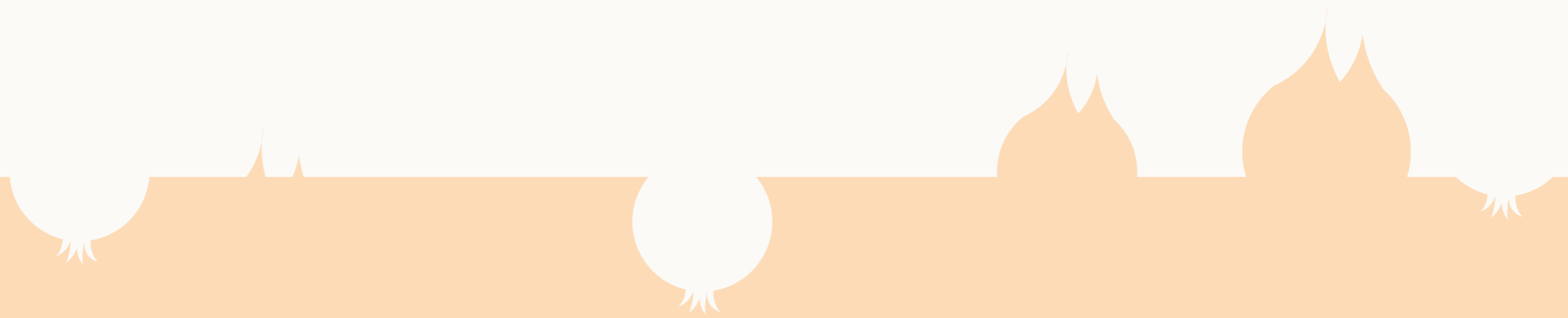


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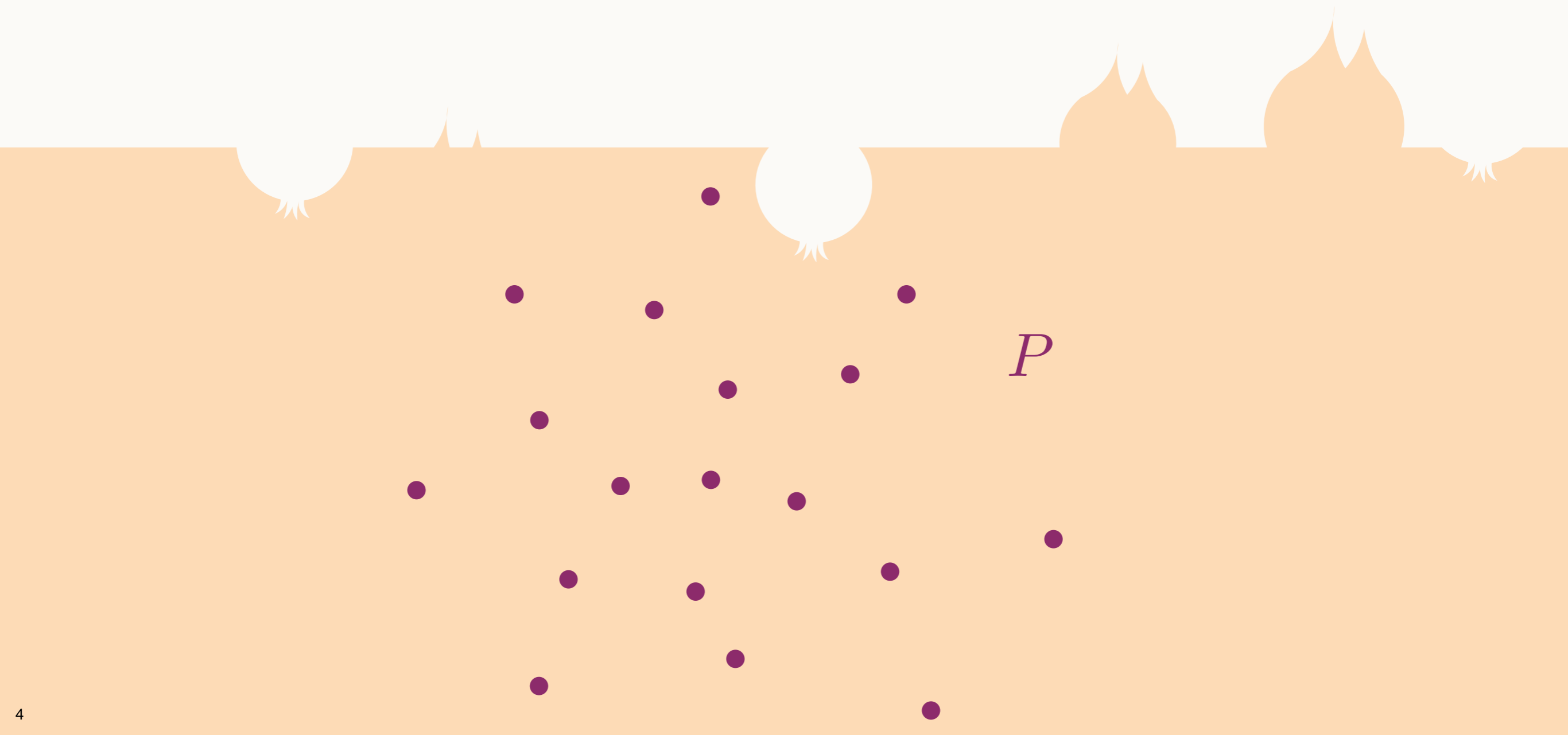
ONIONS

Let P be a set of n points in the plane.



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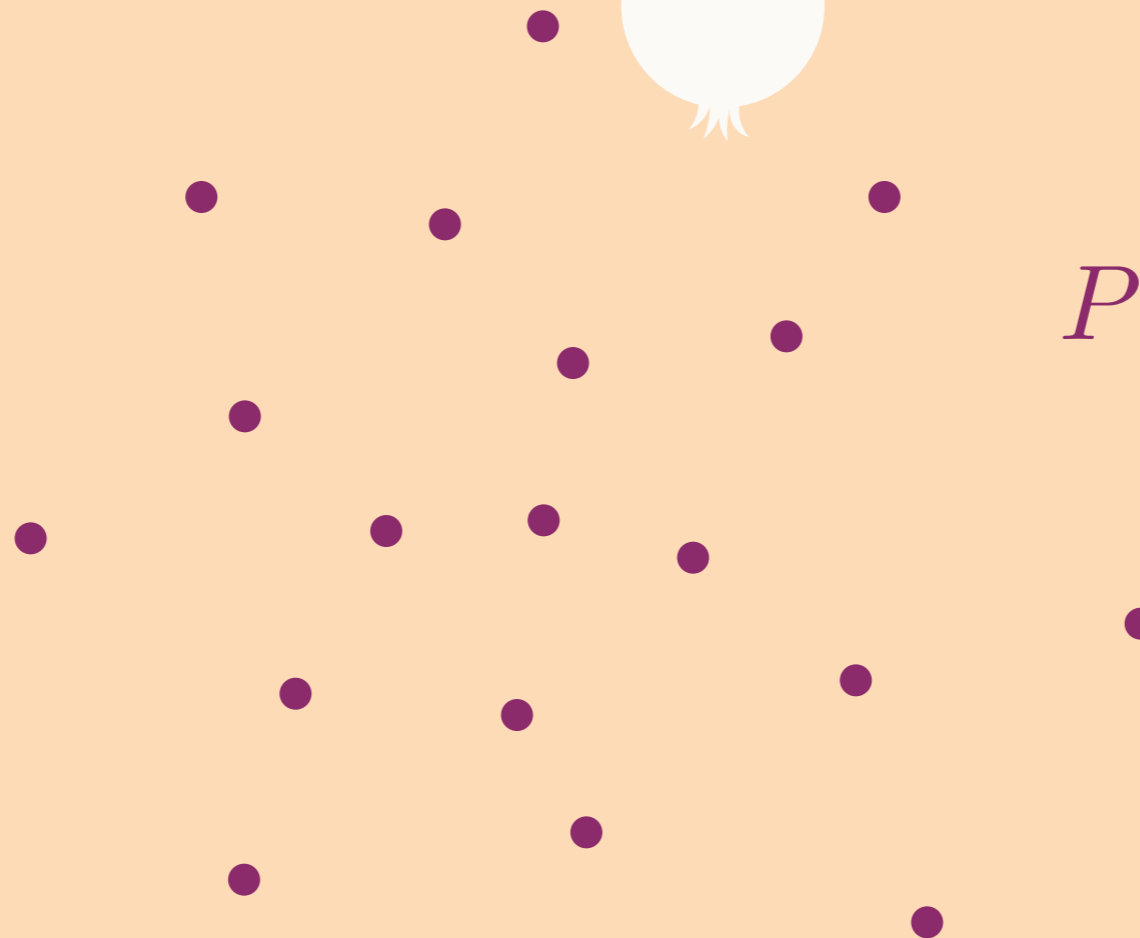
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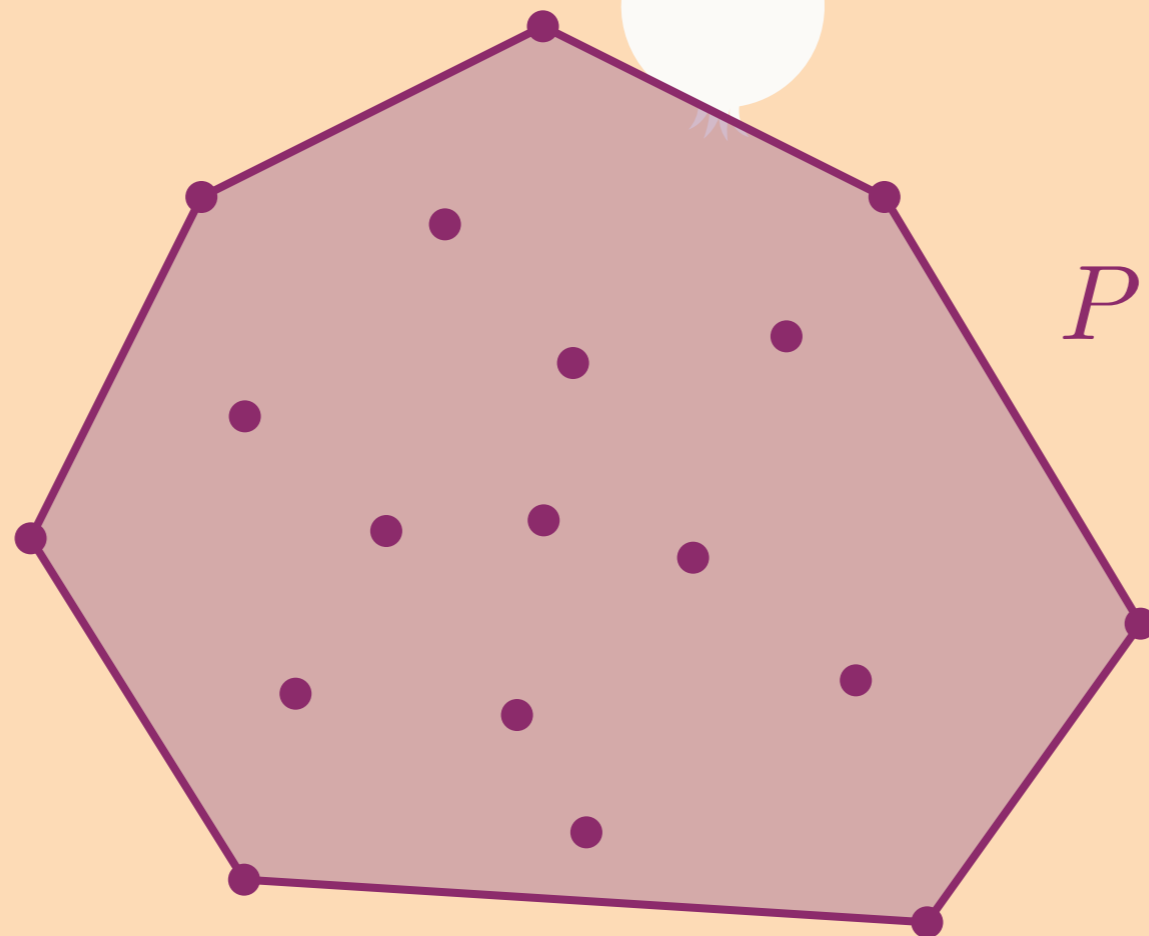
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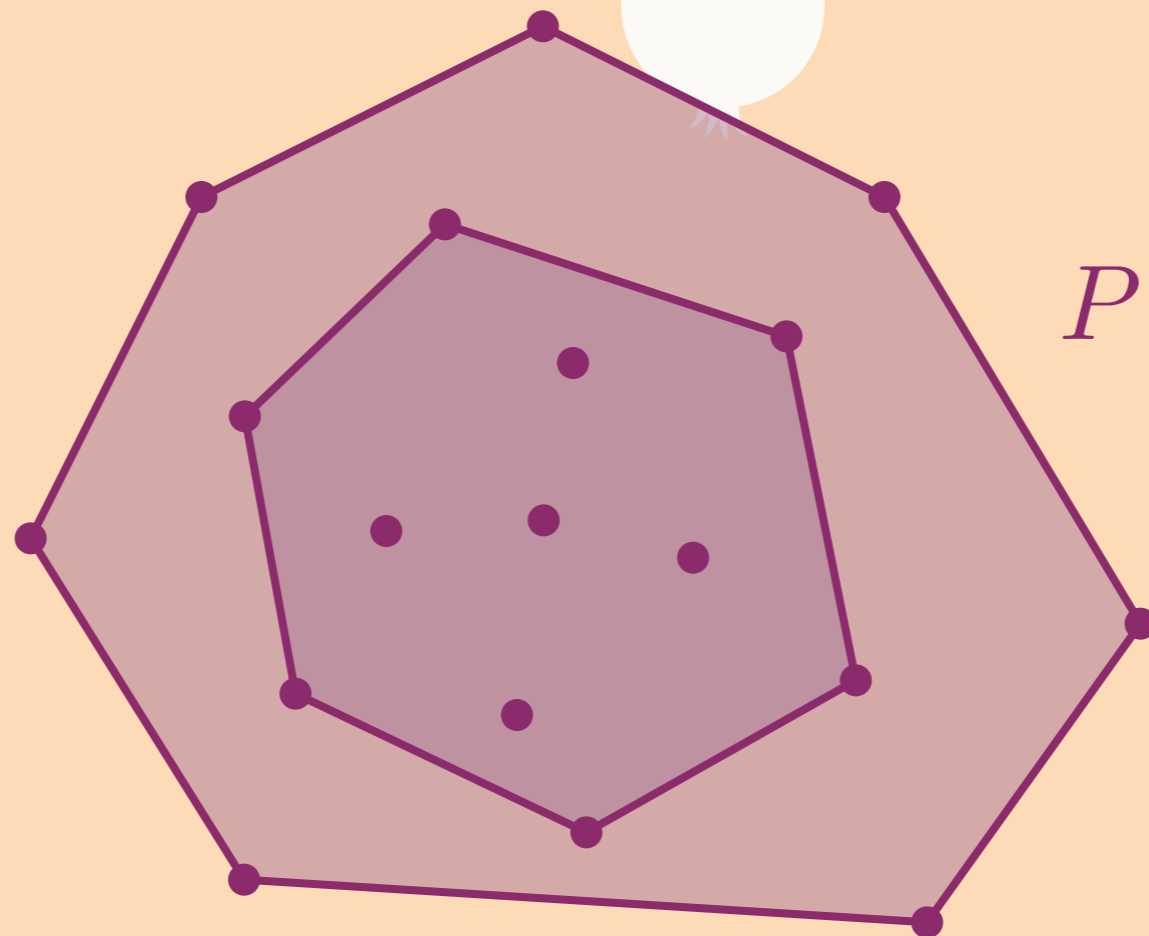
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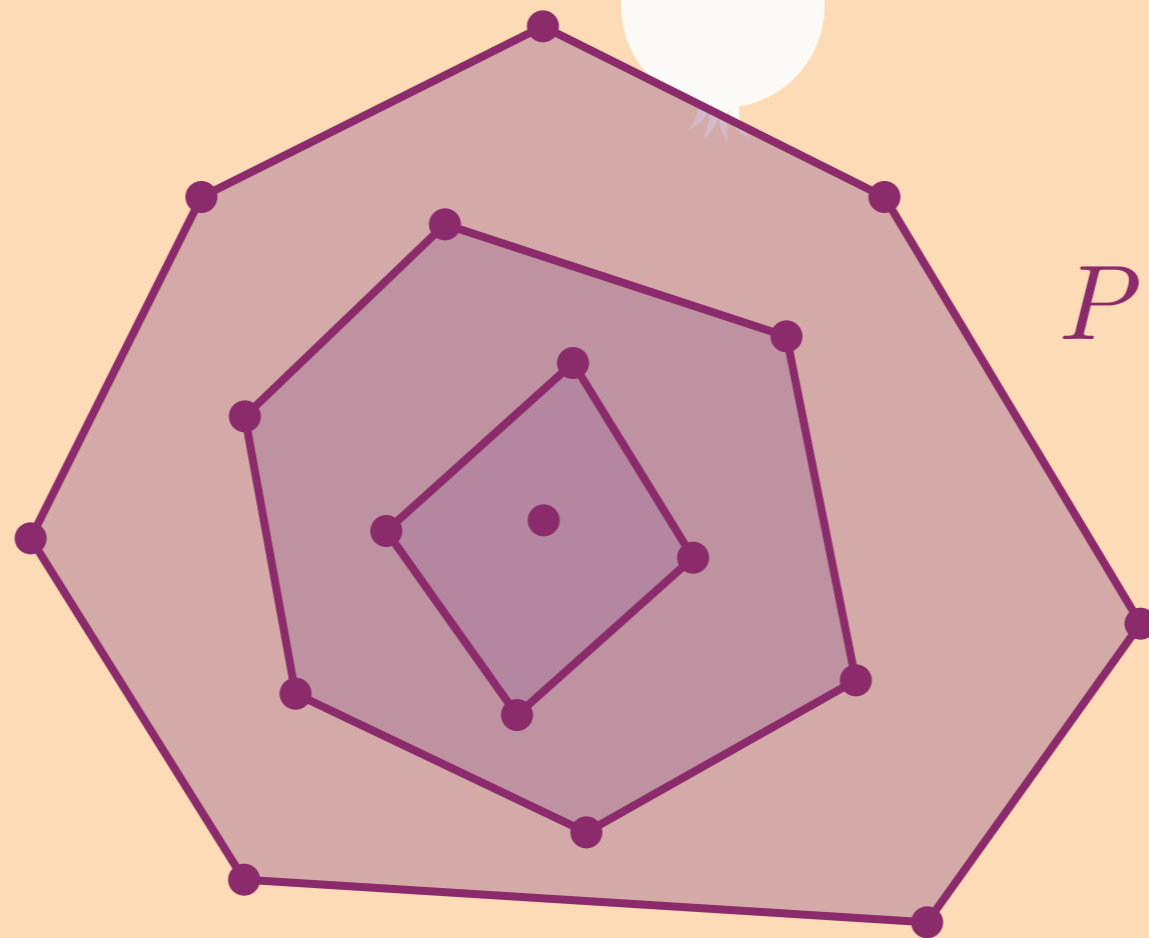
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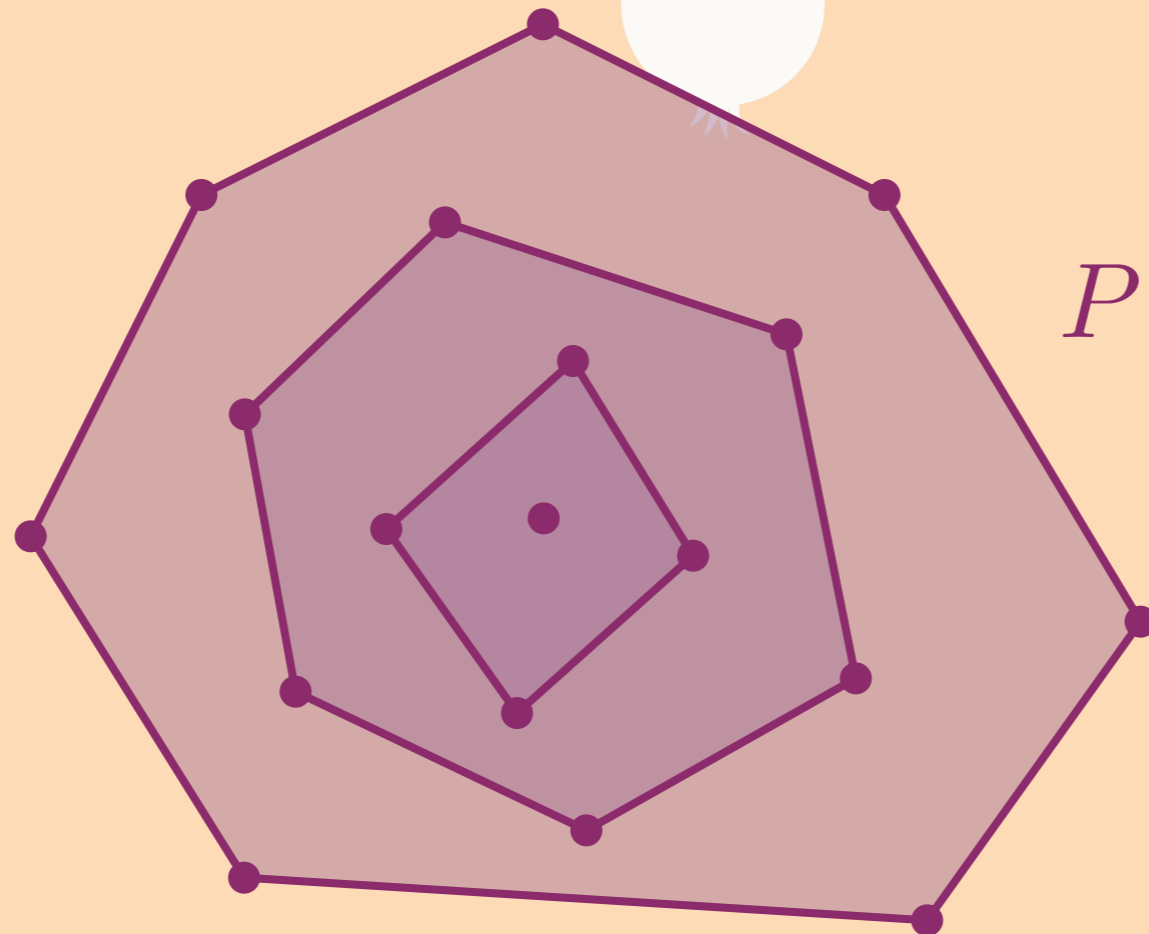


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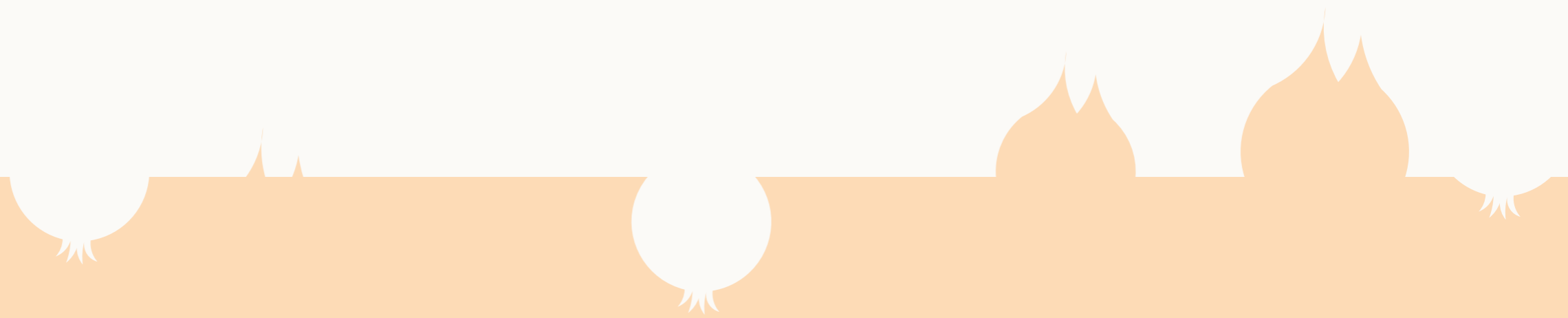
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Onions have many useful and tasty applications.

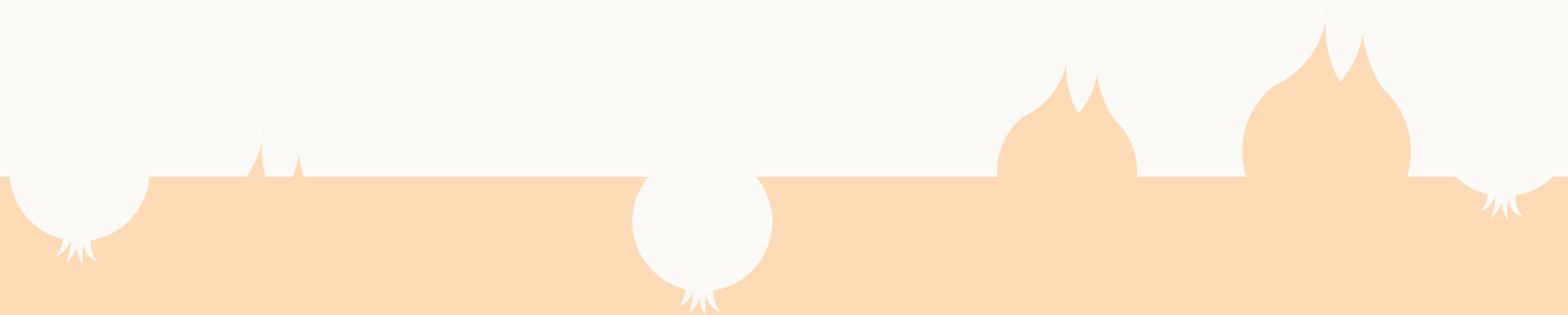


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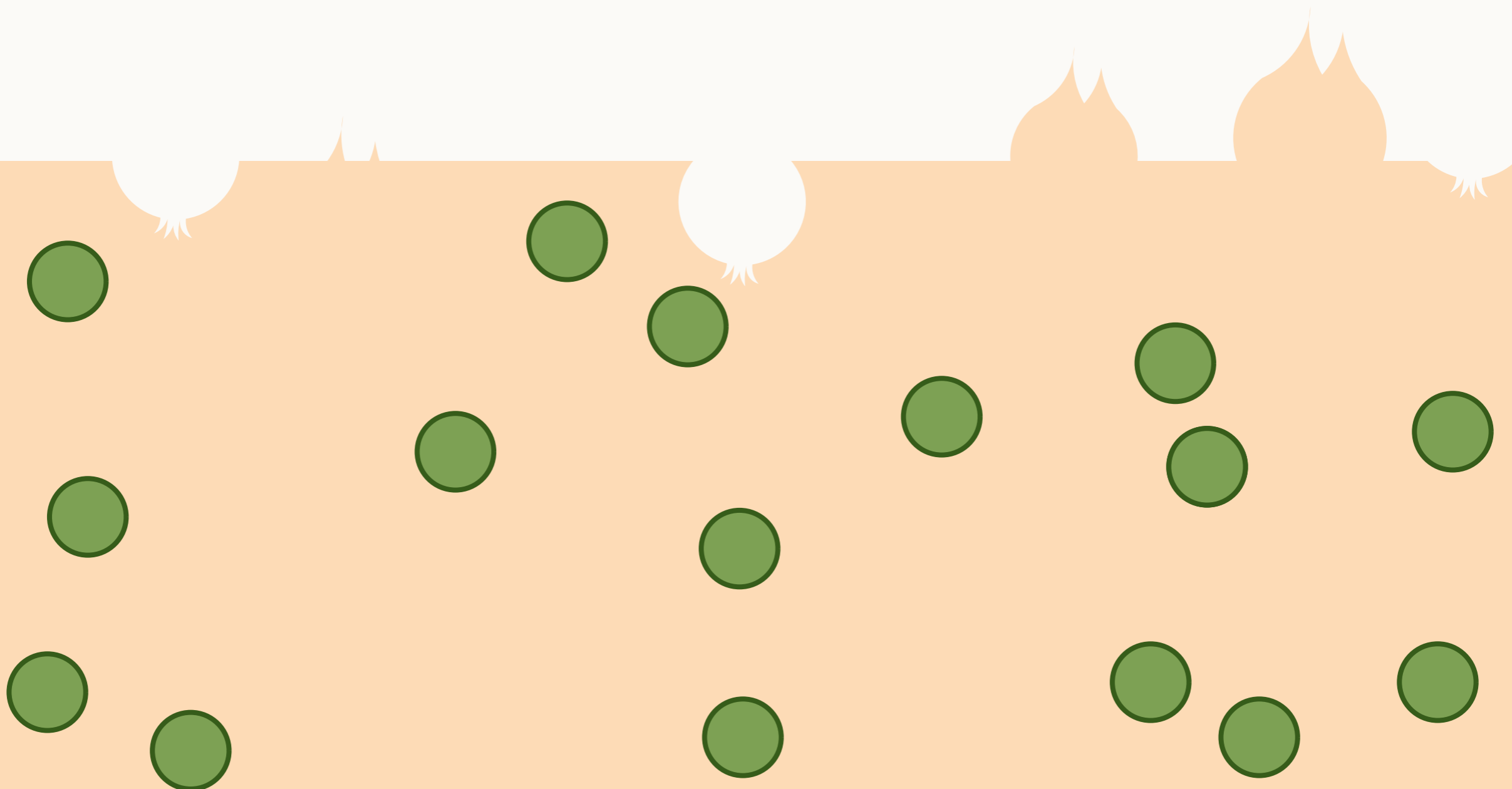
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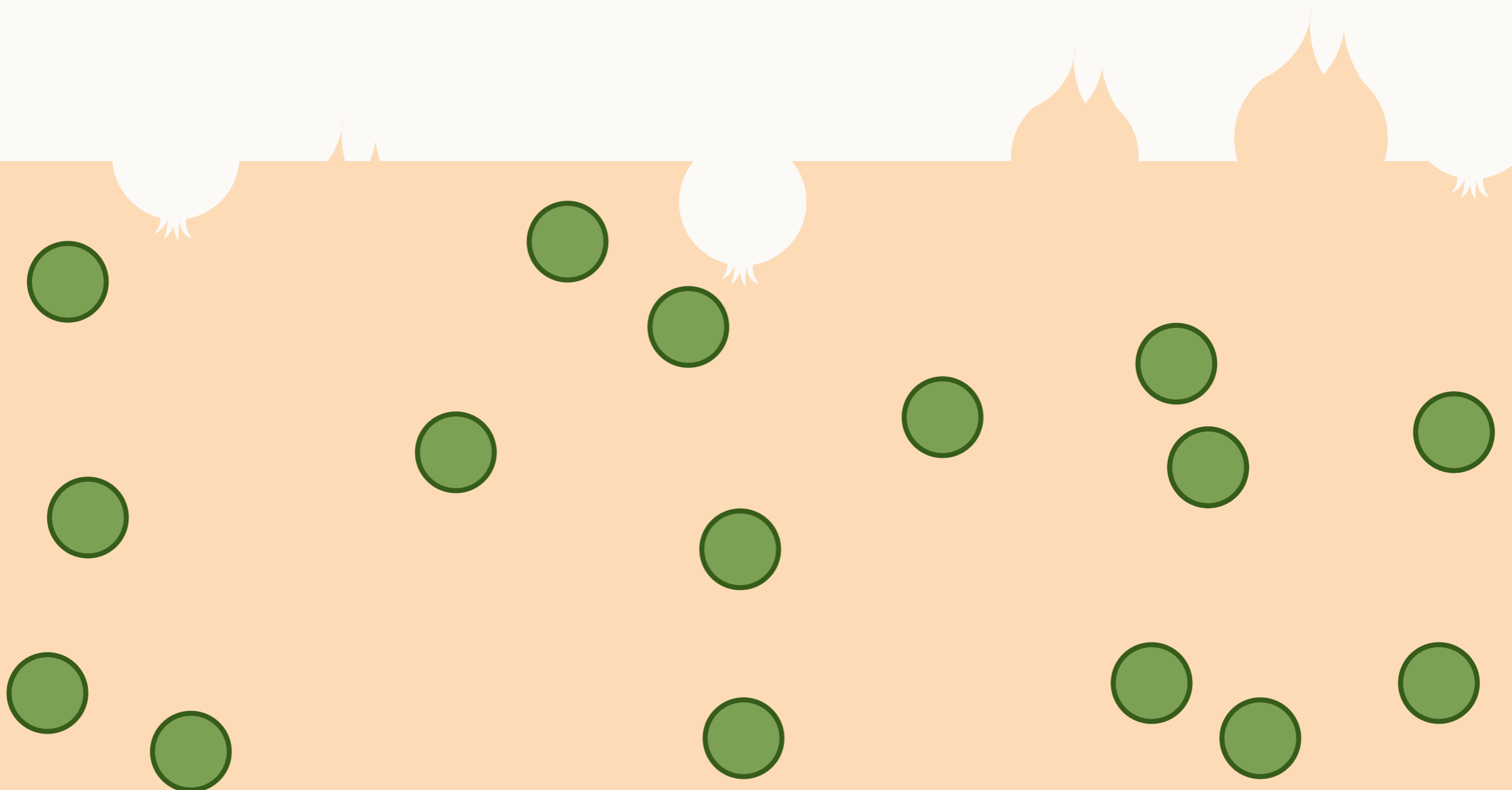
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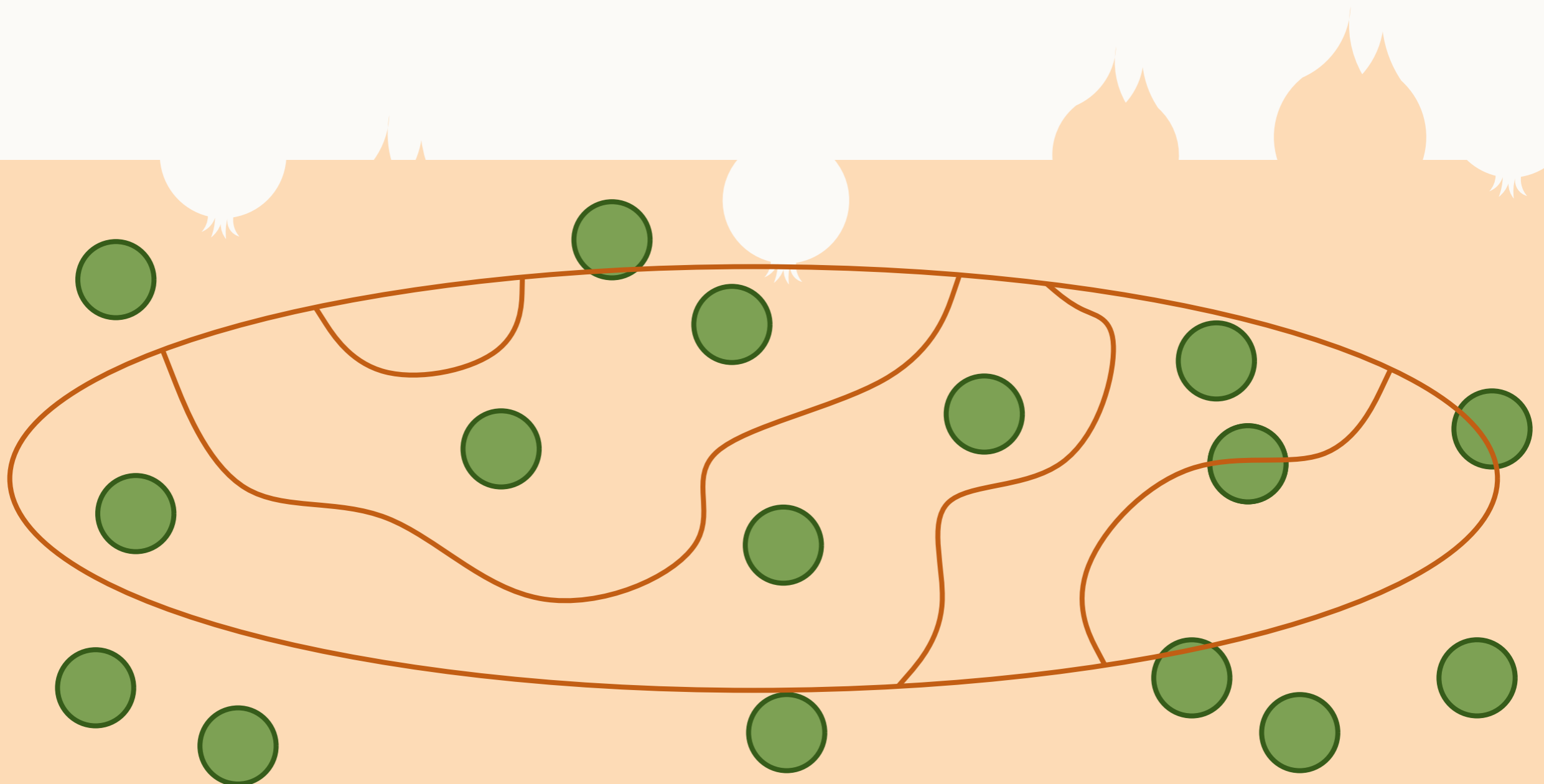
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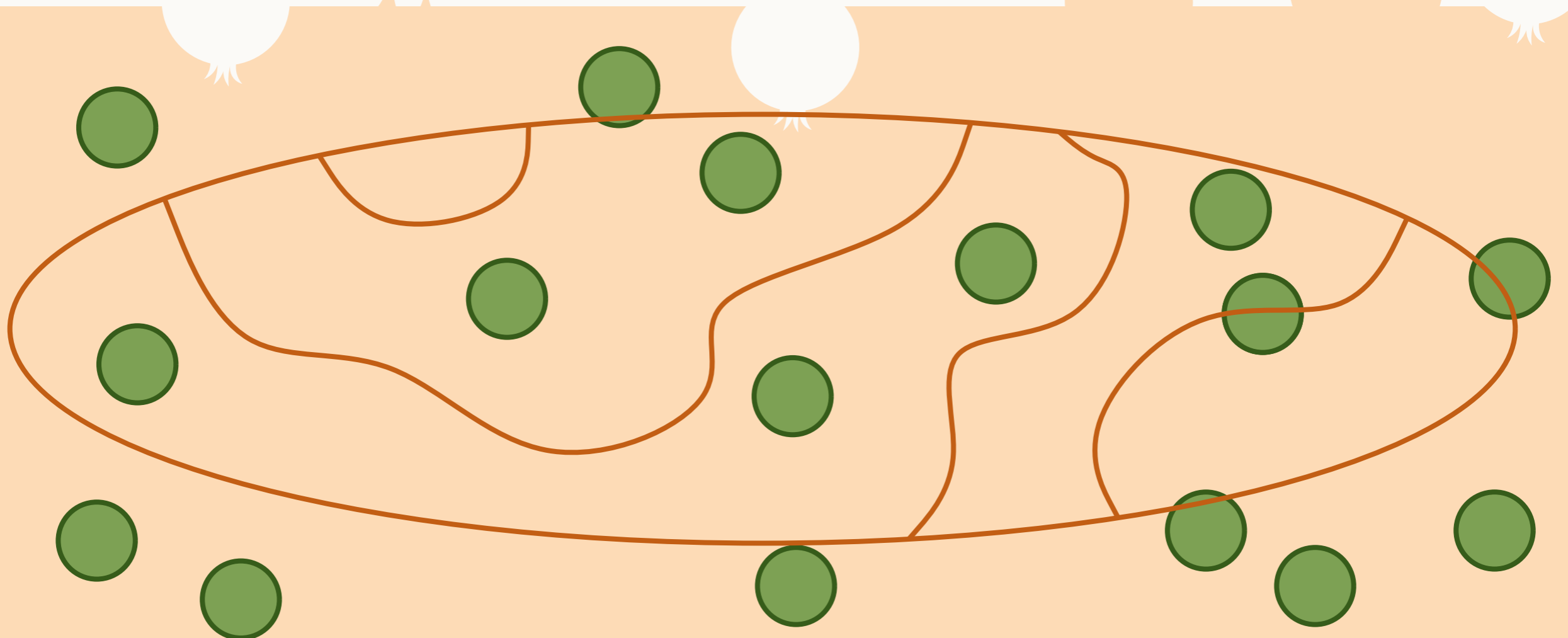


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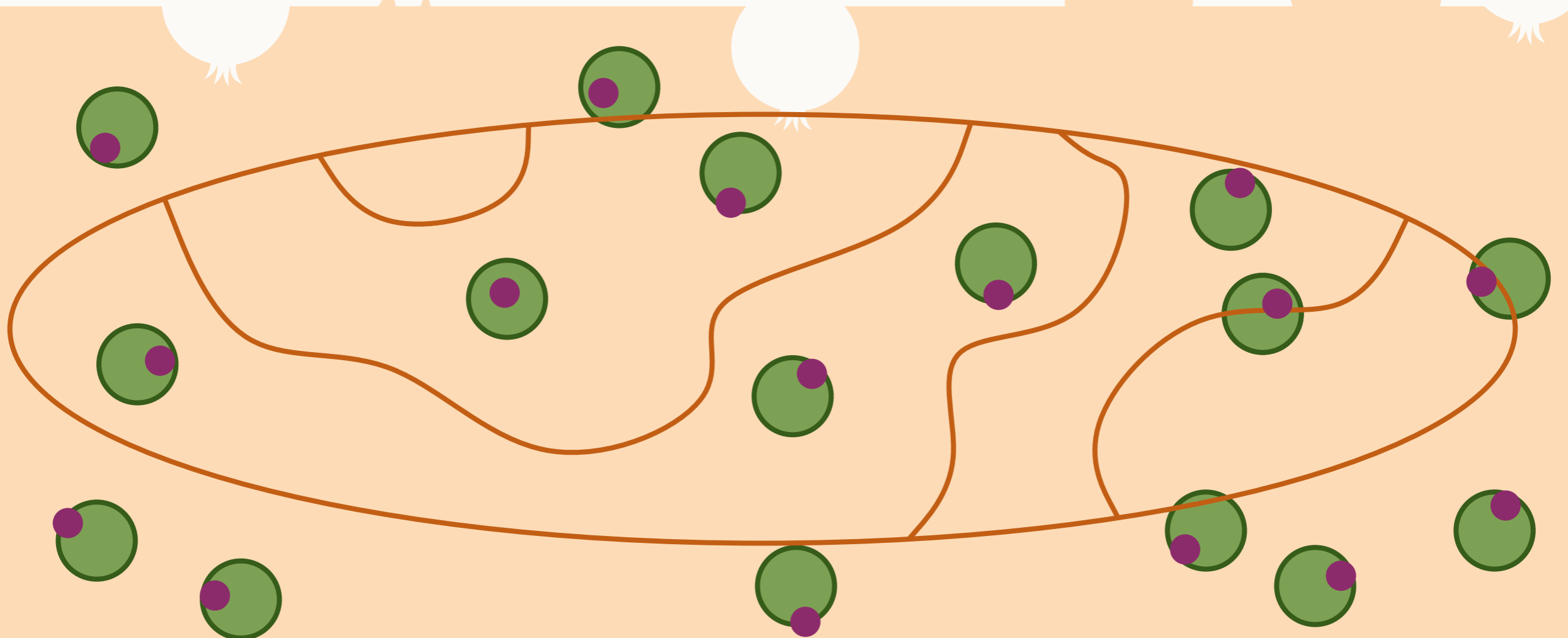


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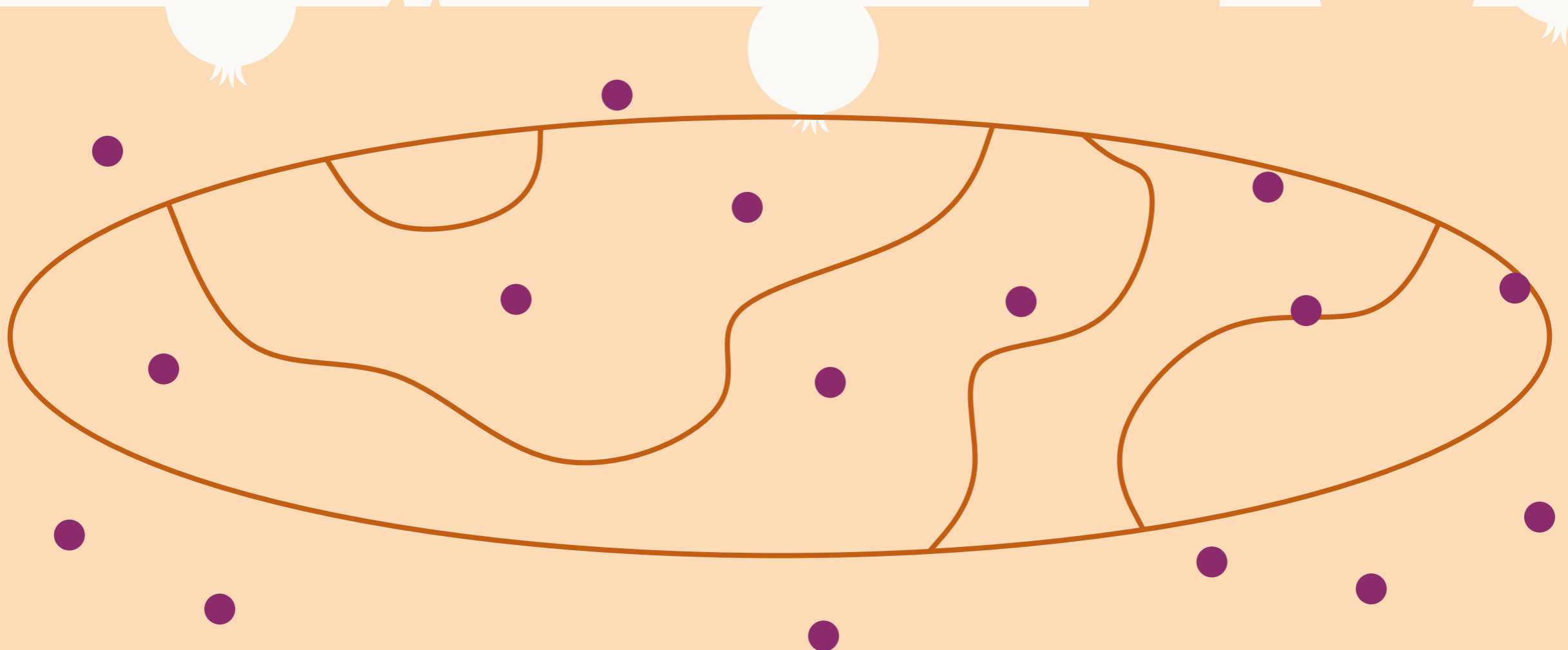


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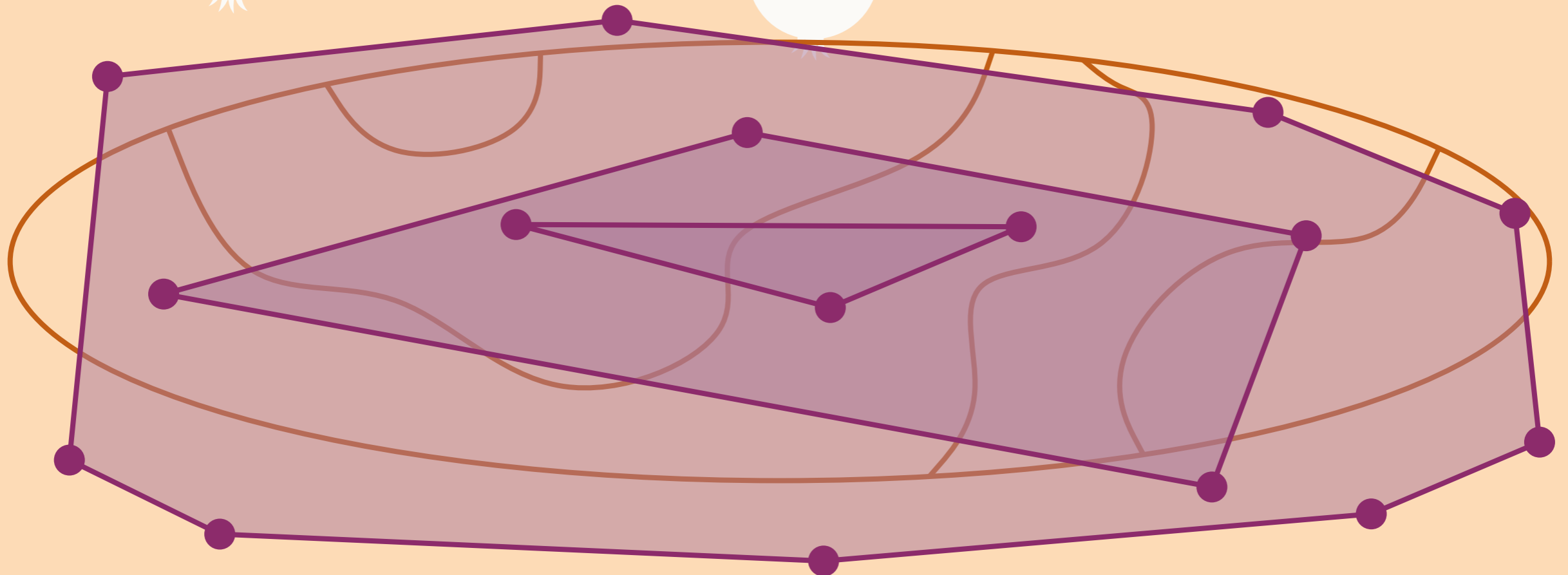


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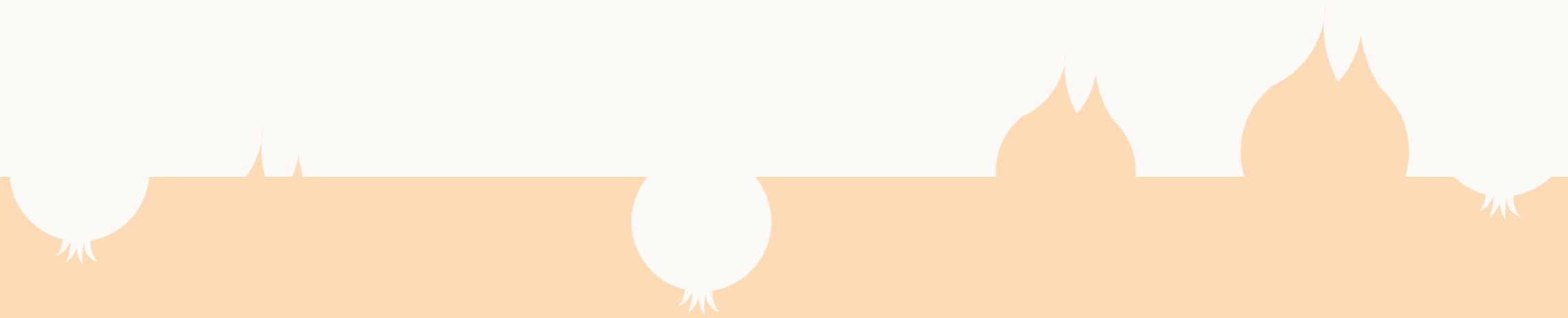
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CHAPTER II

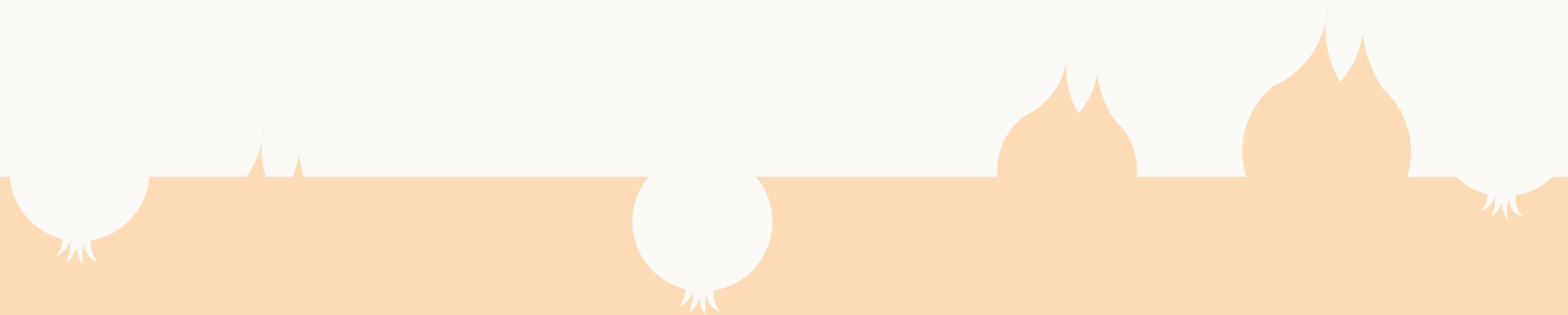
THE SOLUTION

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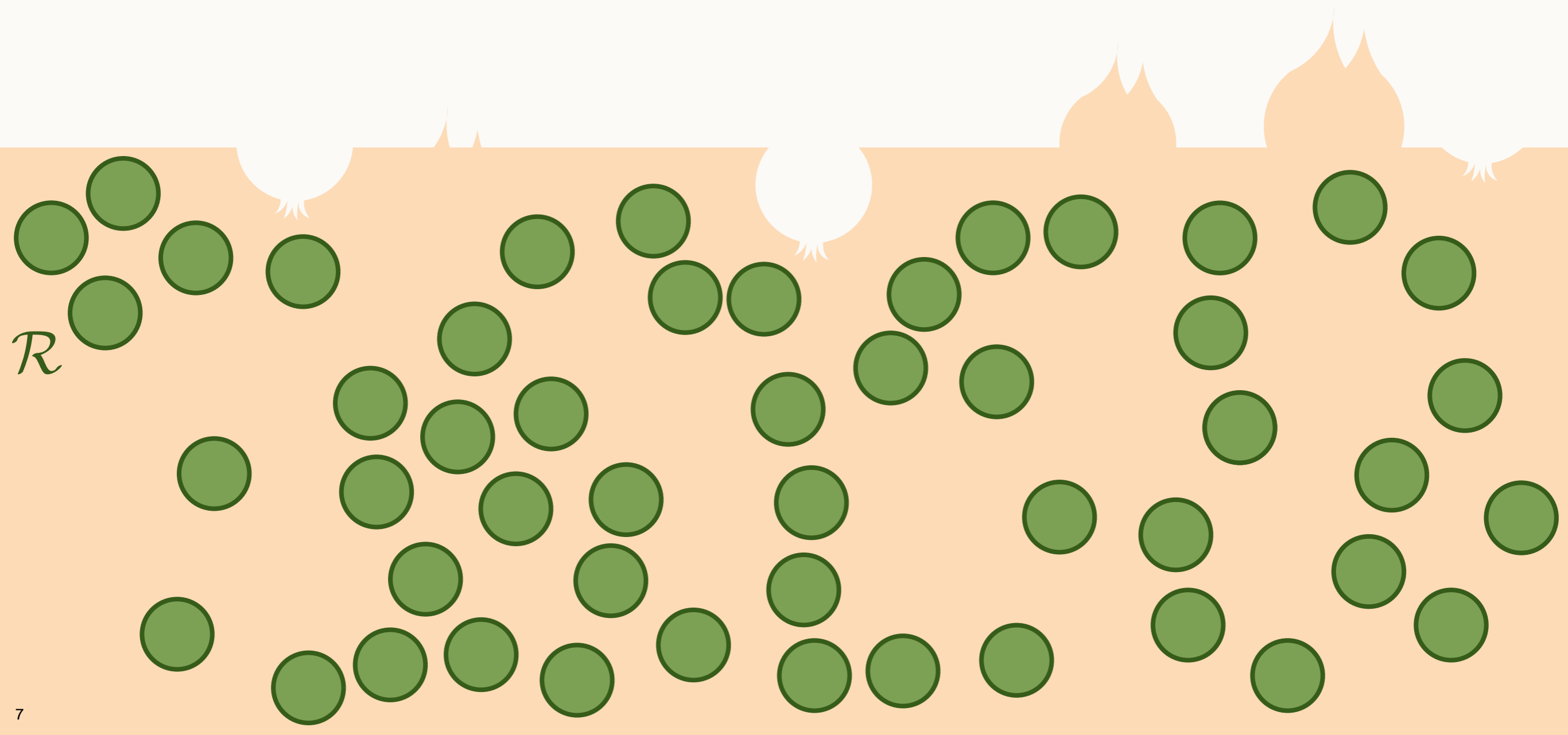
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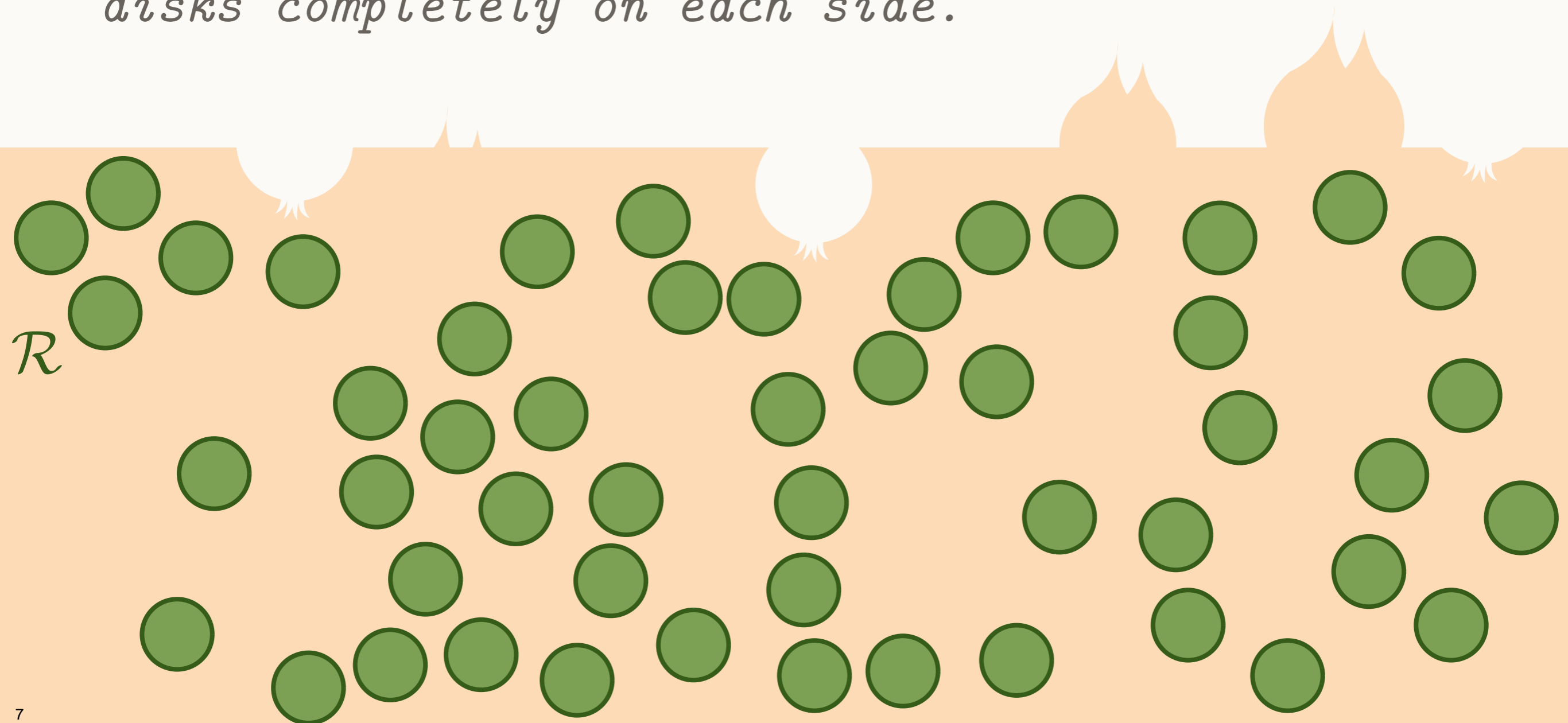
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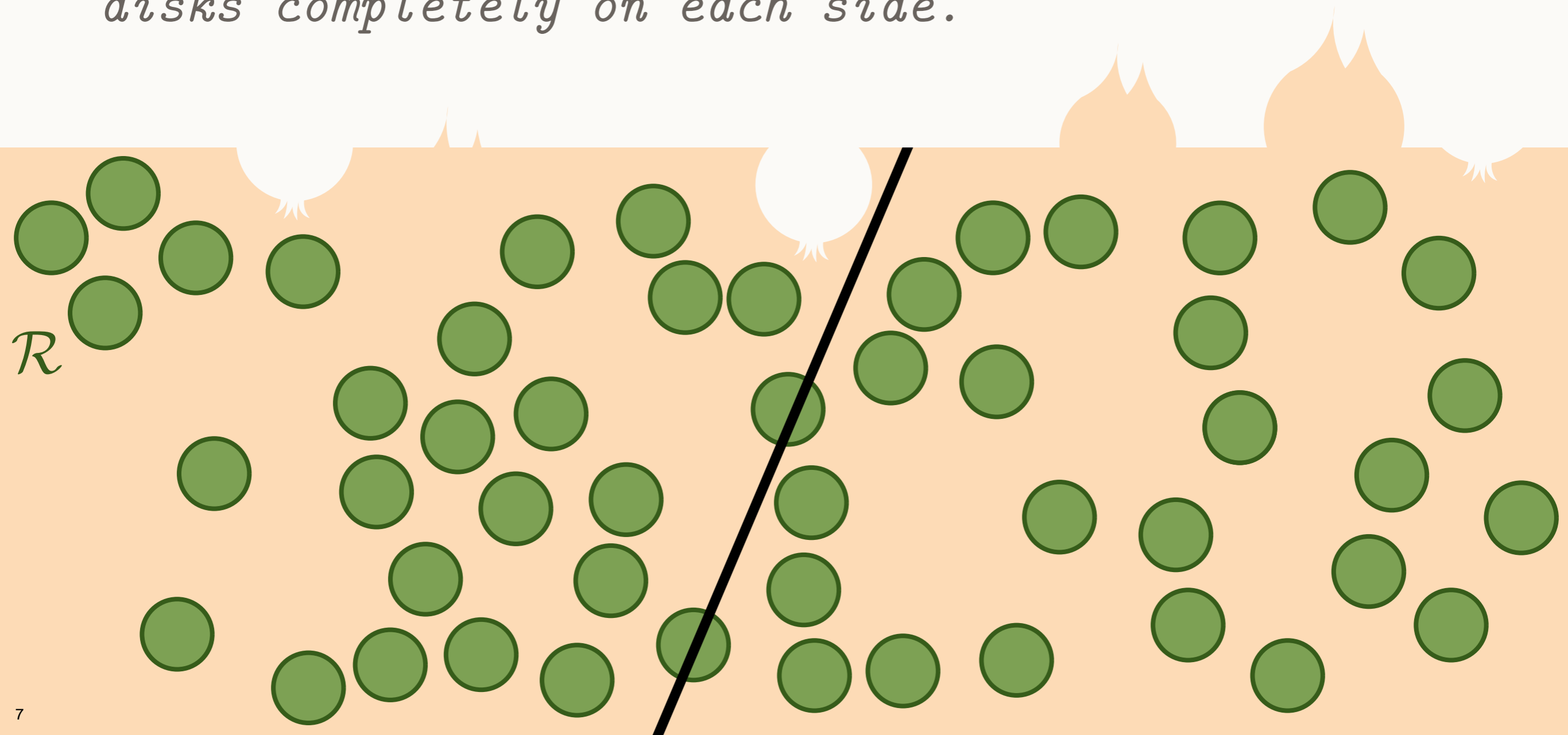
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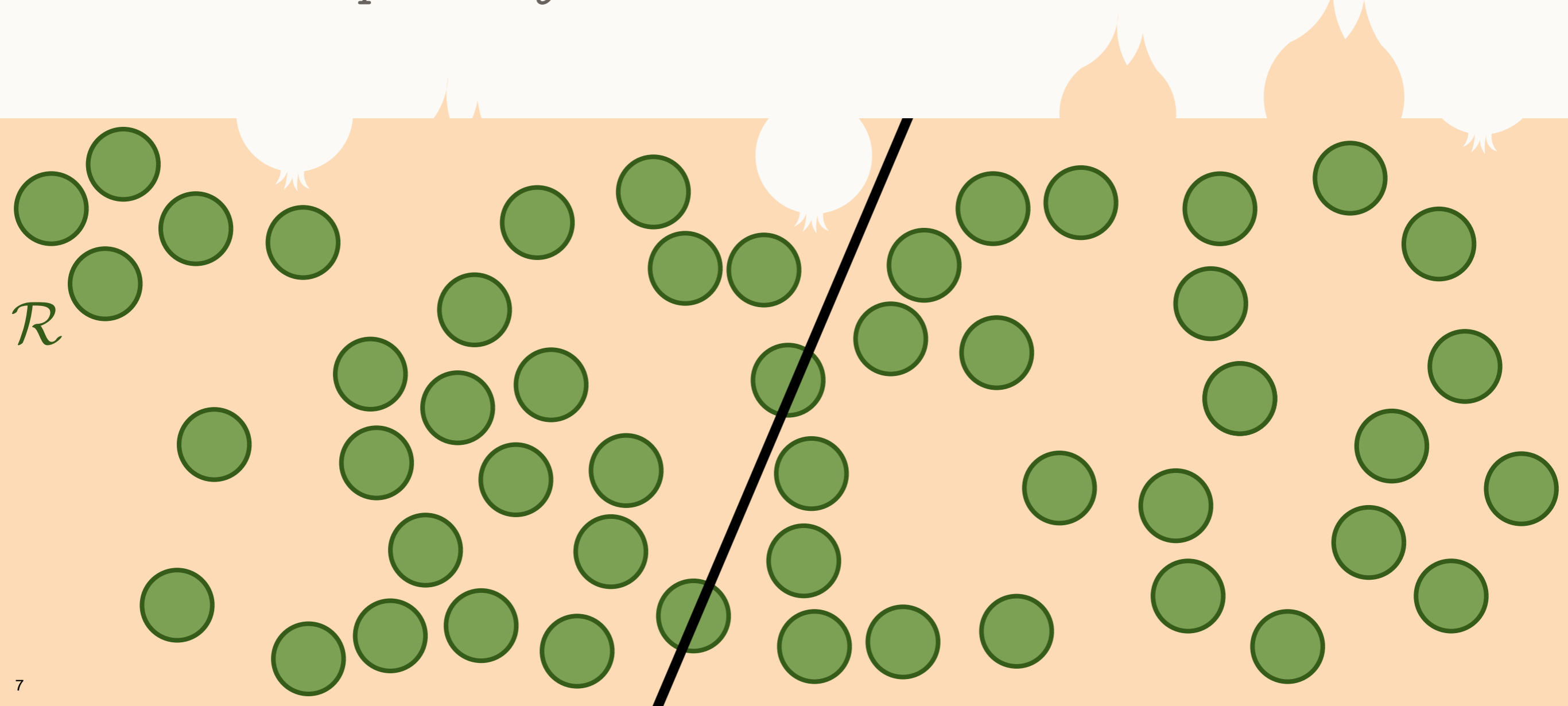
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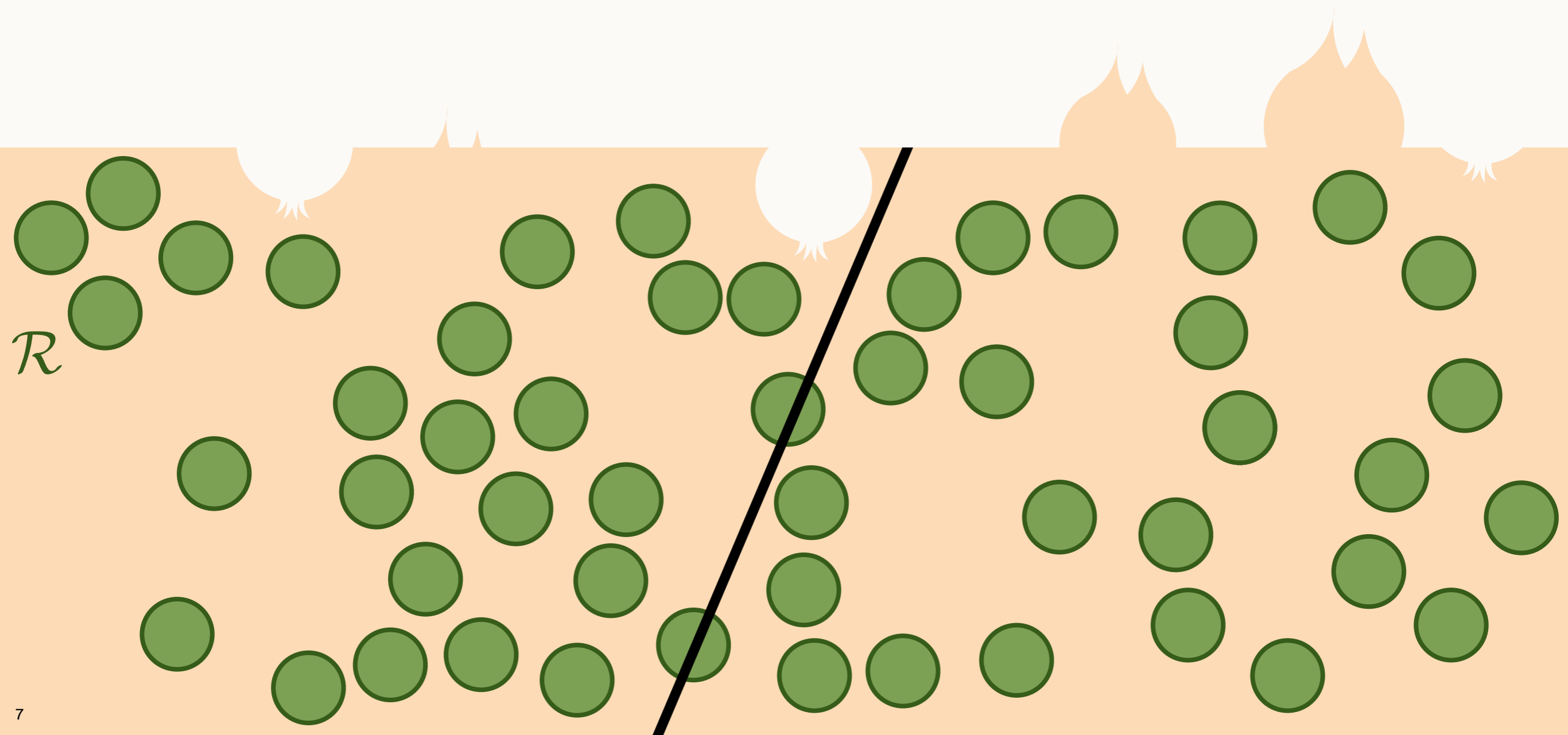
LEMMA: *There exists a line that intersects at most $\sqrt{n \log n}$ disks and has at most half of the disks completely on each side.* [Alon et al.]



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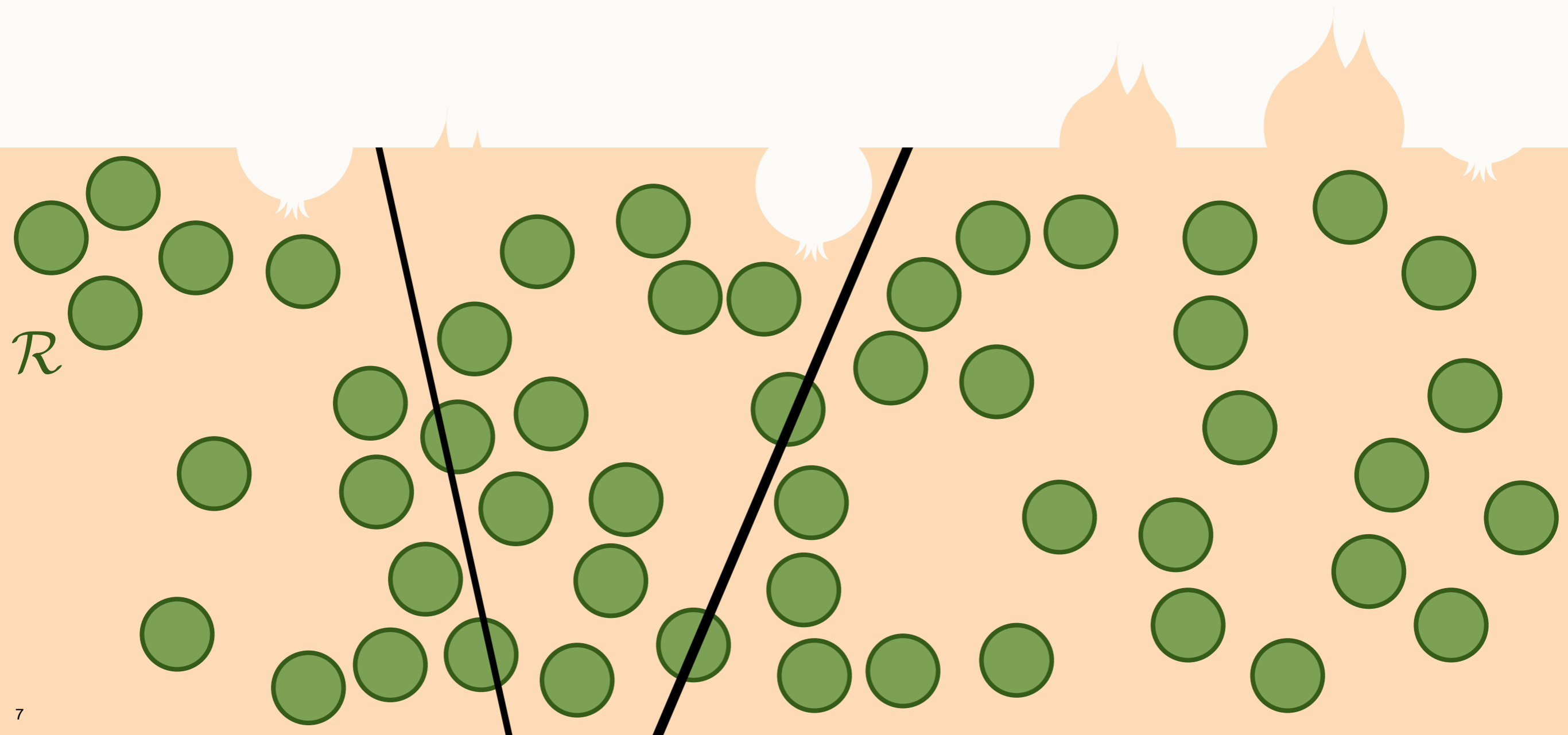
We apply the lemma recursively, and get a binary space partition tree T .



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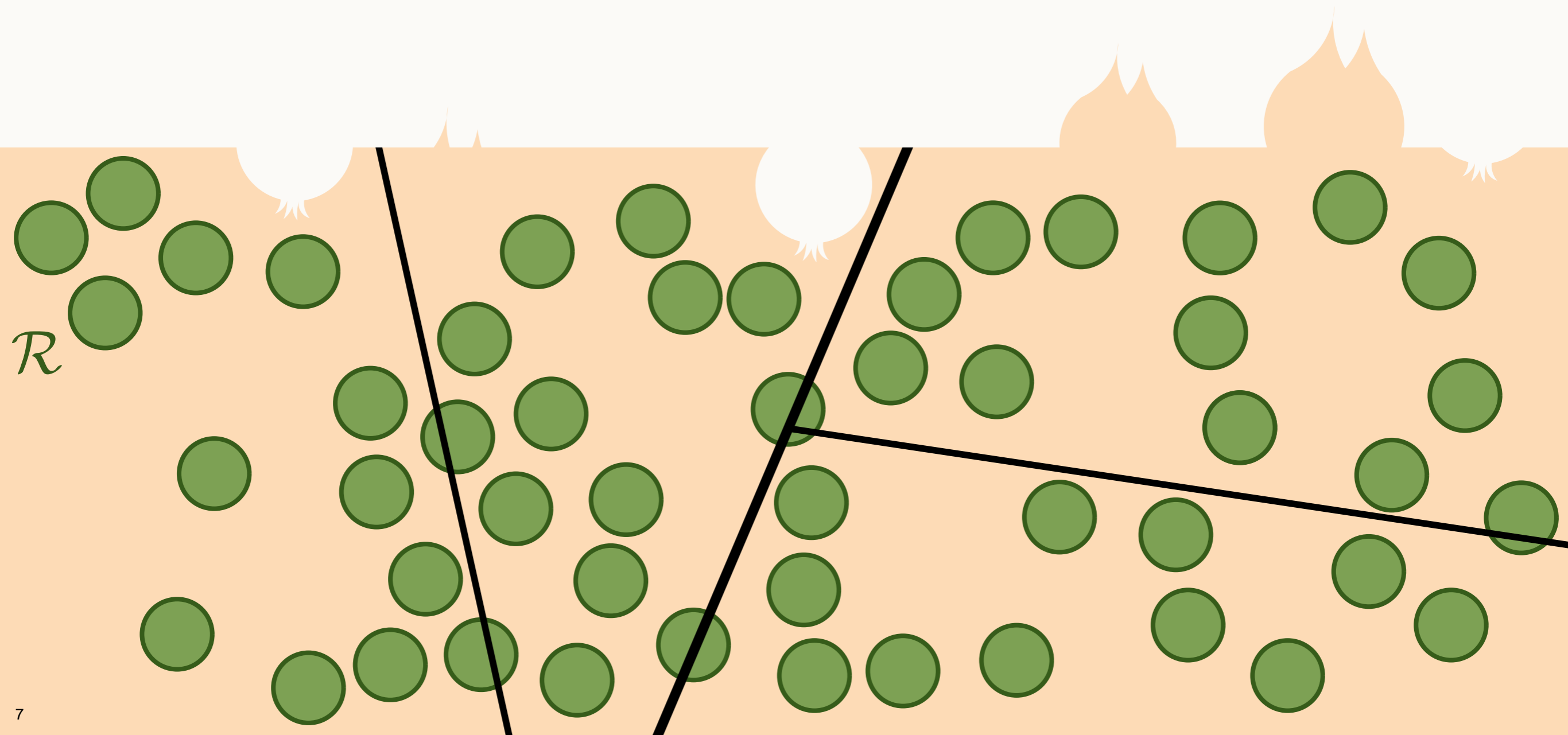
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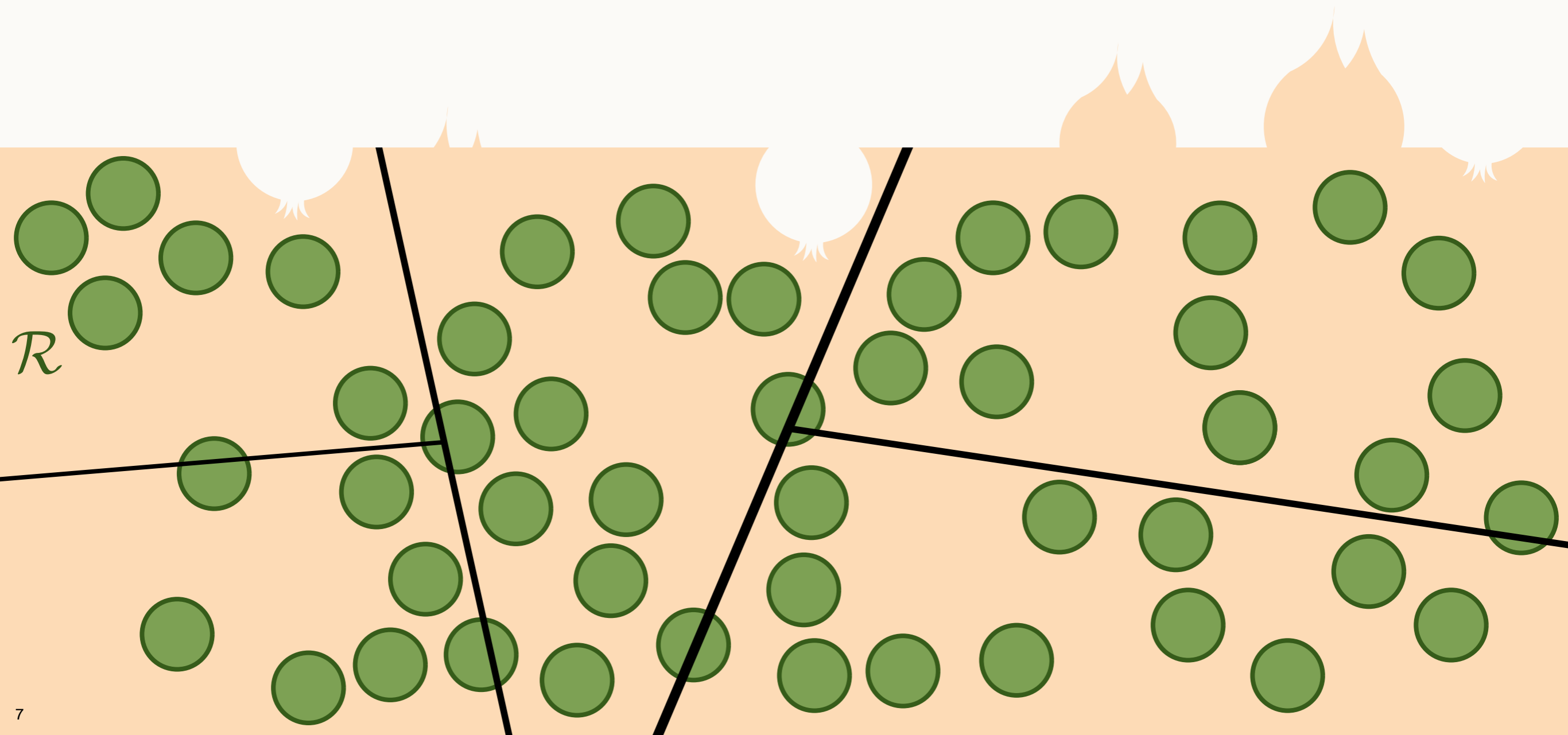
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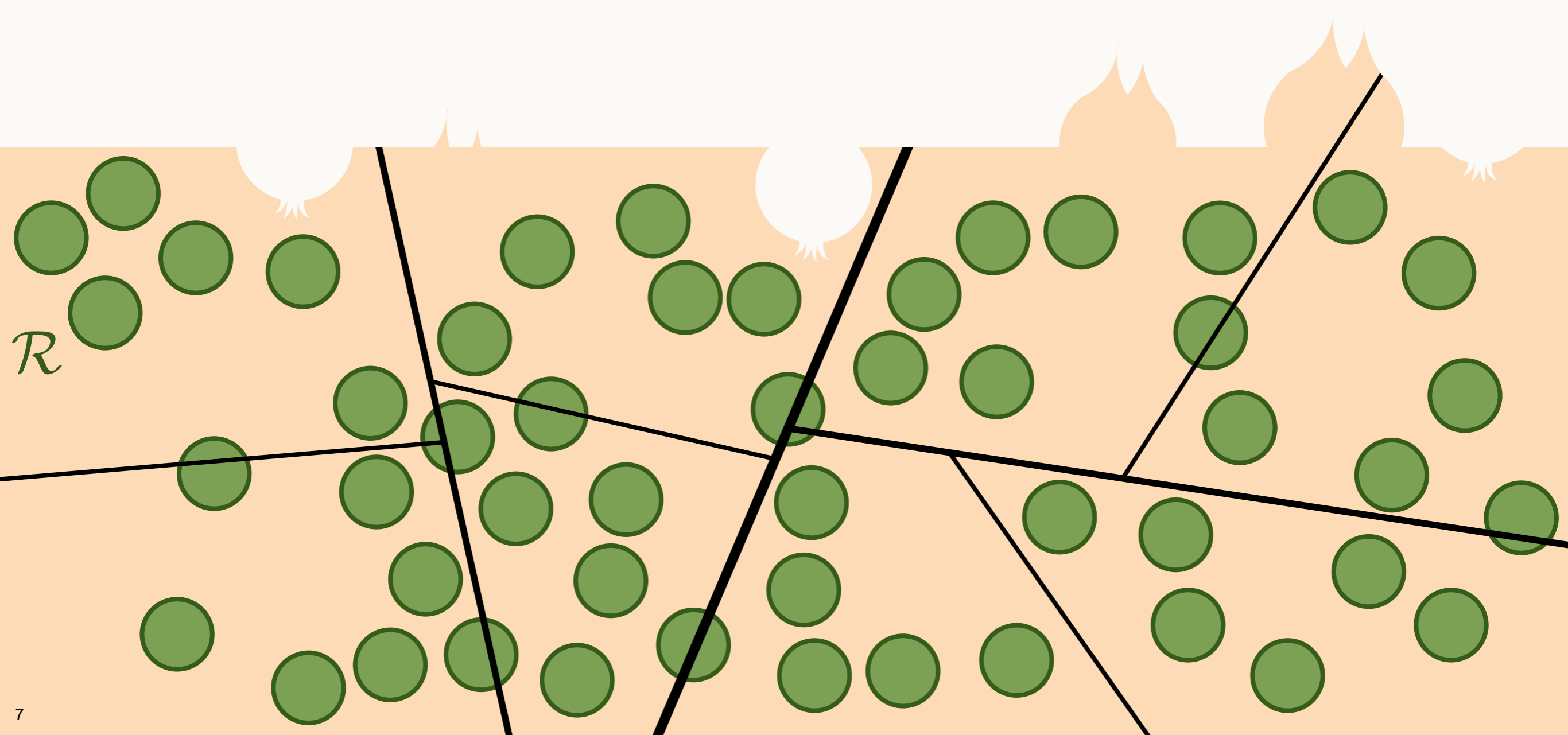
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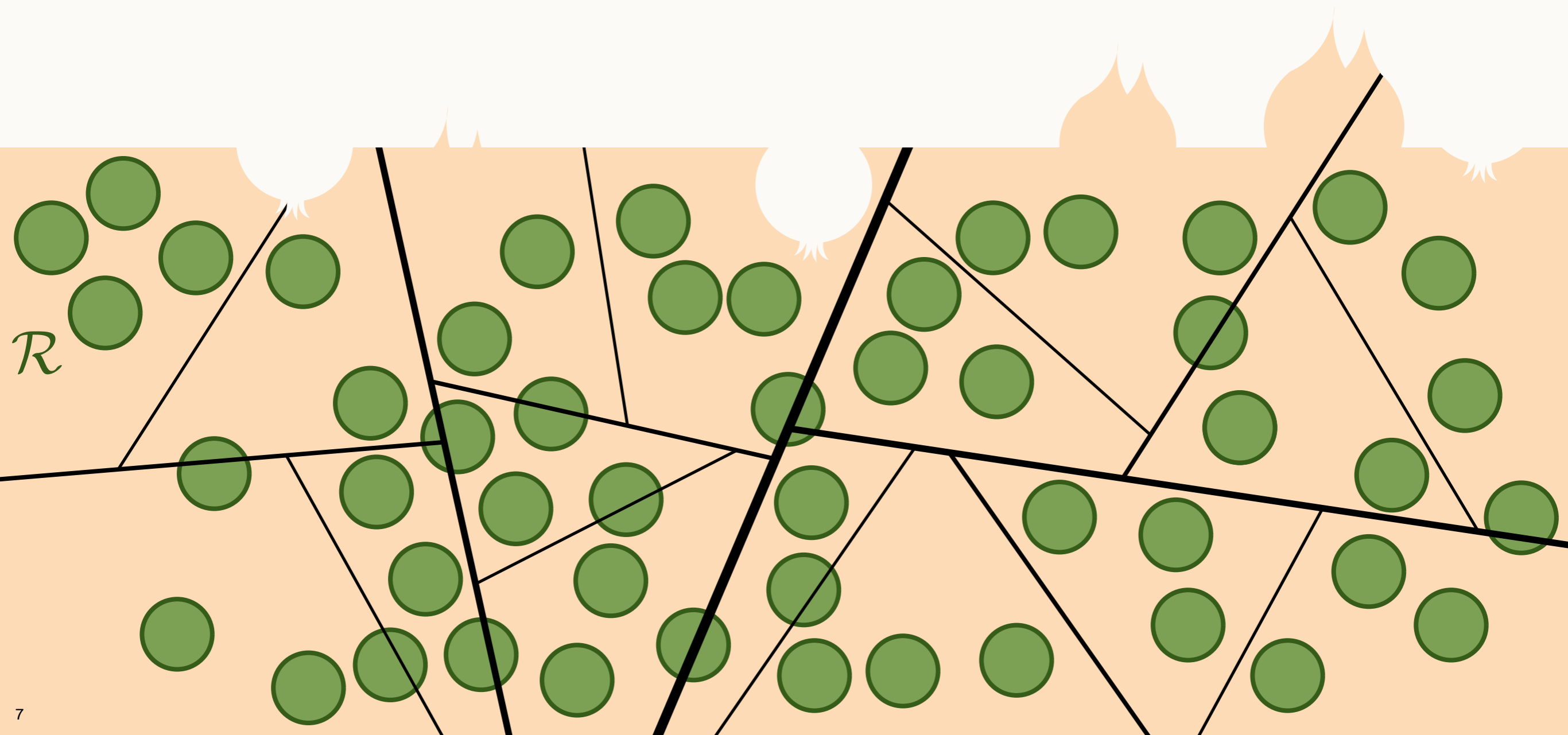
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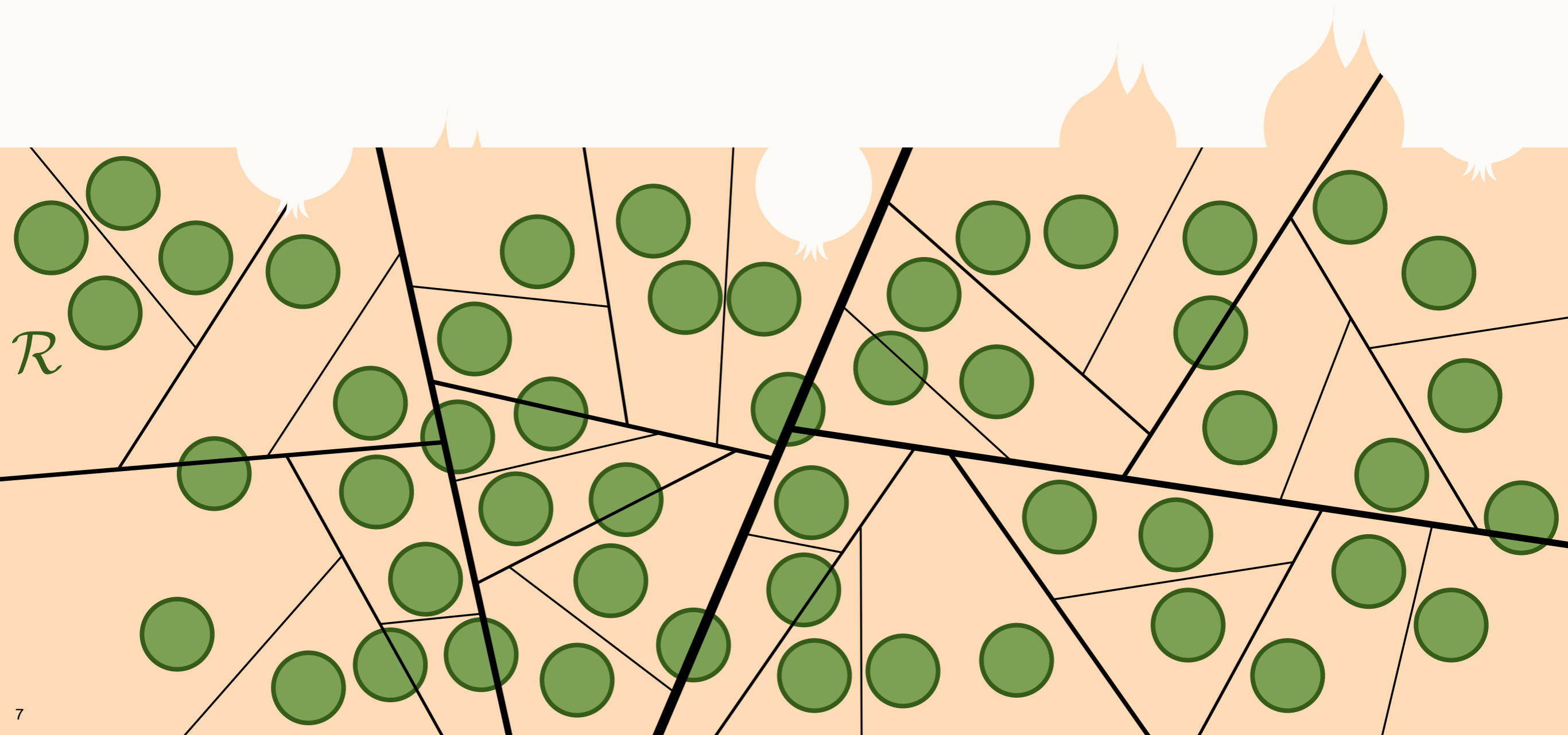
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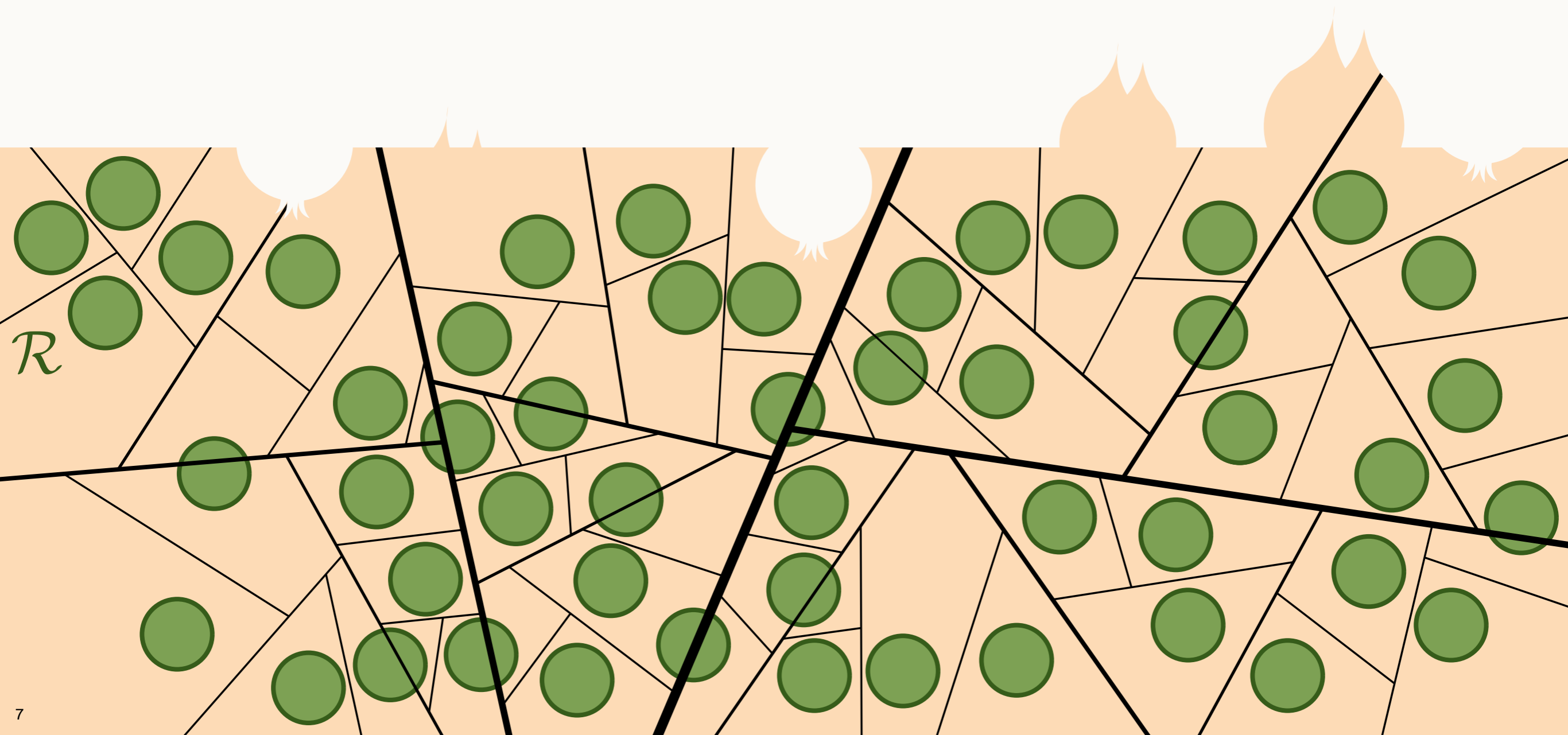
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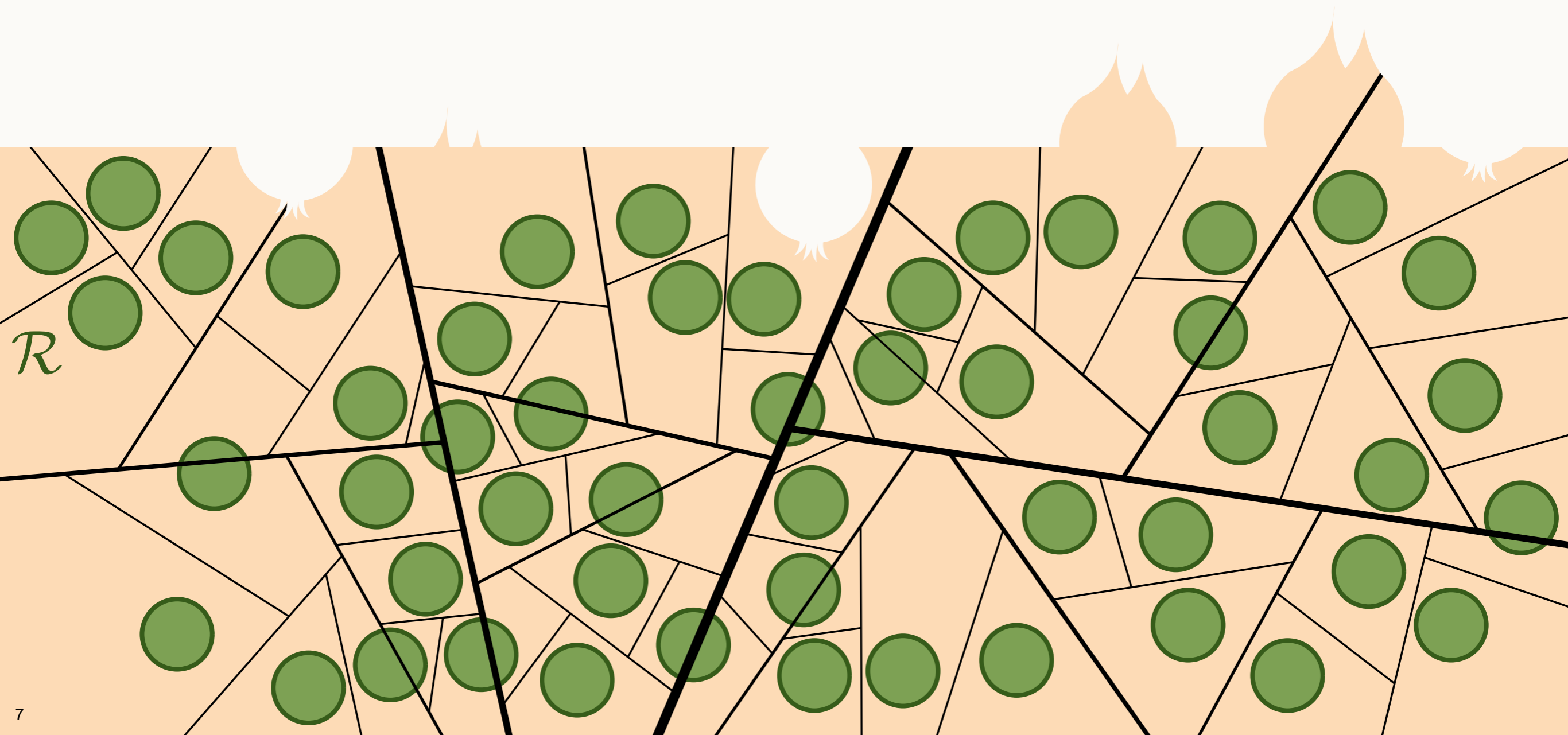
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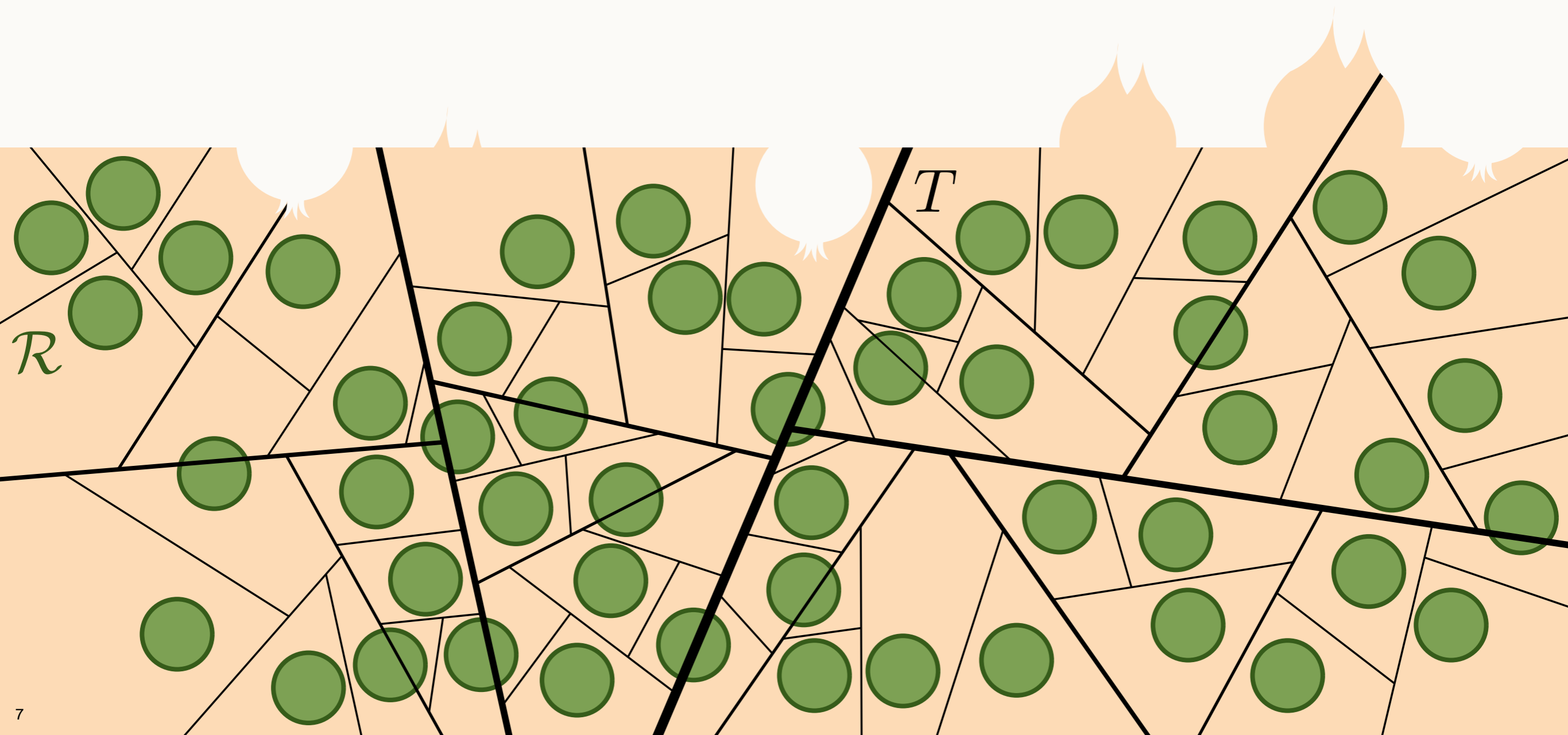
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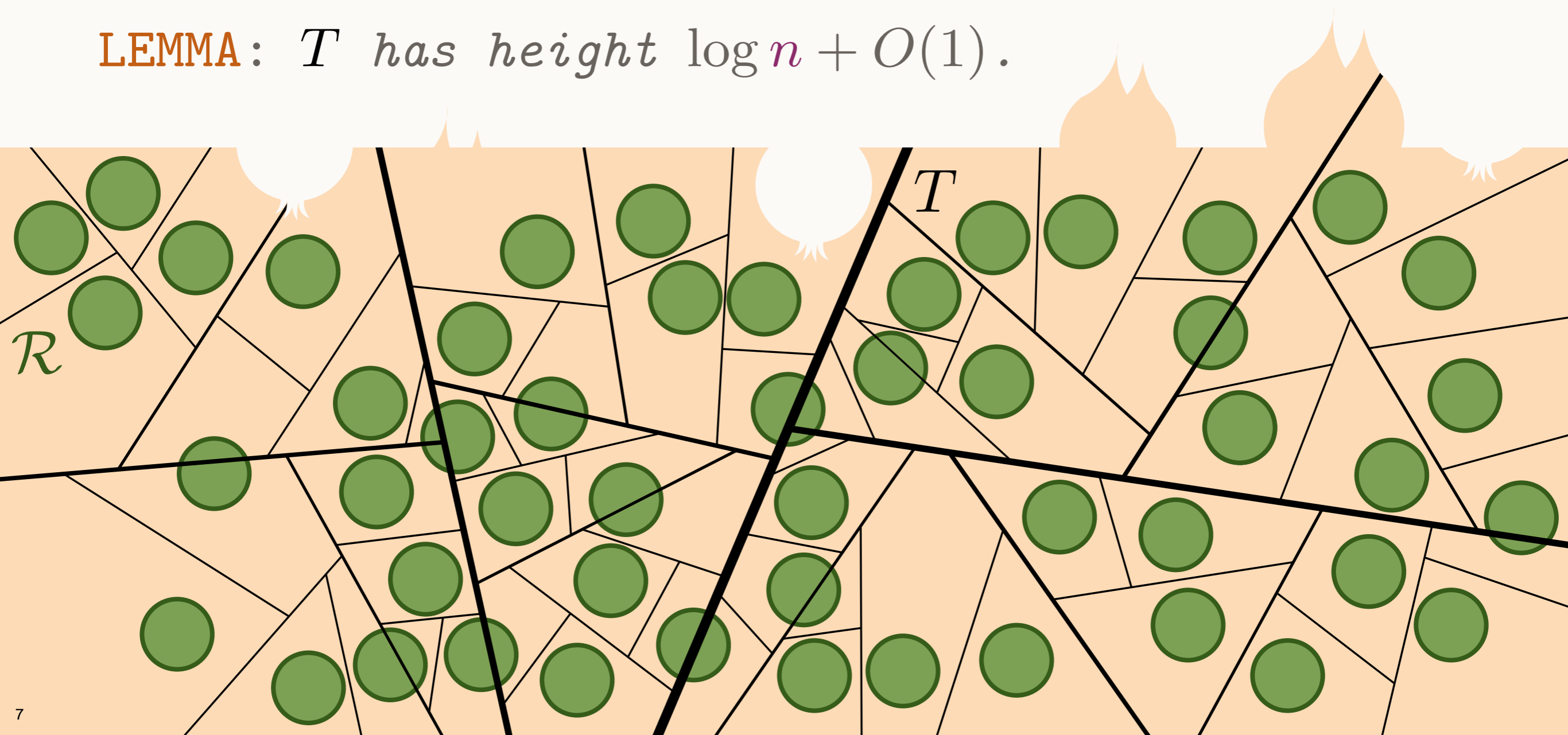


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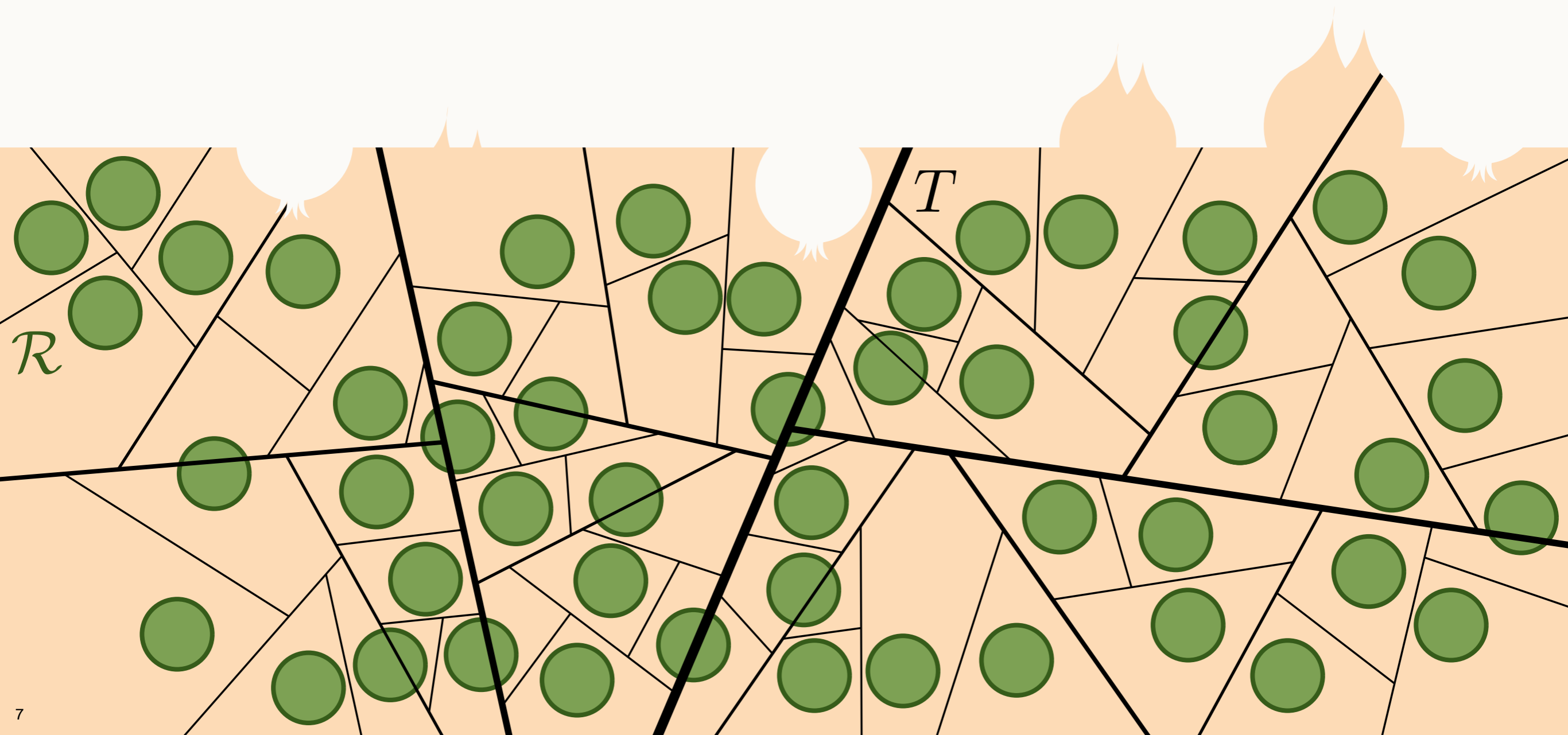
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LEMMA: T has height $\log n + O(1)$.

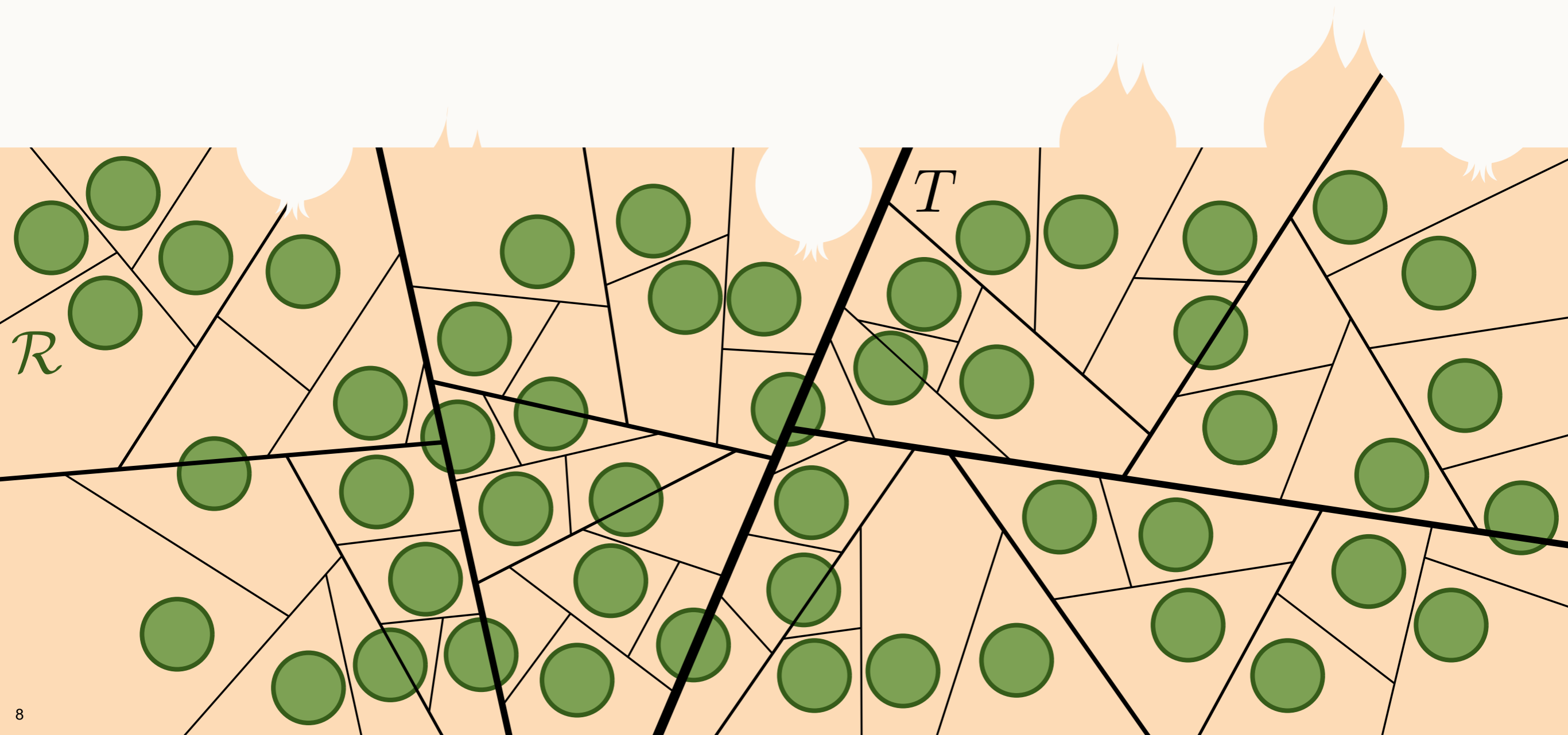


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HINT: $T = H(\mathcal{R})$ is our magical structure!

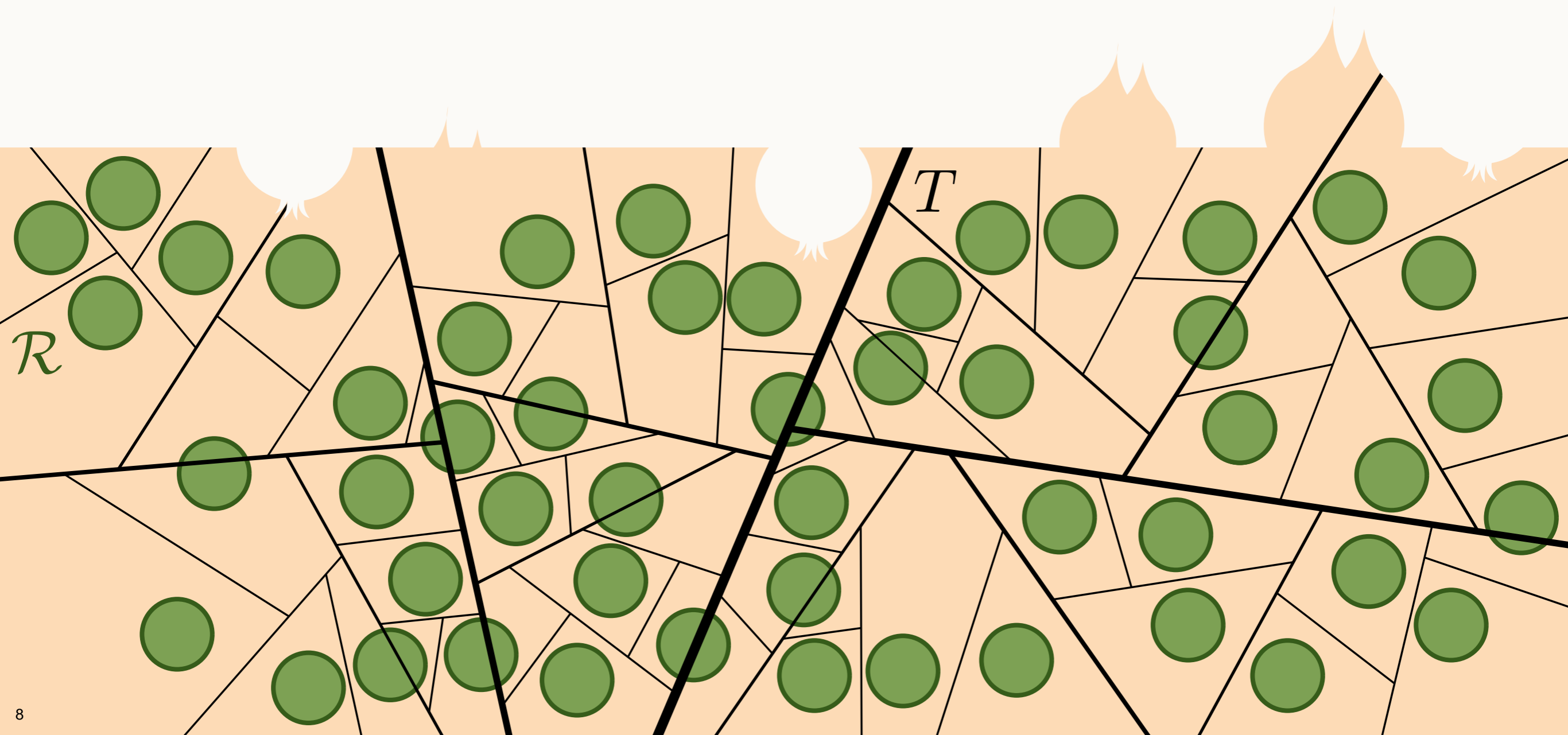


RECONSTRUCTION ALGORITHM



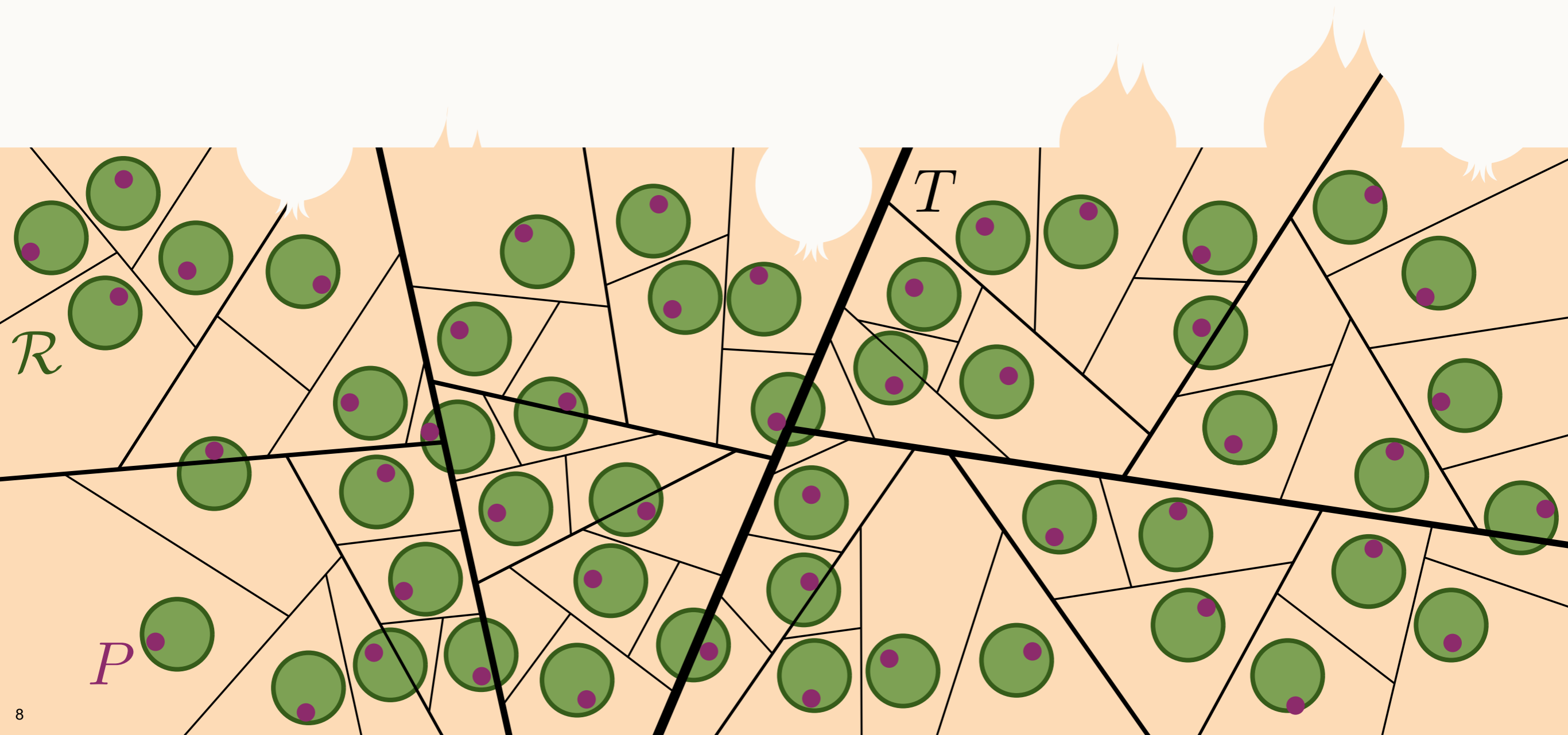
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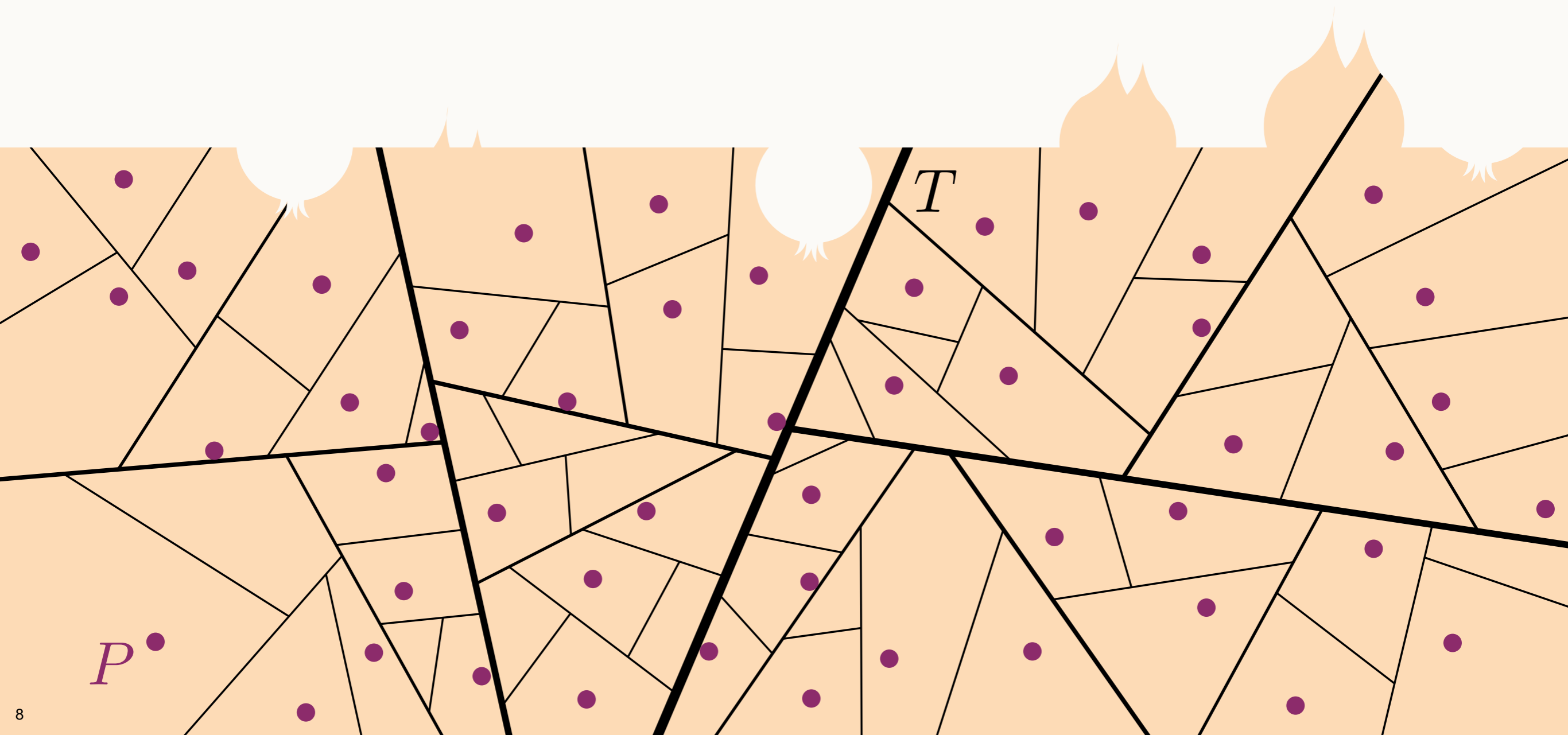
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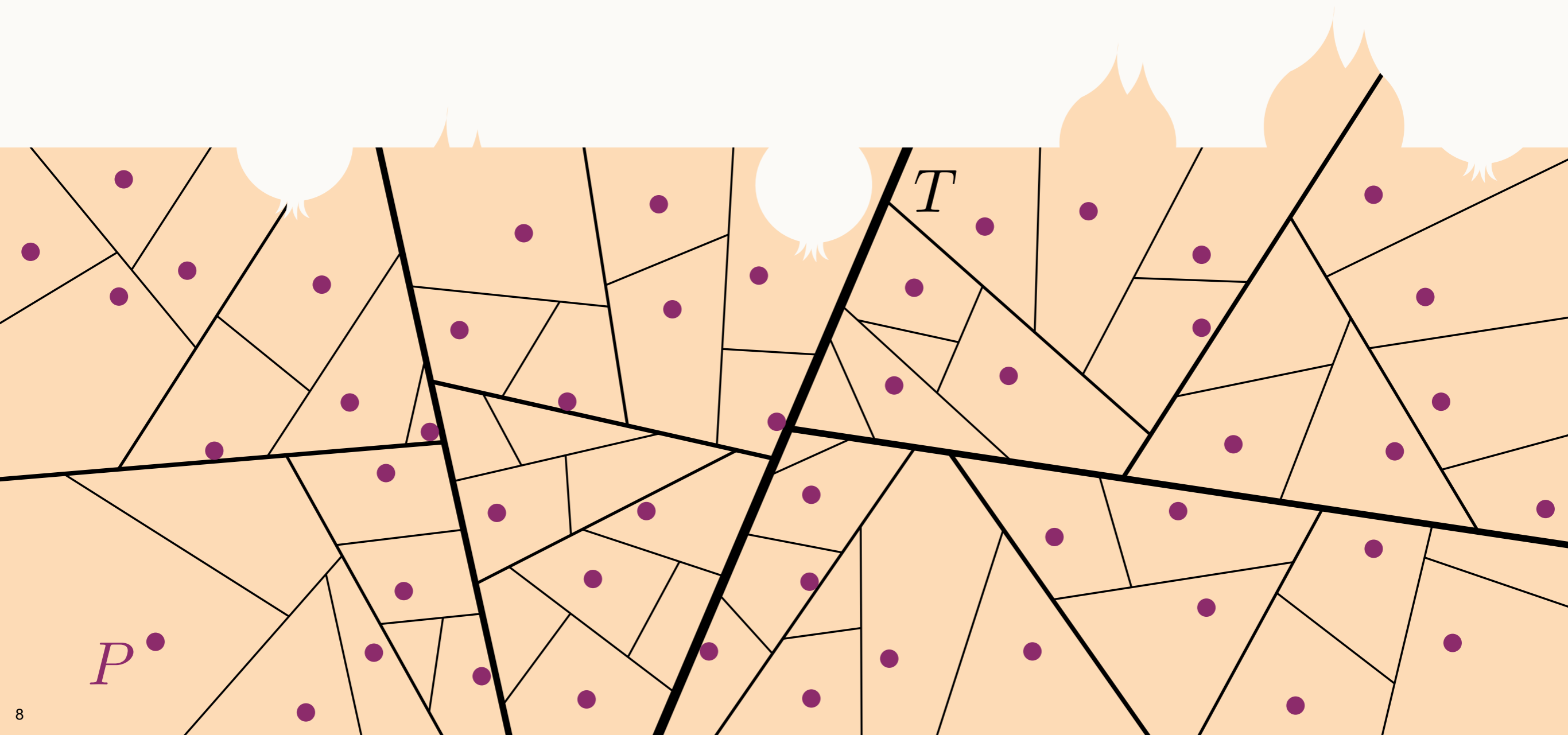
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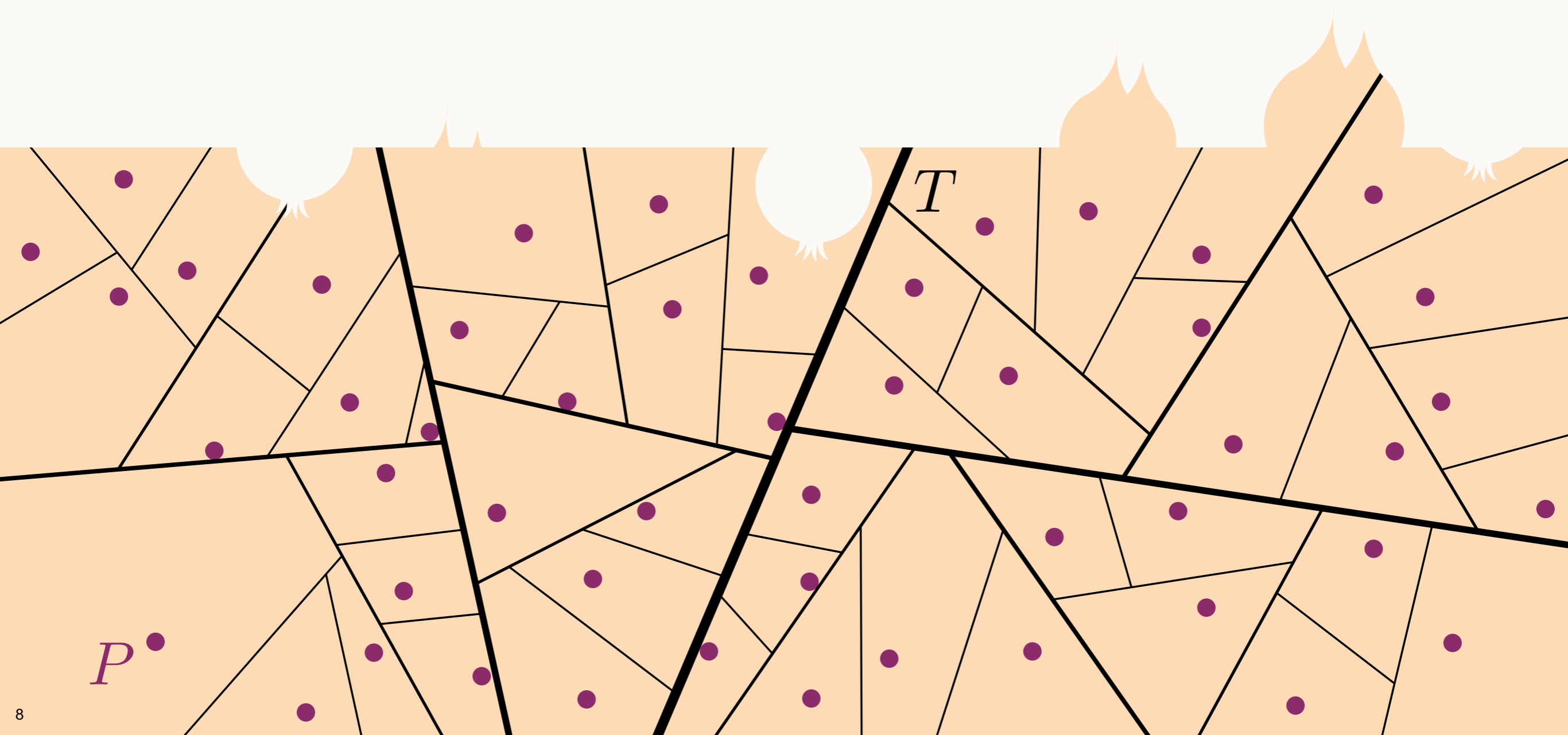
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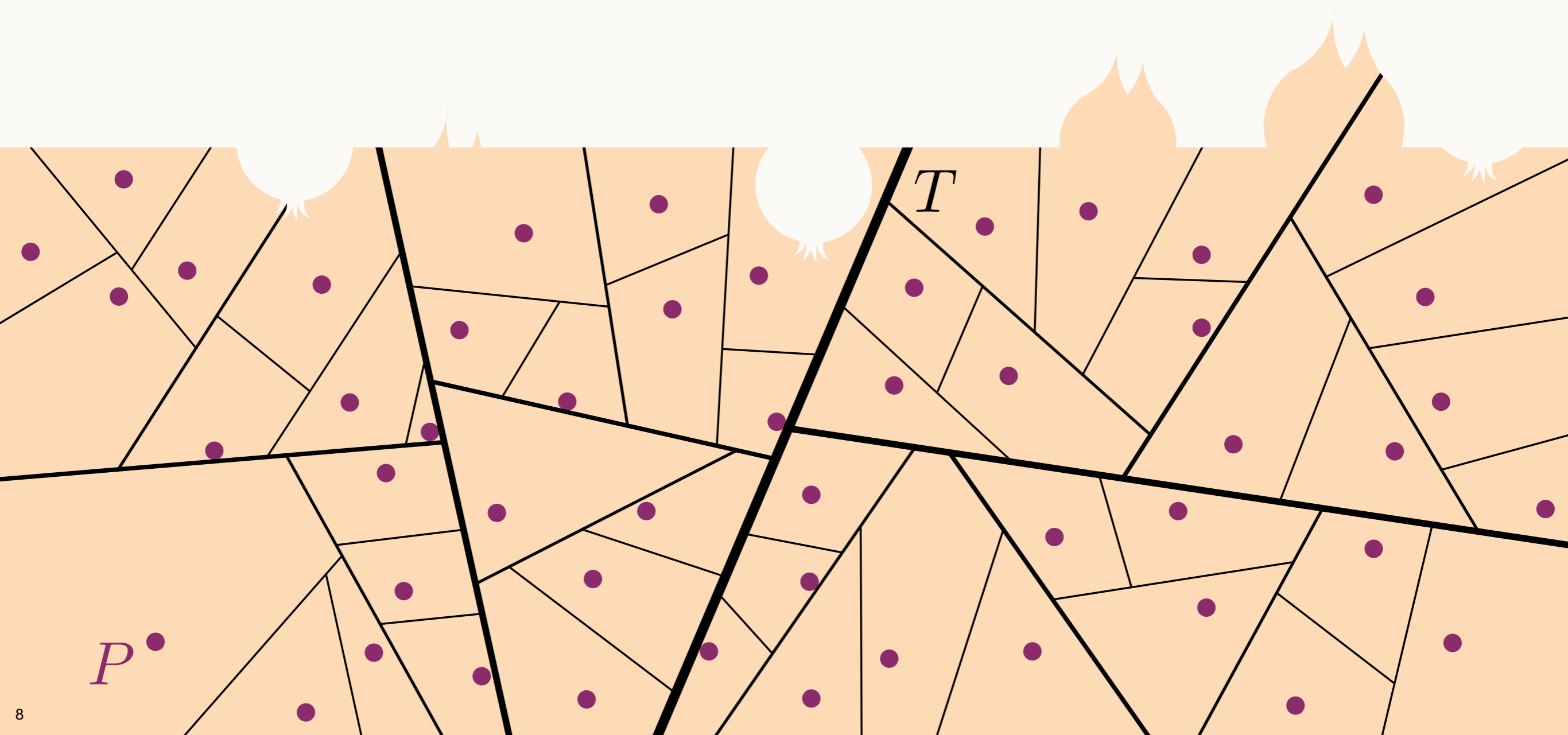


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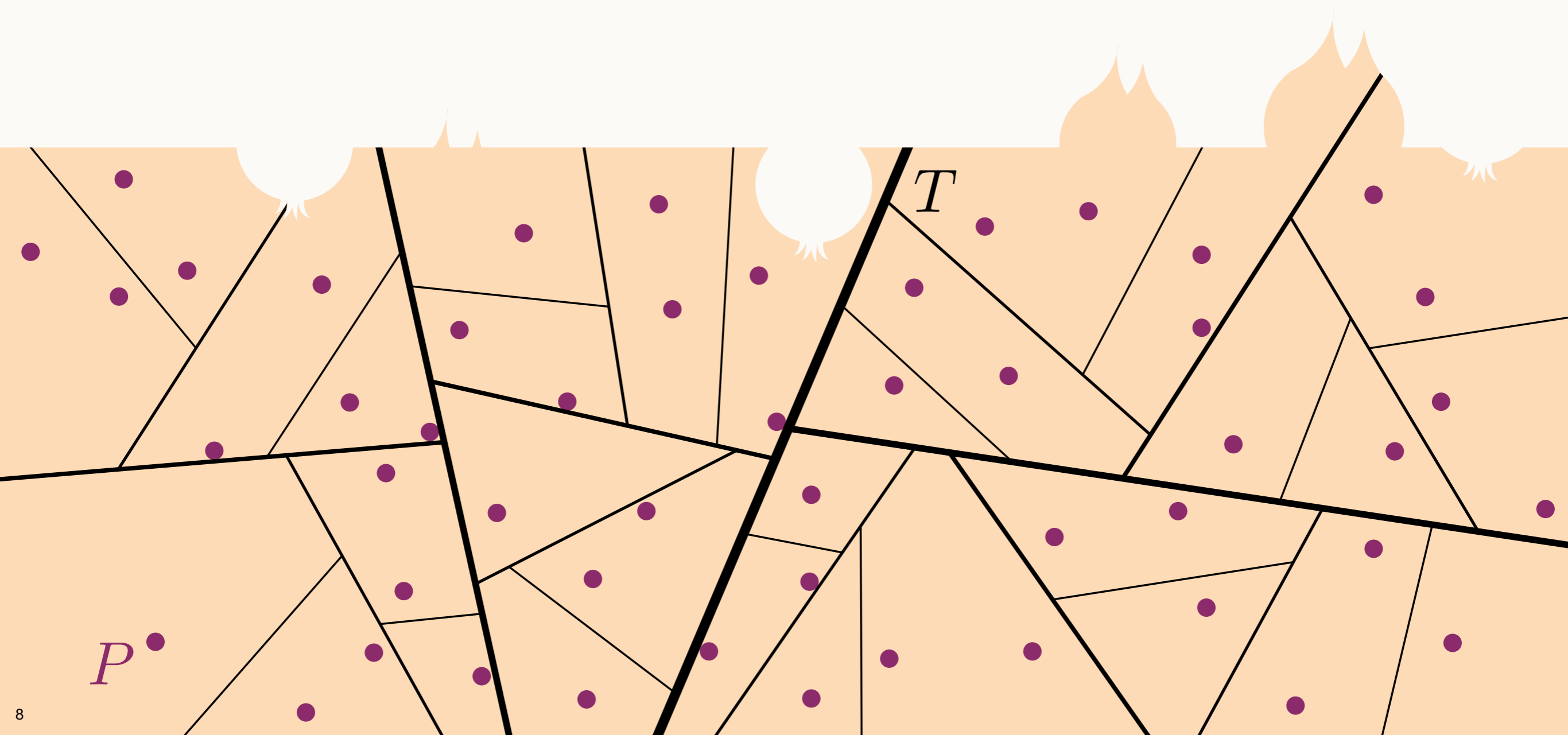


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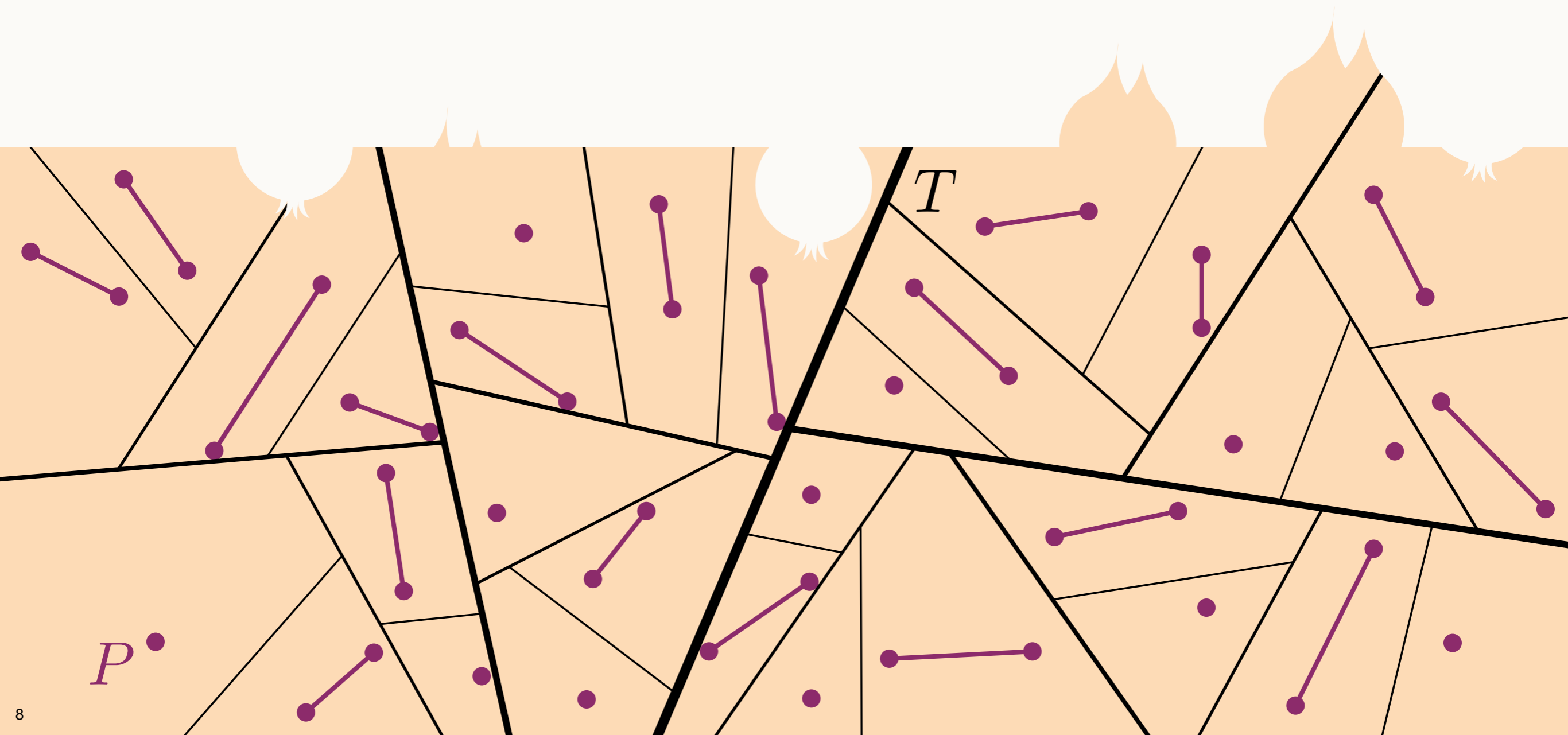


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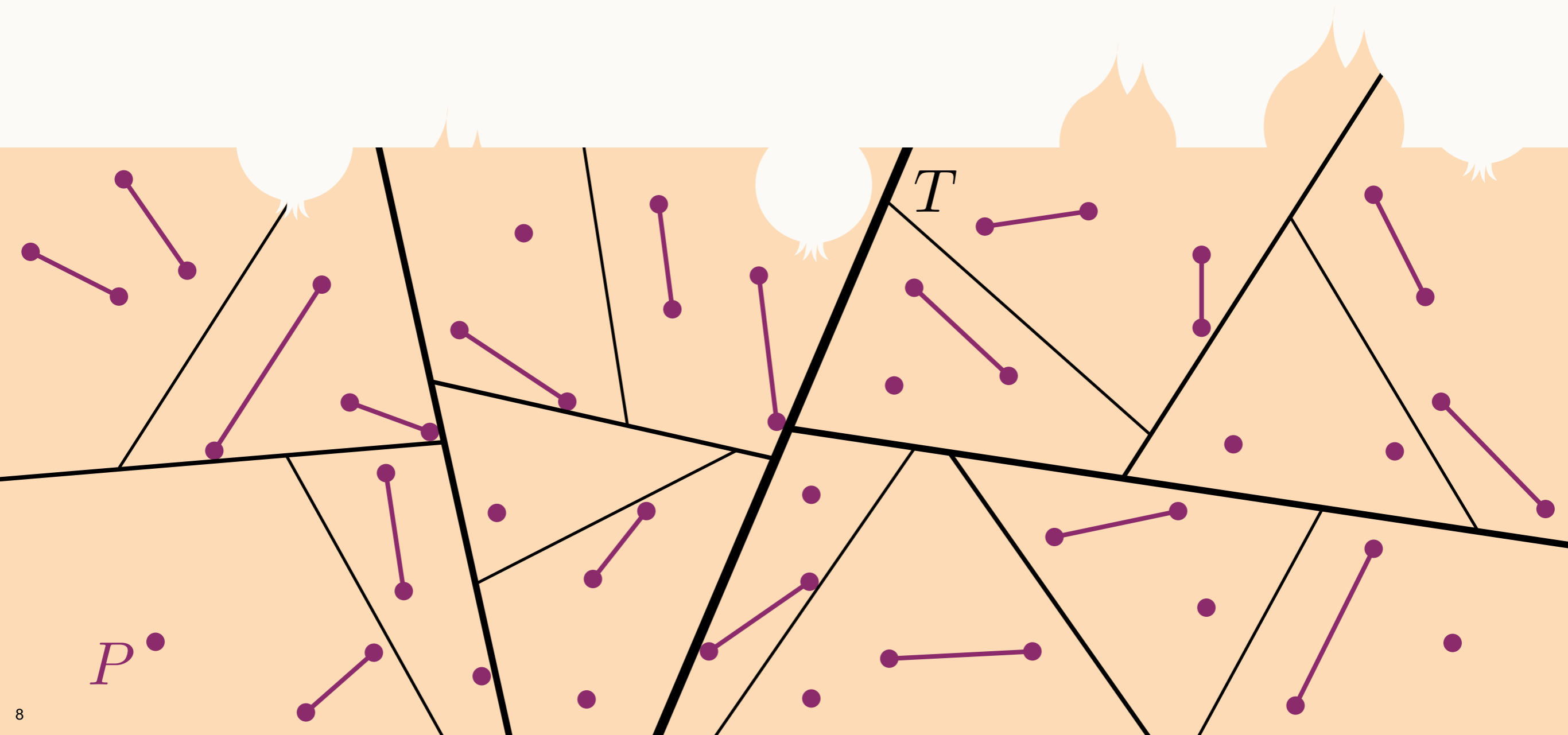


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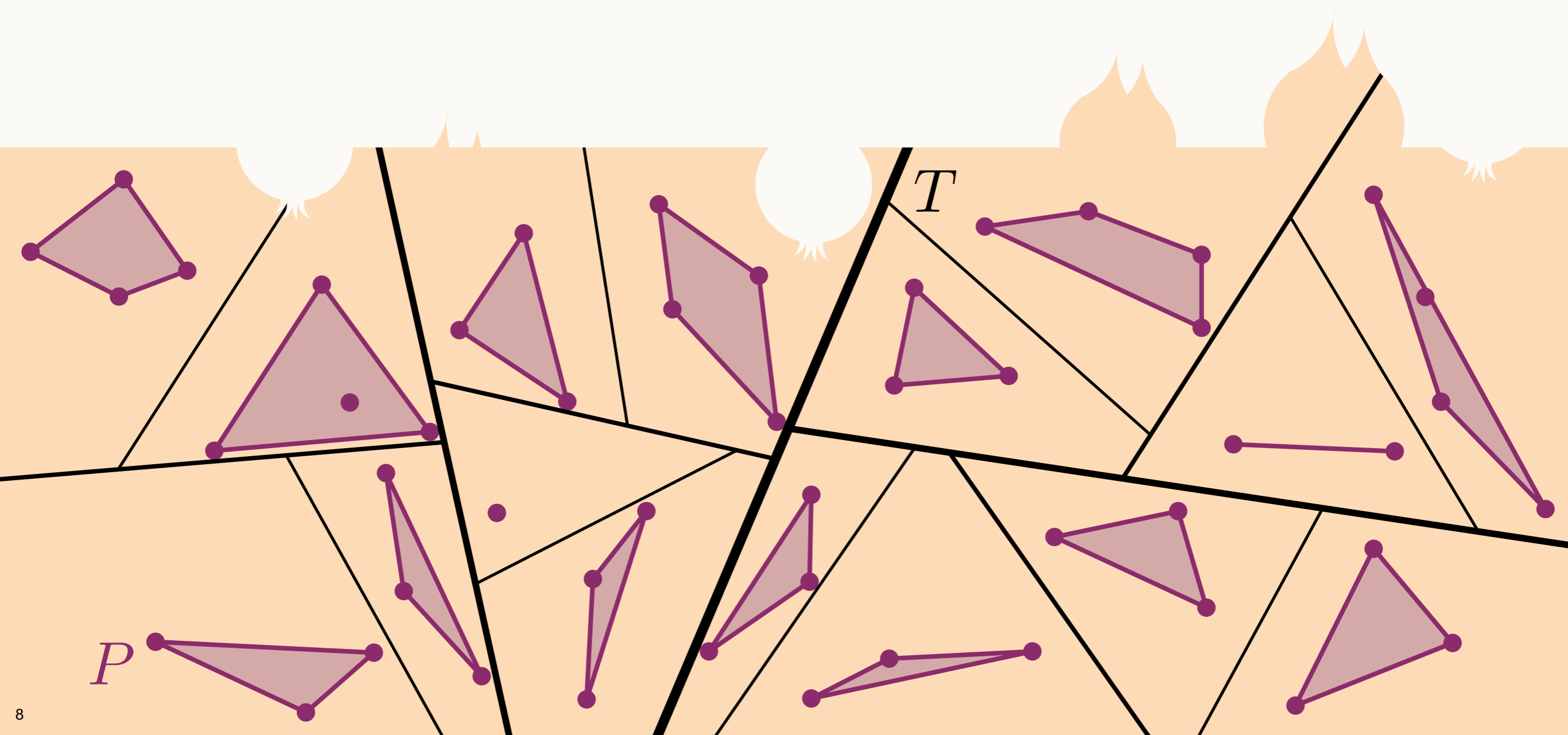


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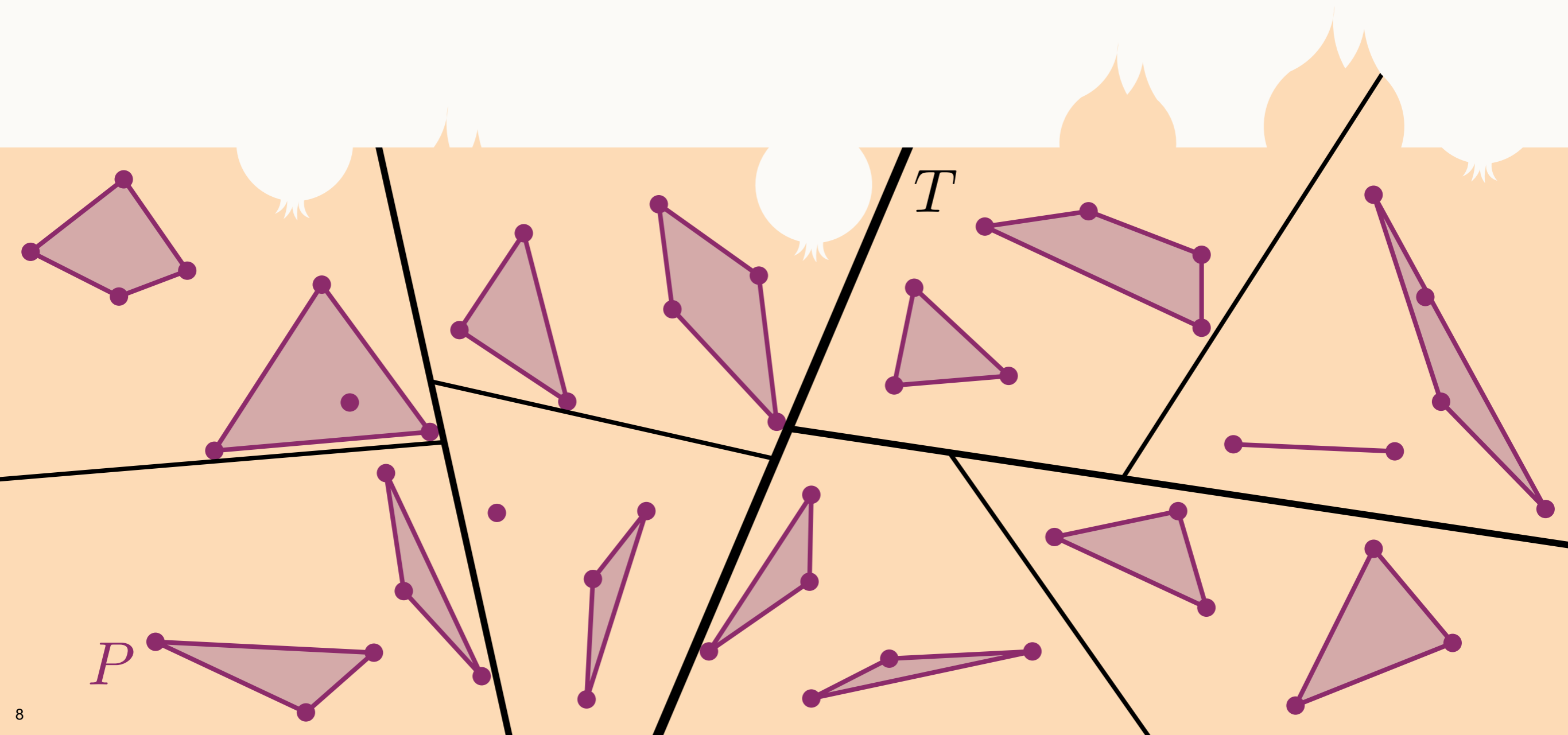


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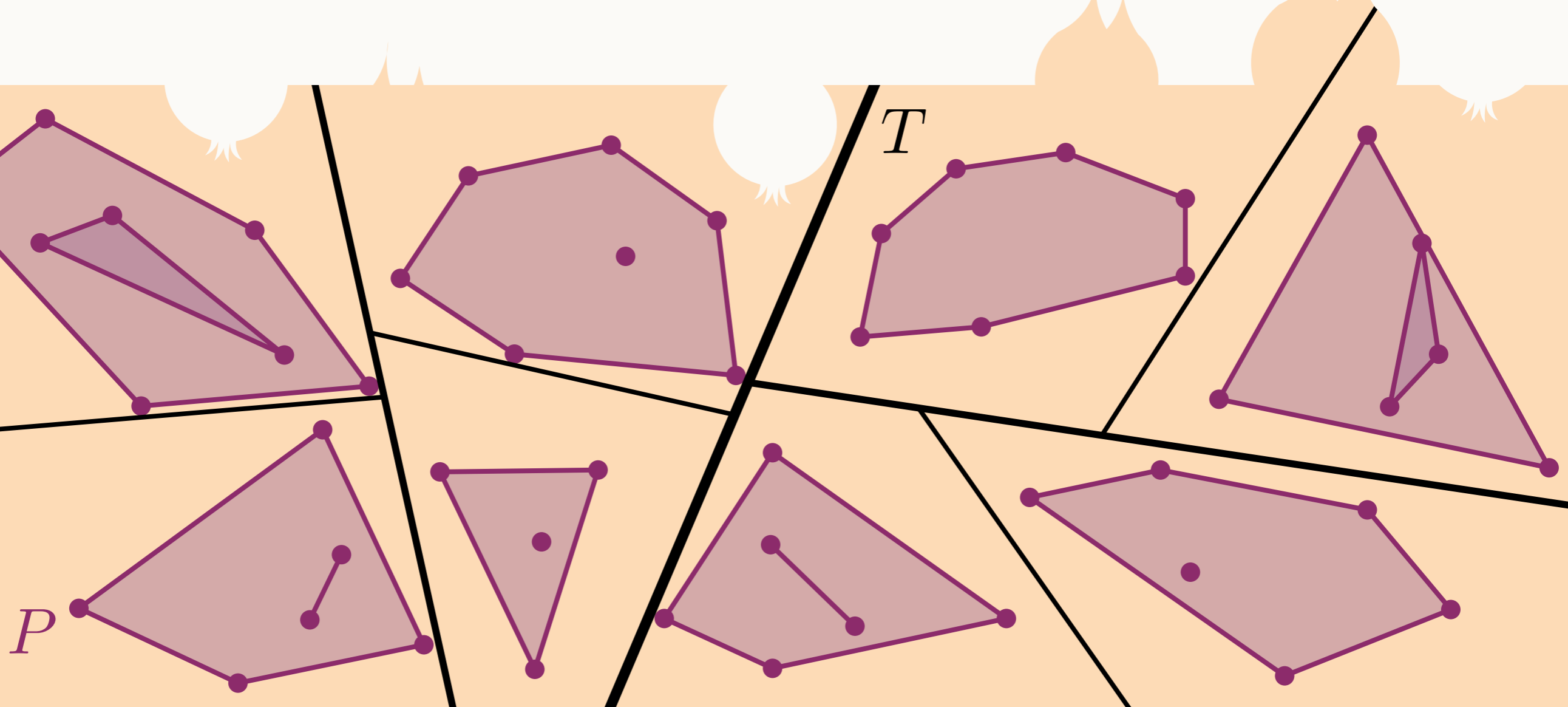


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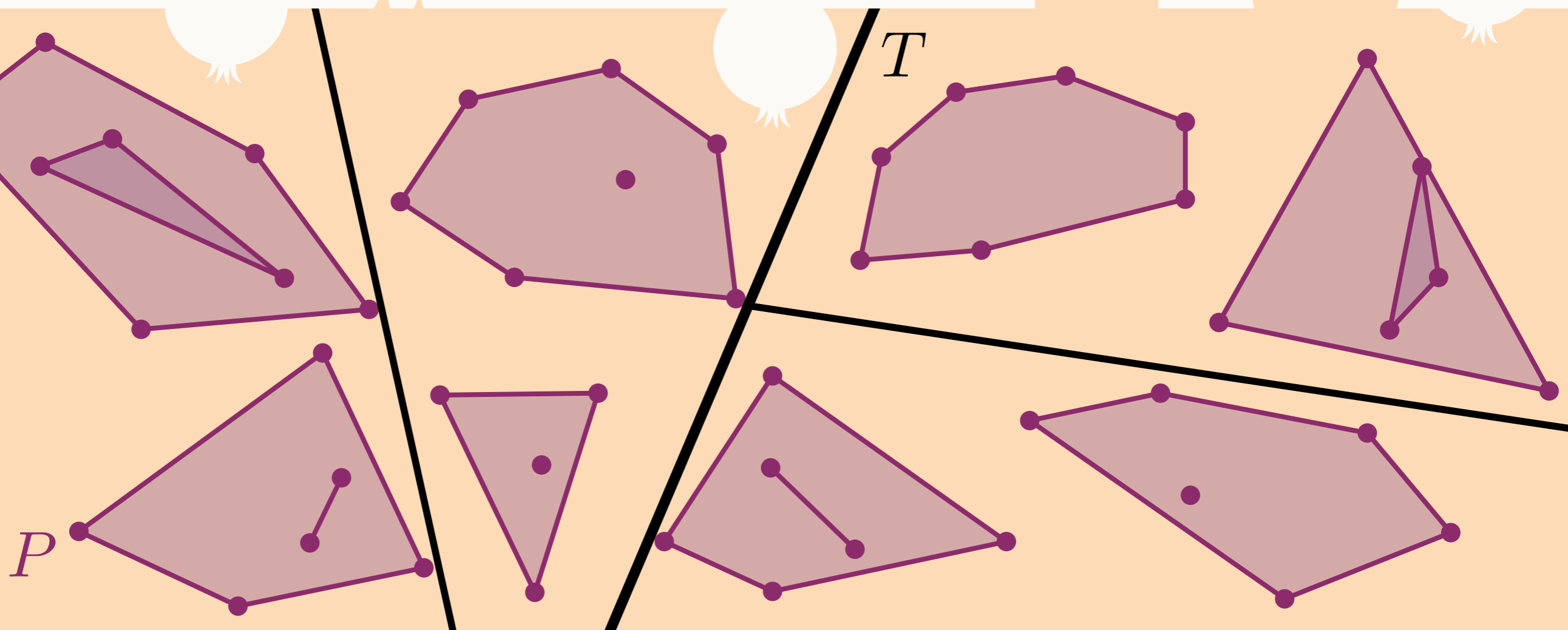


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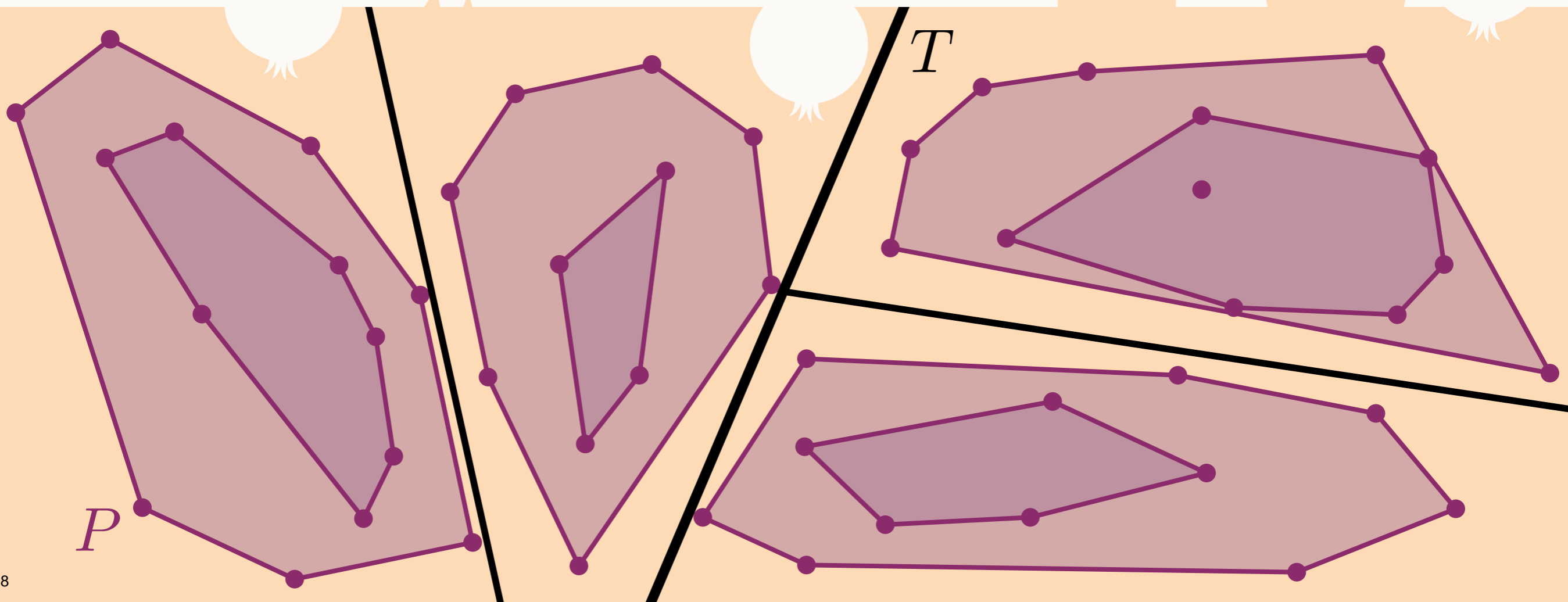


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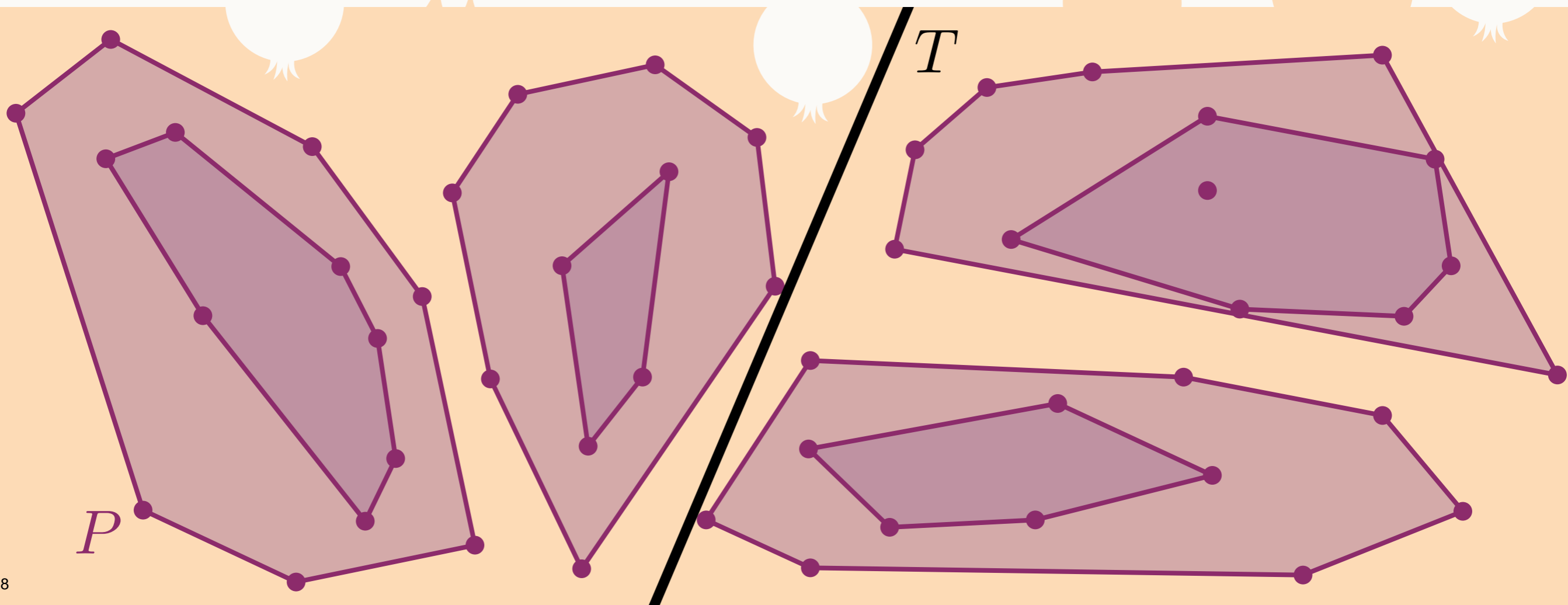


RECONSTRUCTION ALGORITHM

First, locate P in \mathcal{R} and T .

Remove any empty leaves of T .

Then, recursively unite the onions.

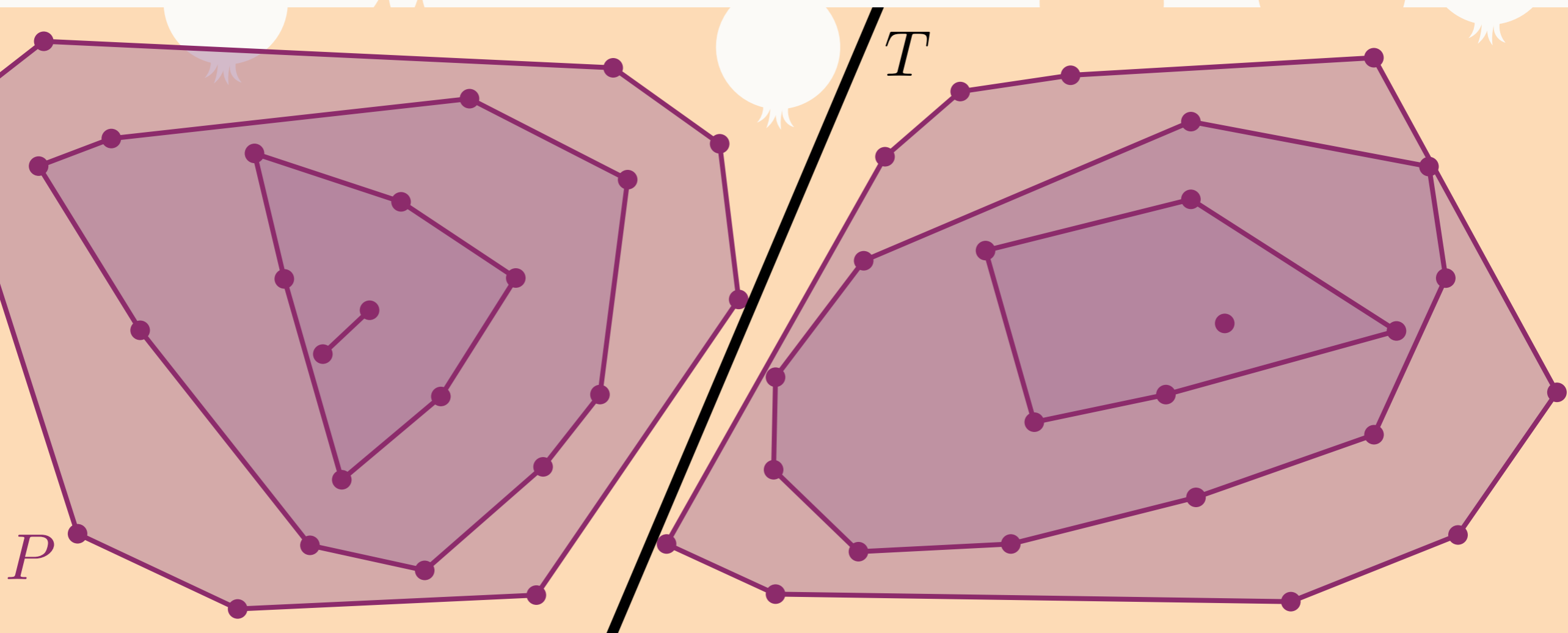


RECONSTRUCTION ALGORITHM

First, locate P in \mathcal{R} and T .

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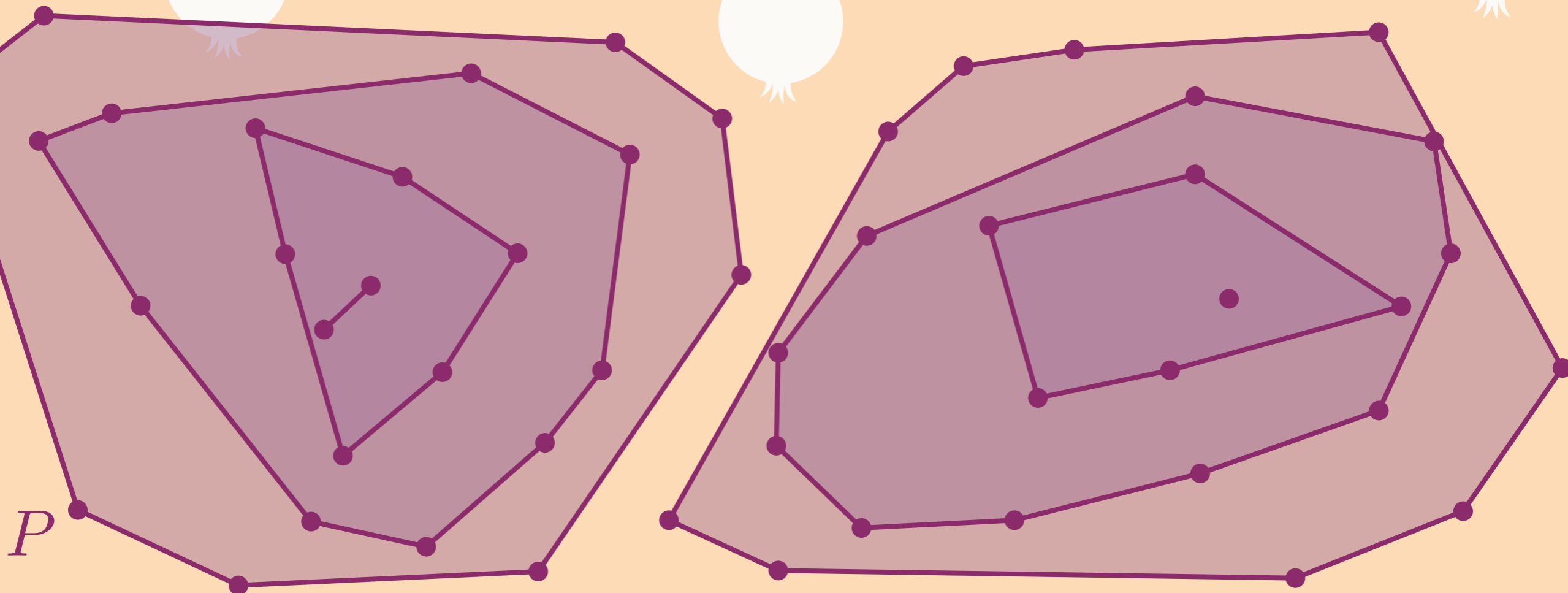


RECONSTRUCTION ALGORITHM

First, locate P in \mathcal{R} and T .

Remove any empty leaves of T .

Then, recursively unite the onions.

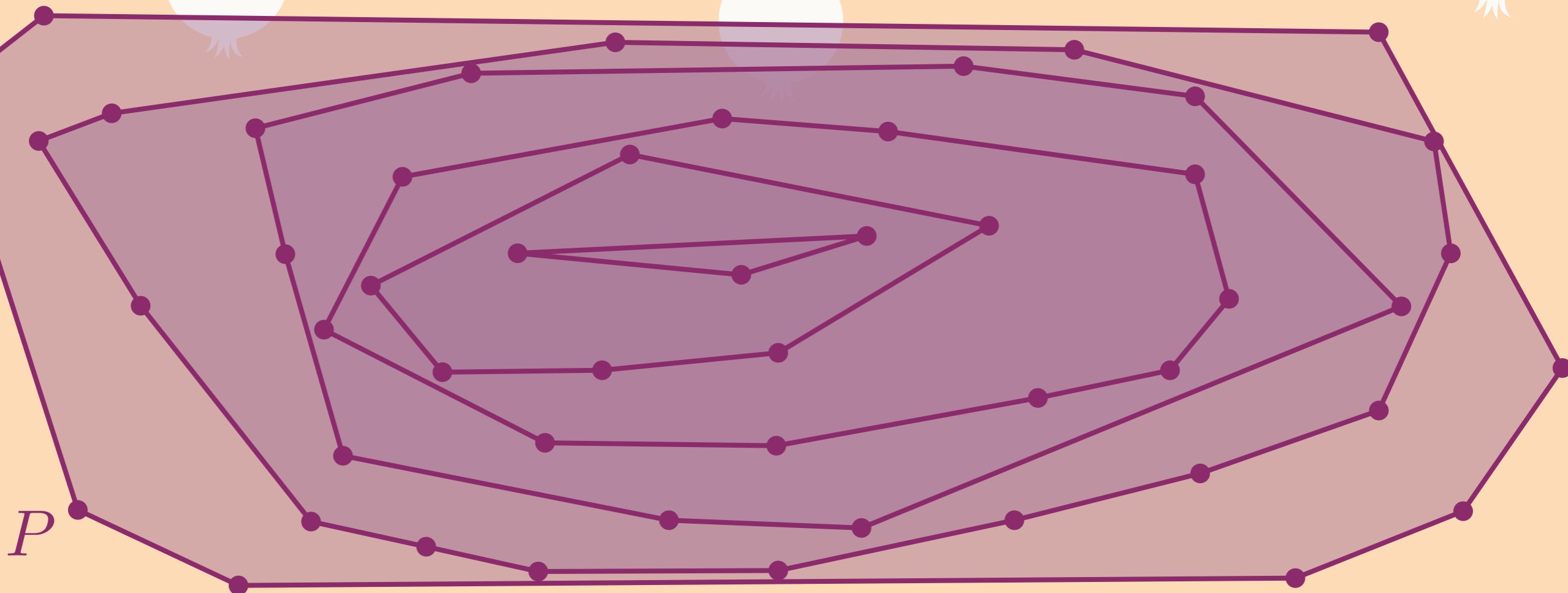


RECONSTRUCTION ALGORITHM

First, locate P in \mathcal{R} and T .

Remove any empty leaves of T .

Then, recursively unite the onions.



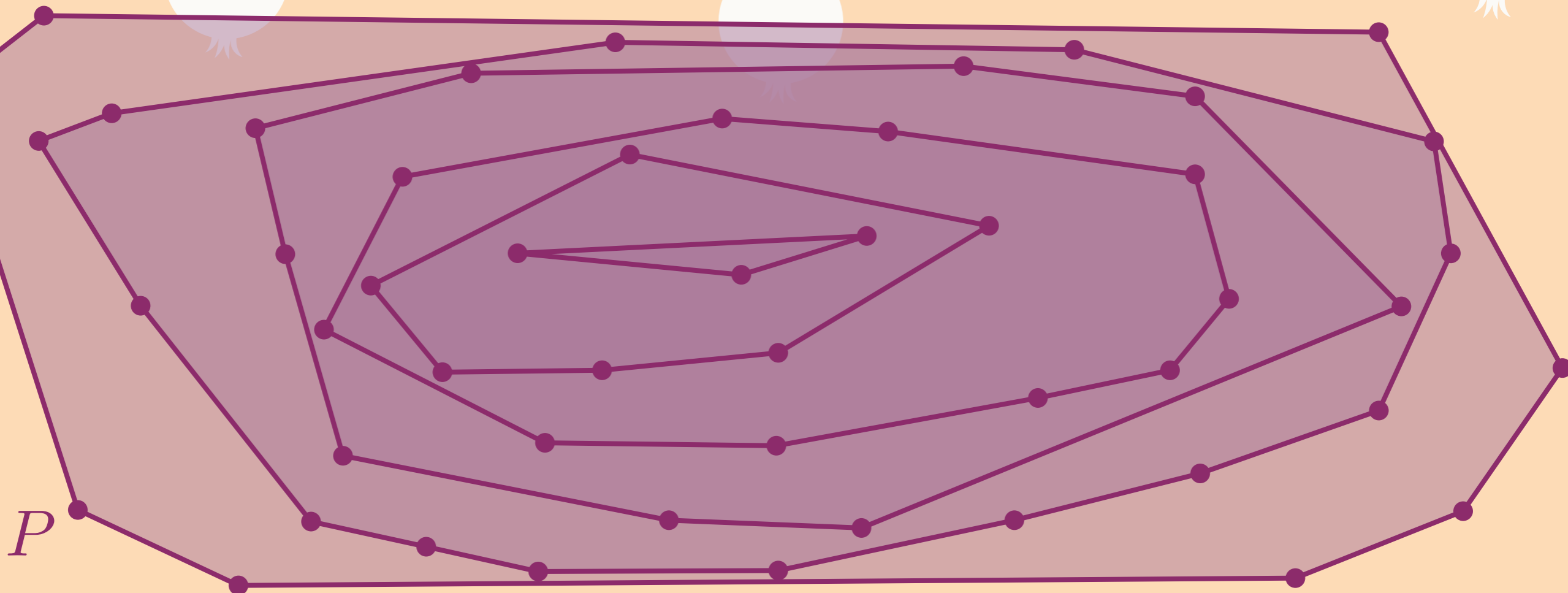
RECONSTRUCTION ALGORITHM

First, locate P in \mathcal{R} and T .

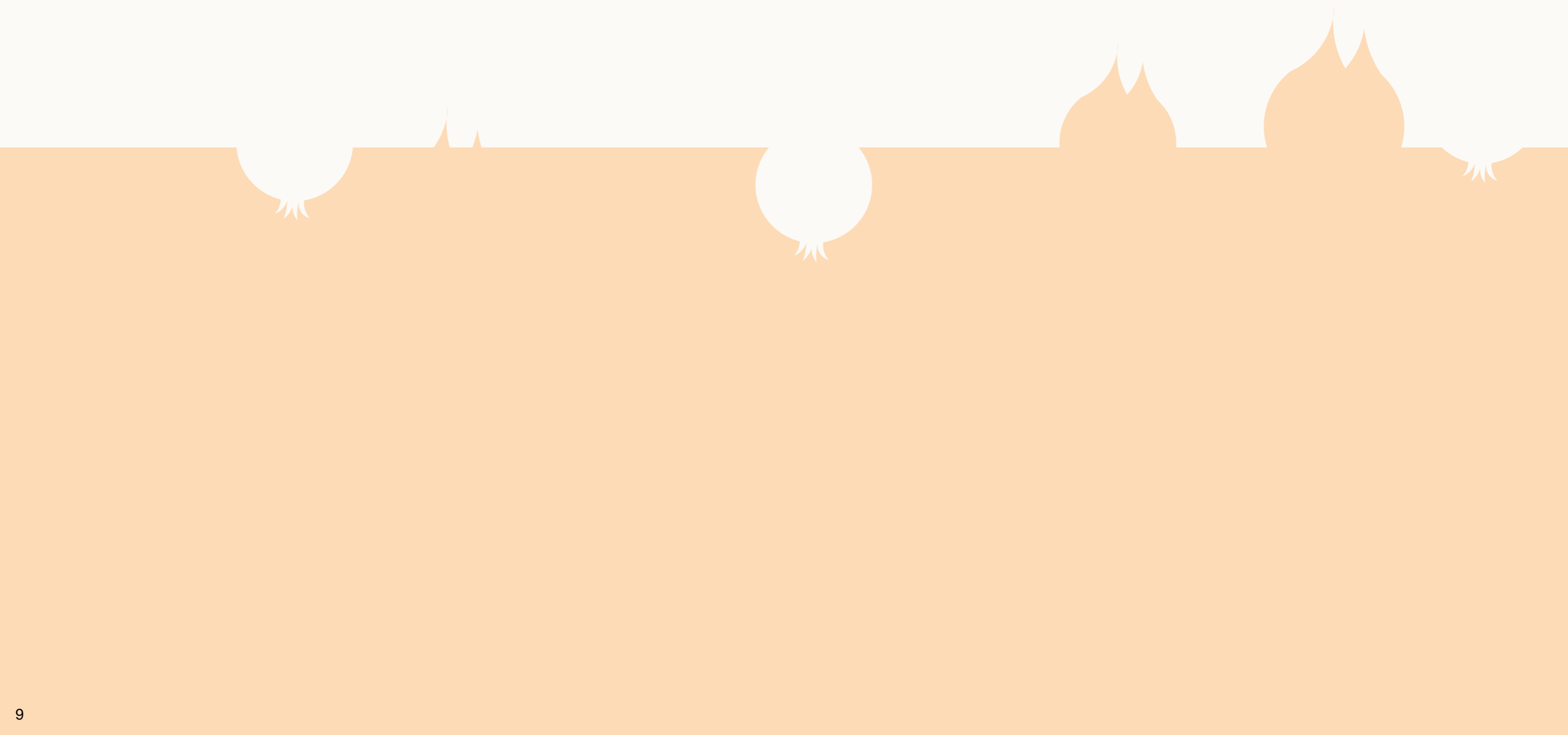
Remove any empty leaves of T .

Then, recursively unite the onions.

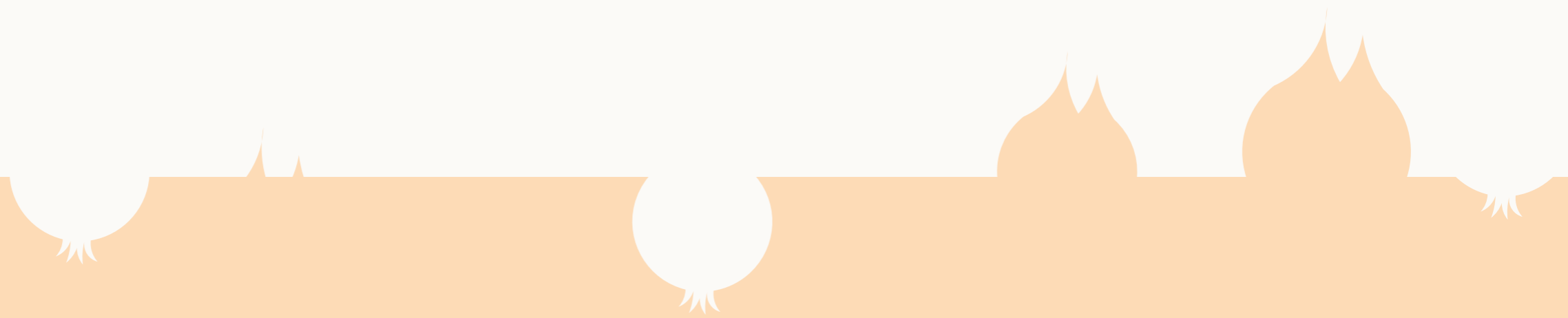
Done!



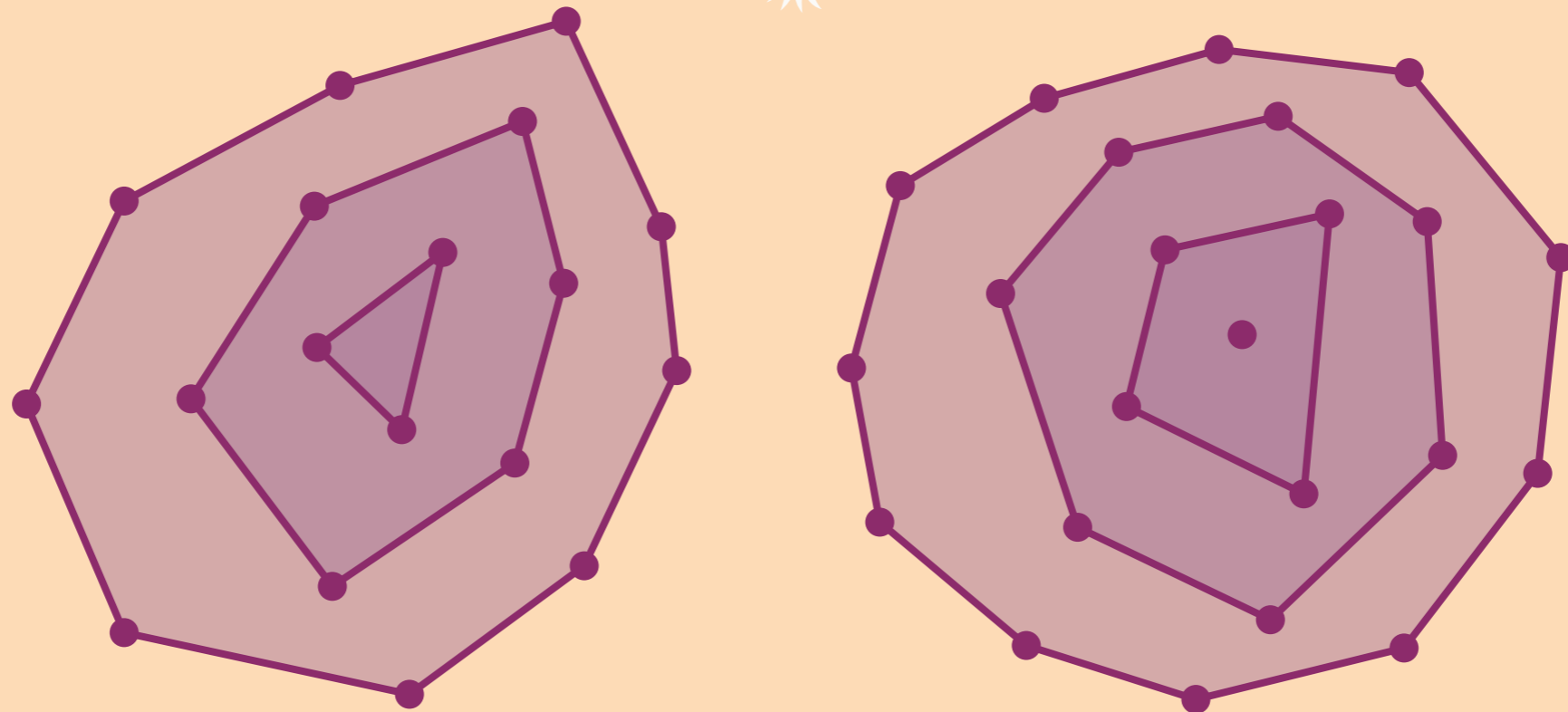
BUT!



BUT! ...how do you unite two onions?

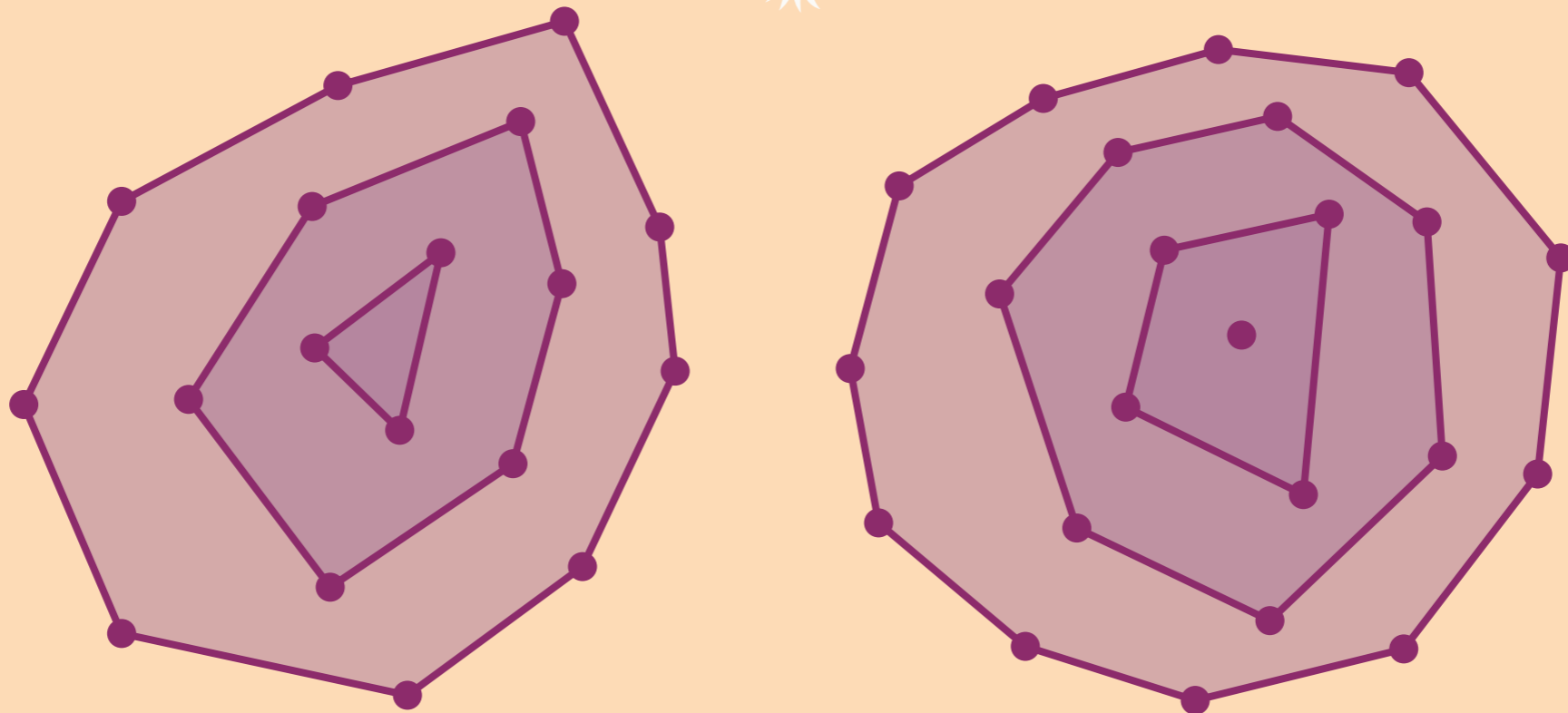


BUT! ...how do you unite two onions?



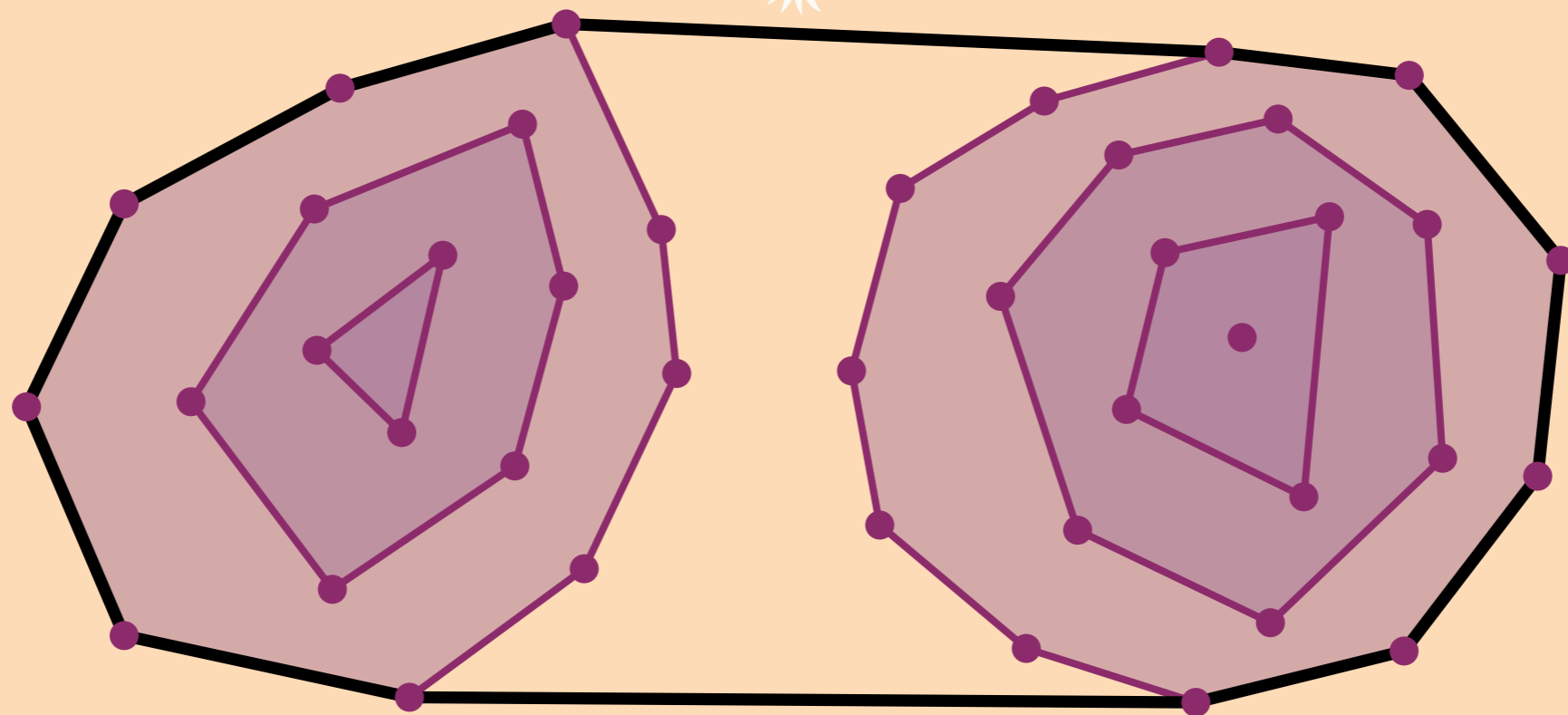
BUT! ...how do you unite two onions?

OBSERVATION: *We can find the convex hull of two onions in $O(\log n)$ time.*



BUT! ...how do you unite two onions?

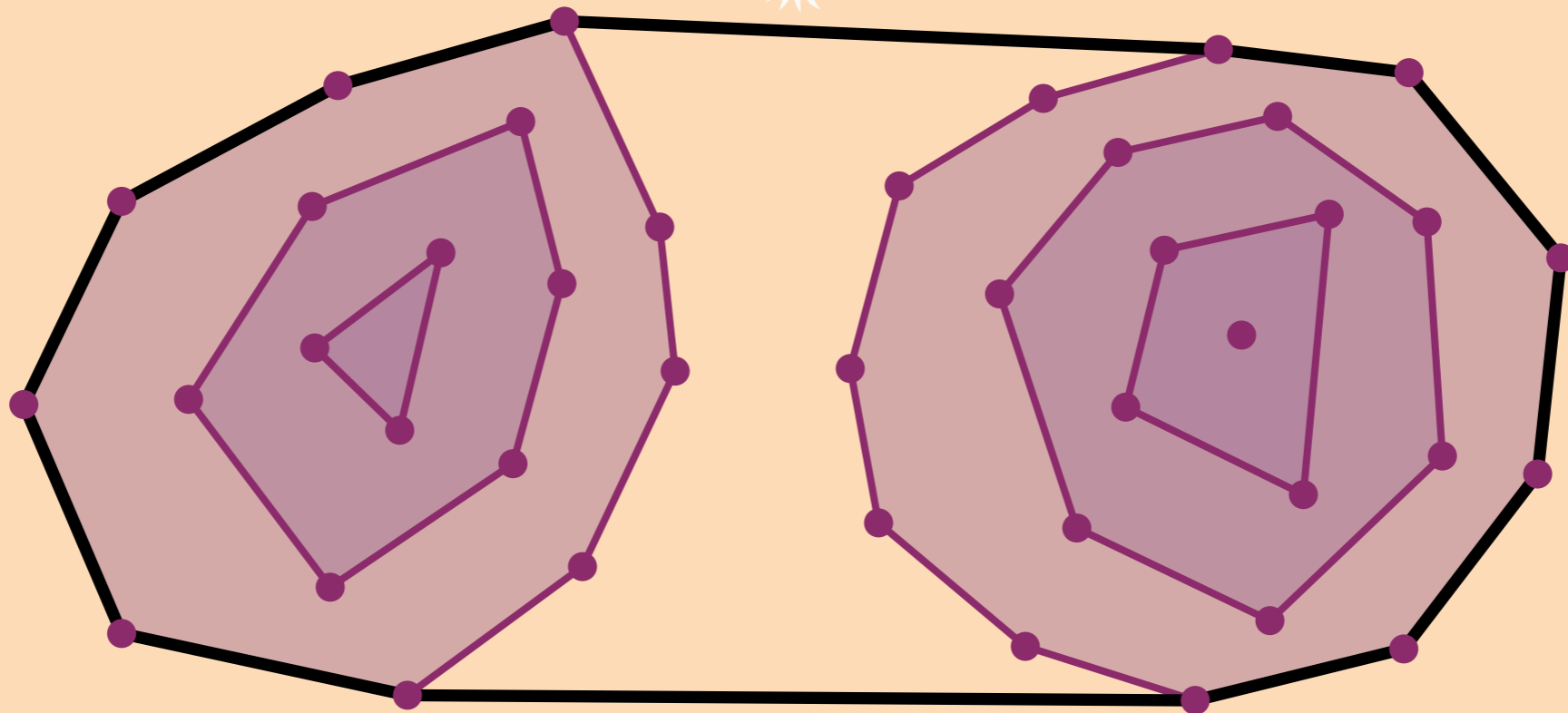
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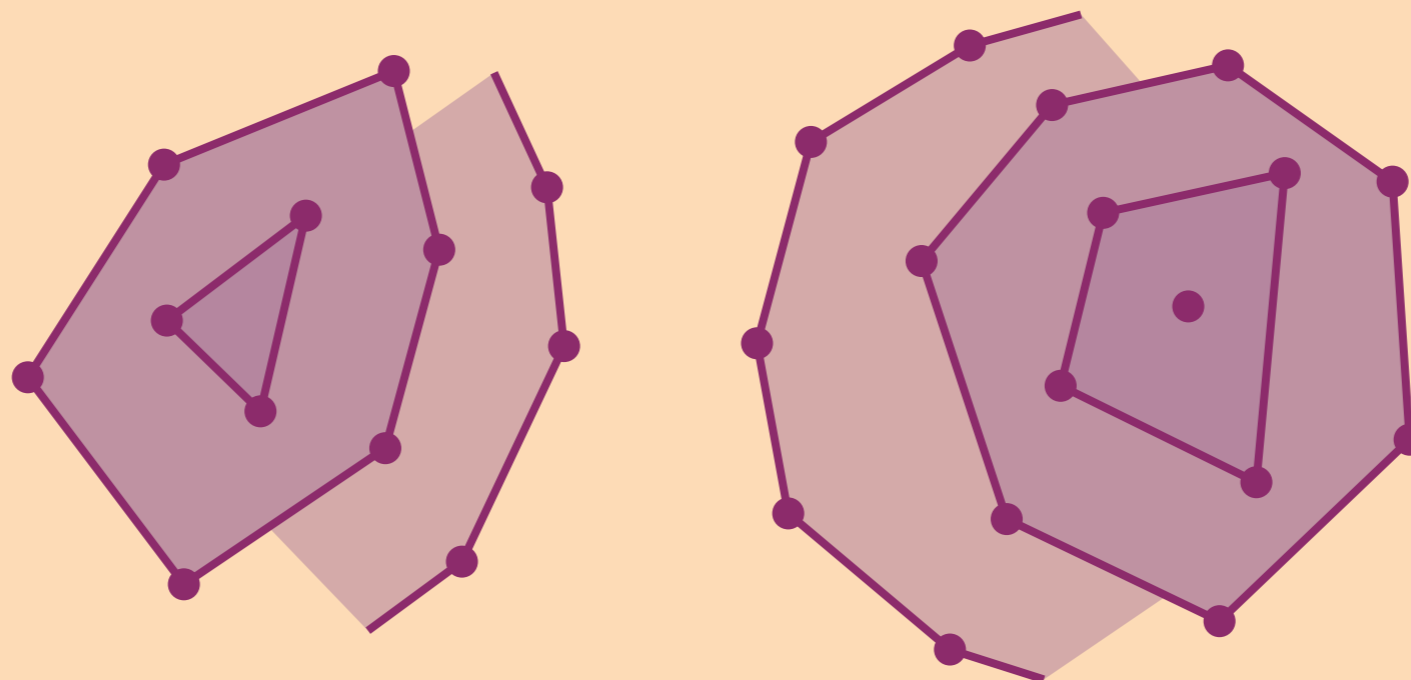
Let's remove it and recurse.



BUT! ...how do you unite two onions?

OBSERVATION: *We can find the convex hull of two onions in $O(\log n)$ time.*

Let's remove it and recurse.

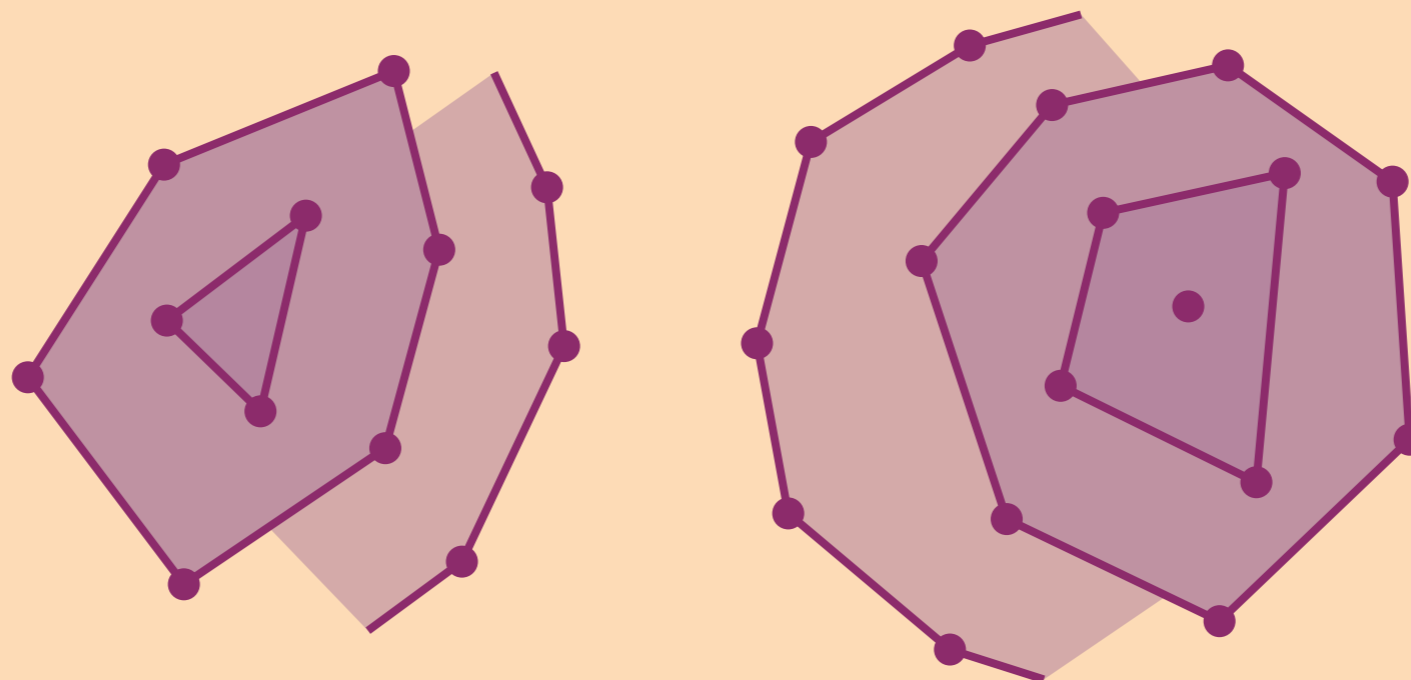


BUT! ...how do you unite two onions?

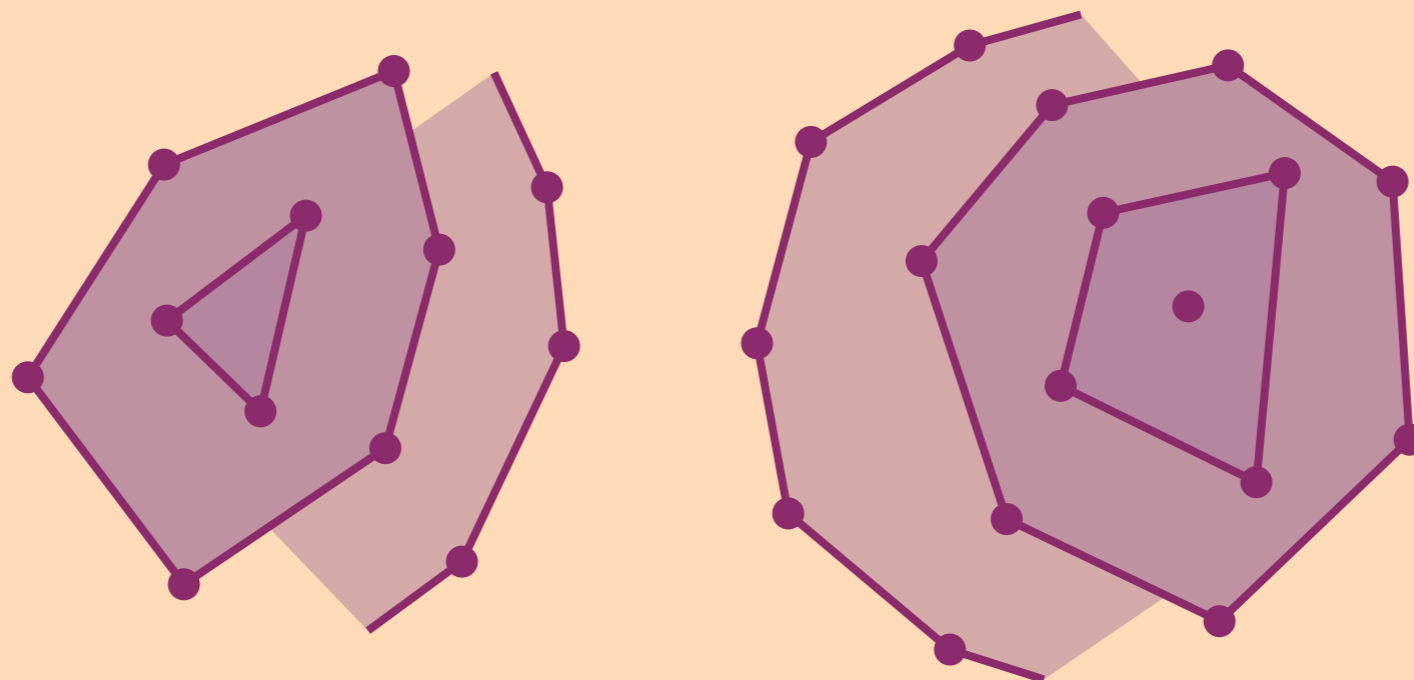
OBSERVATION: We can find the convex hull of two onions in $O(\log n)$ time.

Let's remove it and recurse.

Unfortunately, what is left are no longer proper onions...

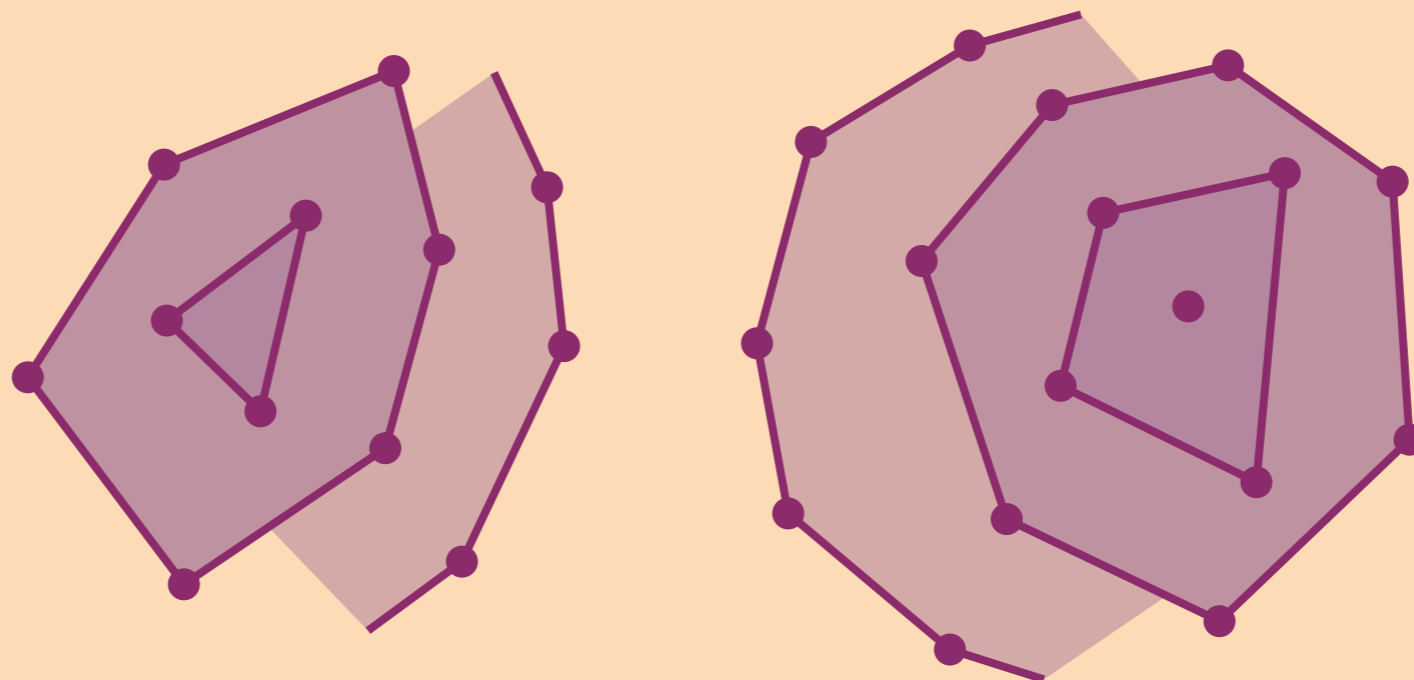


ONION RESTAURATION & UNIFICATION



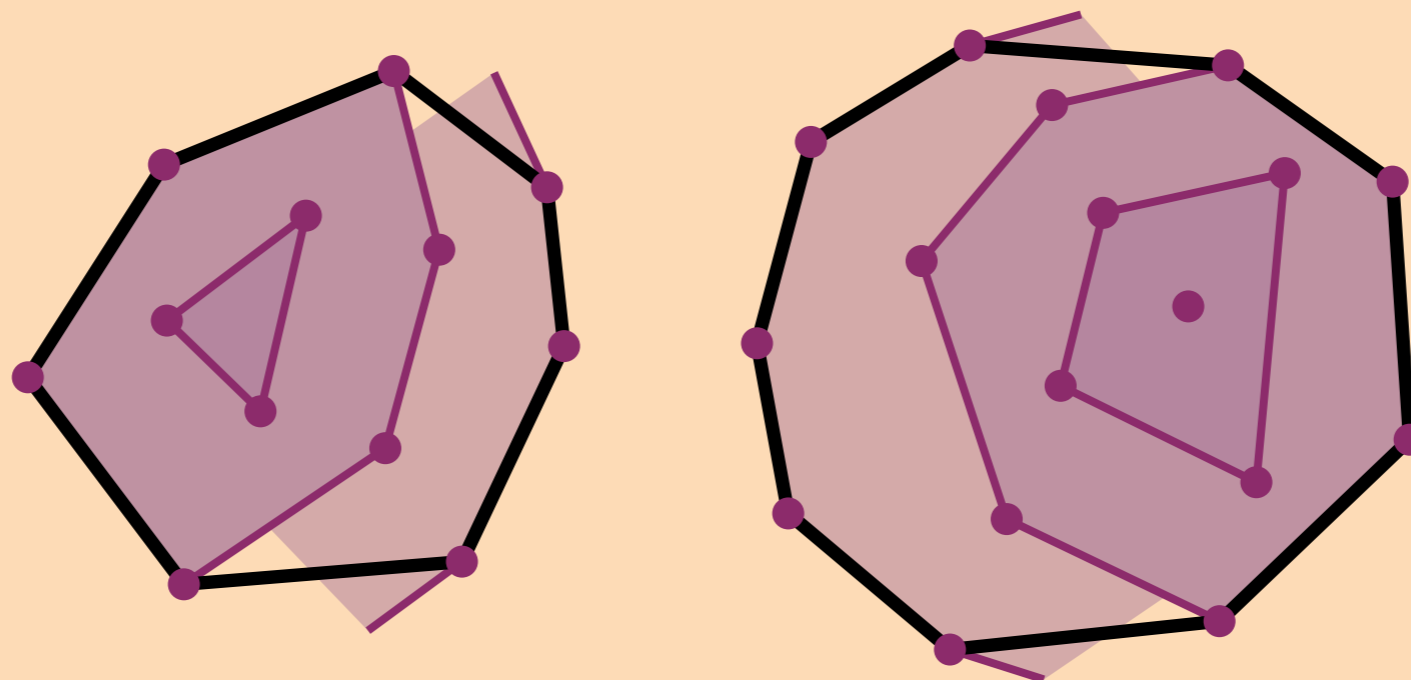
ONION RESTAURATION & UNIFICATION

Compute convex hulls of the individual onions.



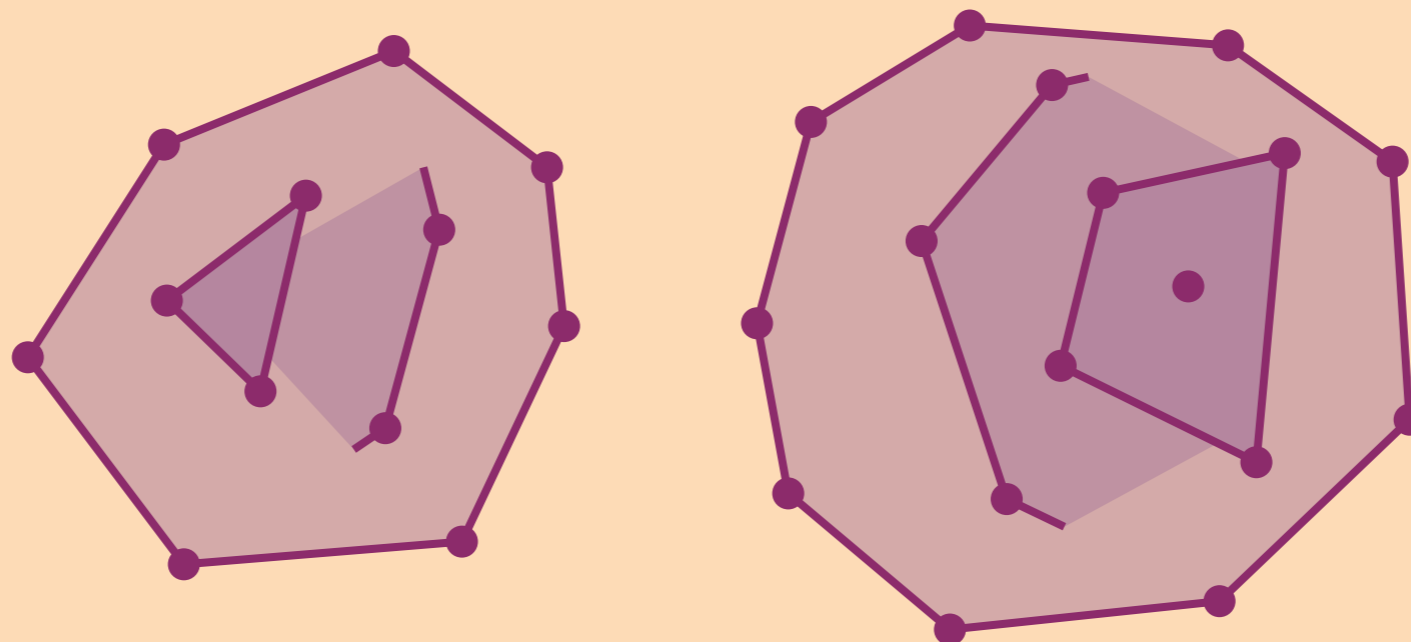
ONION RESTAURATION & UNIFICATION

Compute convex hulls of the individual onions.



ONION RESTAURATION & UNIFICATION

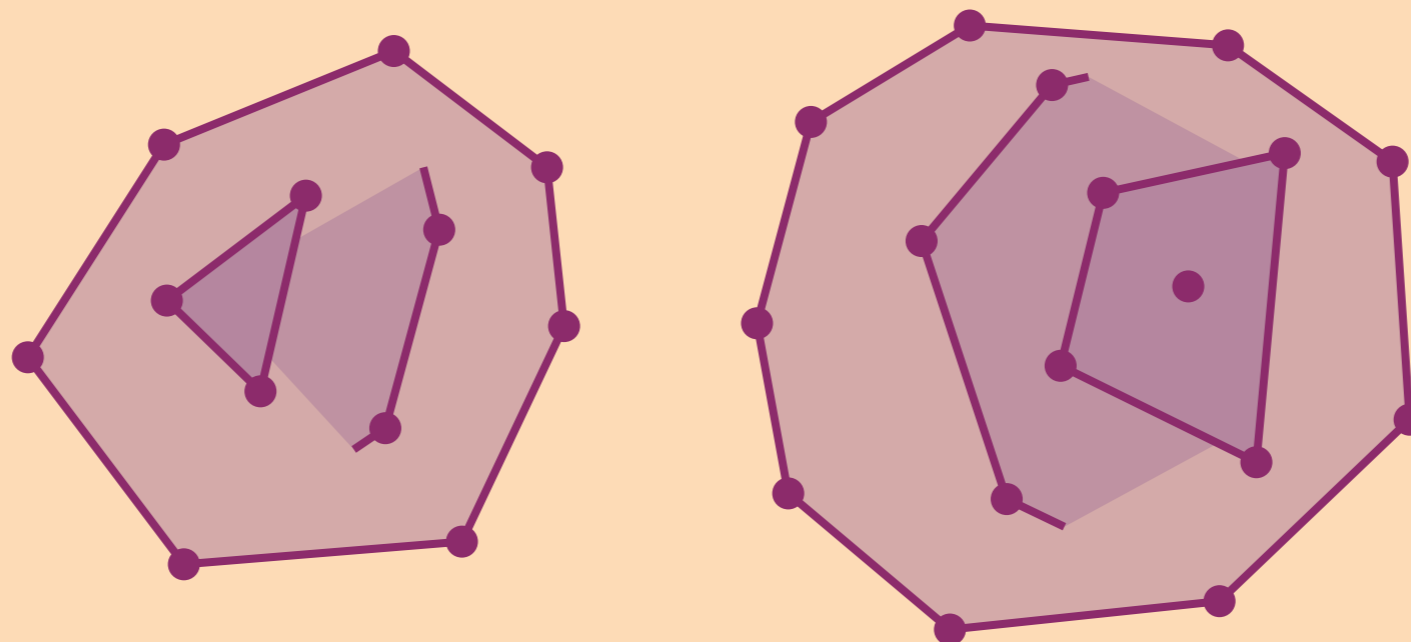
Compute convex hulls of the individual onions.



ONION RESTAURATION & UNIFICATION

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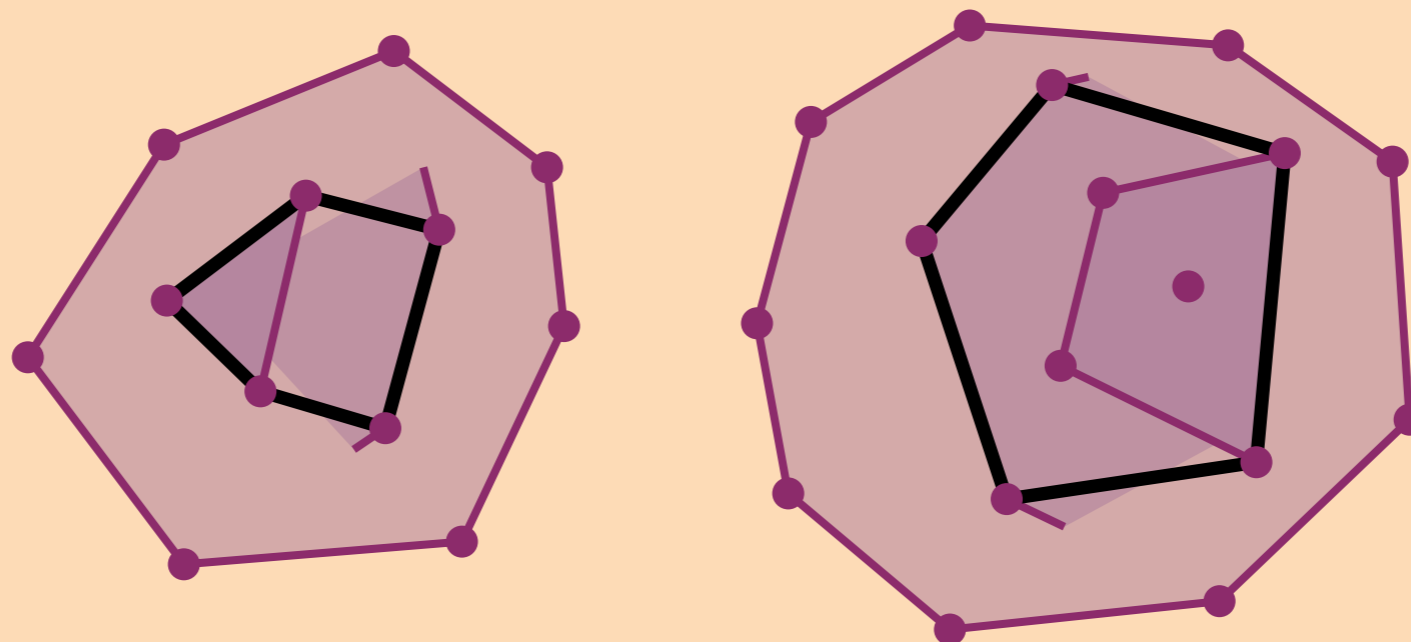
Recurse once again.



ONION RESTAURATION & UNIFICATION

Compute convex hulls of the individual onions.

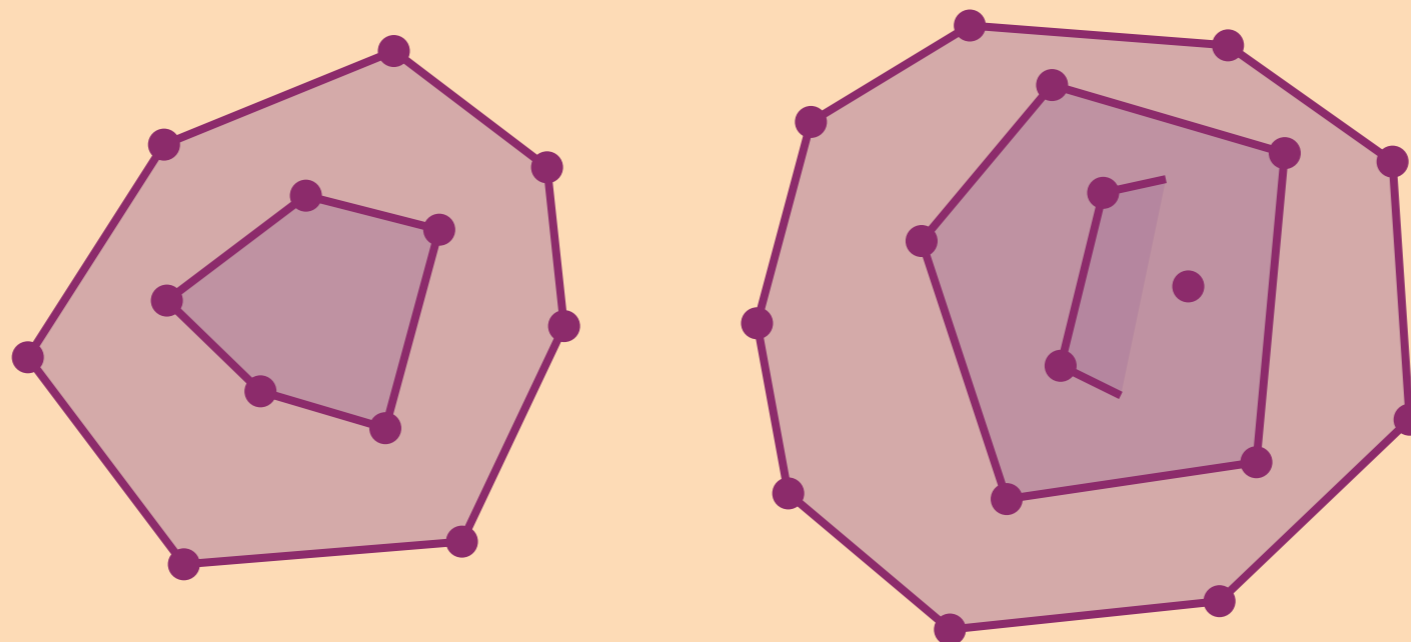
Recurse once again.



ONION RESTAURATION & UNIFICATION

Compute convex hulls of the individual onions.

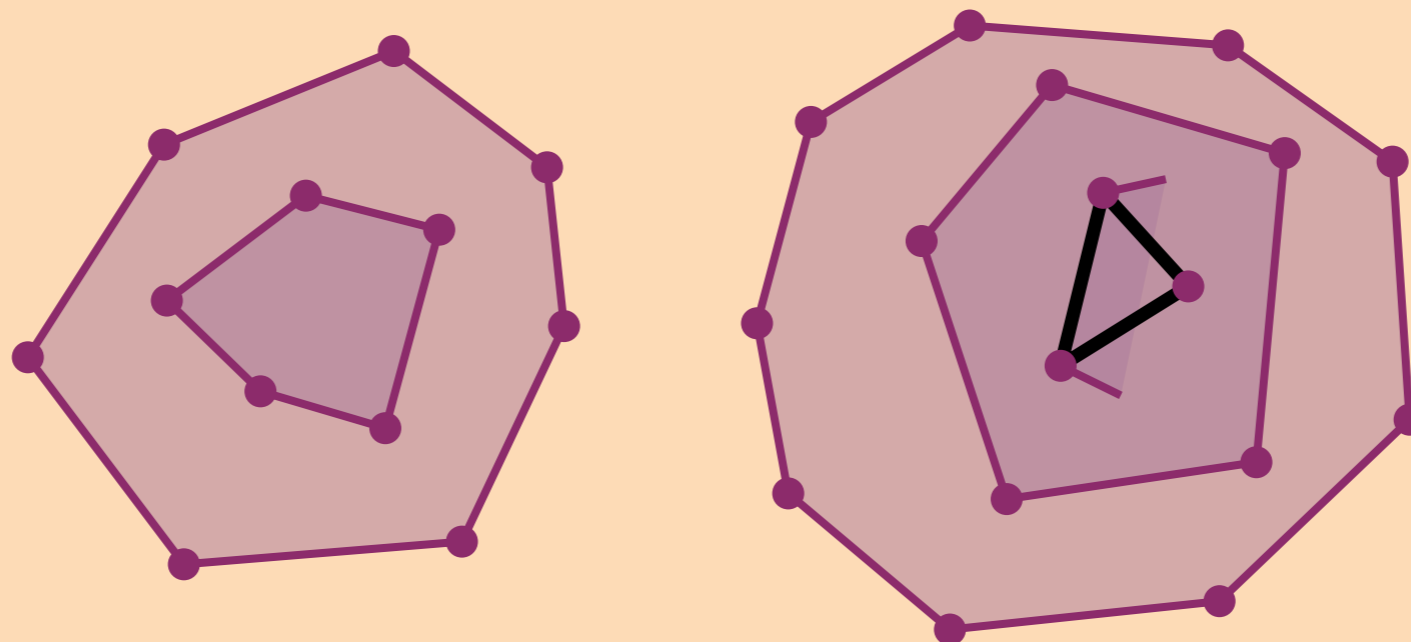
Recurse once again.



ONION RESTAURATION & UNIFICATION

Compute convex hulls of the individual onions.

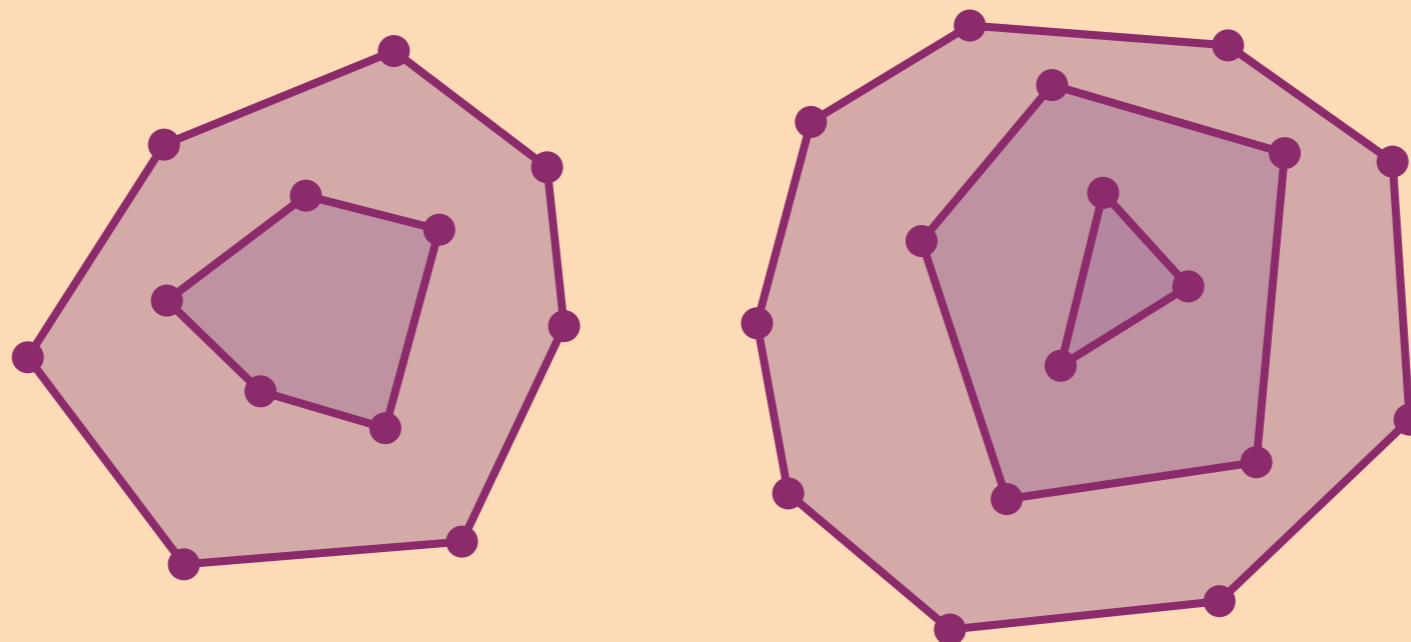
Recurse once again.



ONION RESTAURATION & UNIFICATION

Compute convex hulls of the individual onions.

Recurse once again.

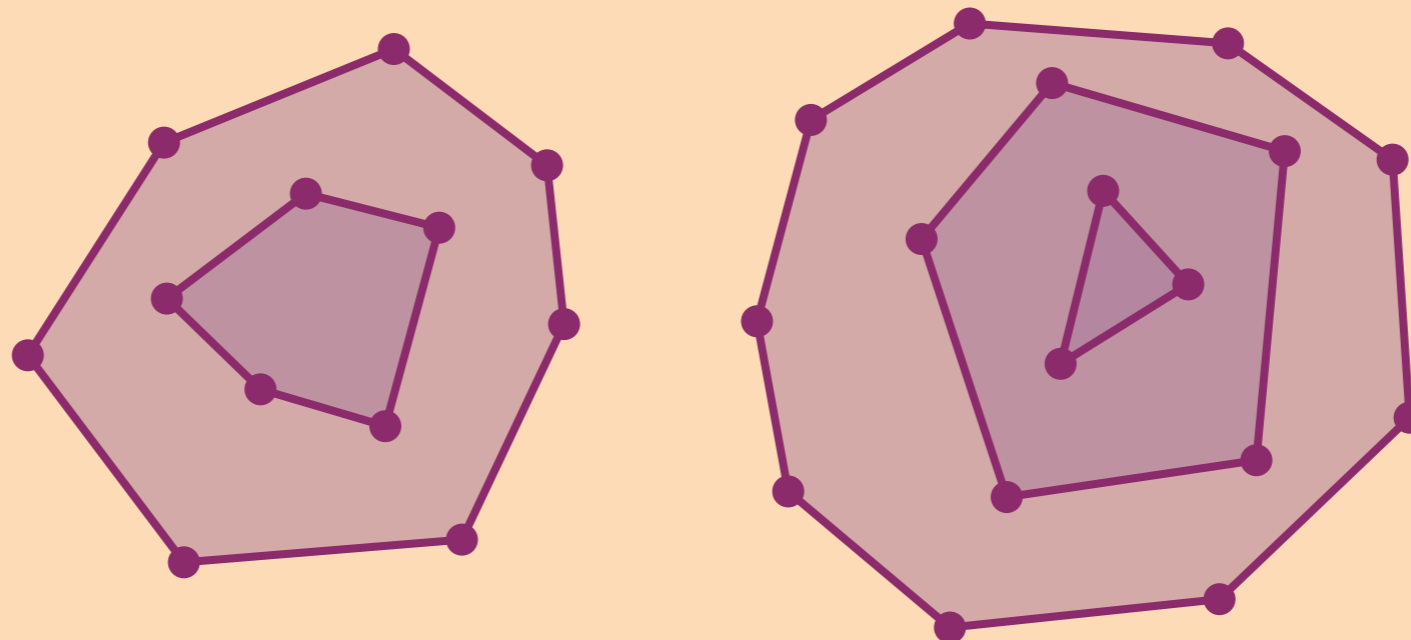


ONION RESTAURATION & UNIFICATION

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Recurse once again.

Etc...

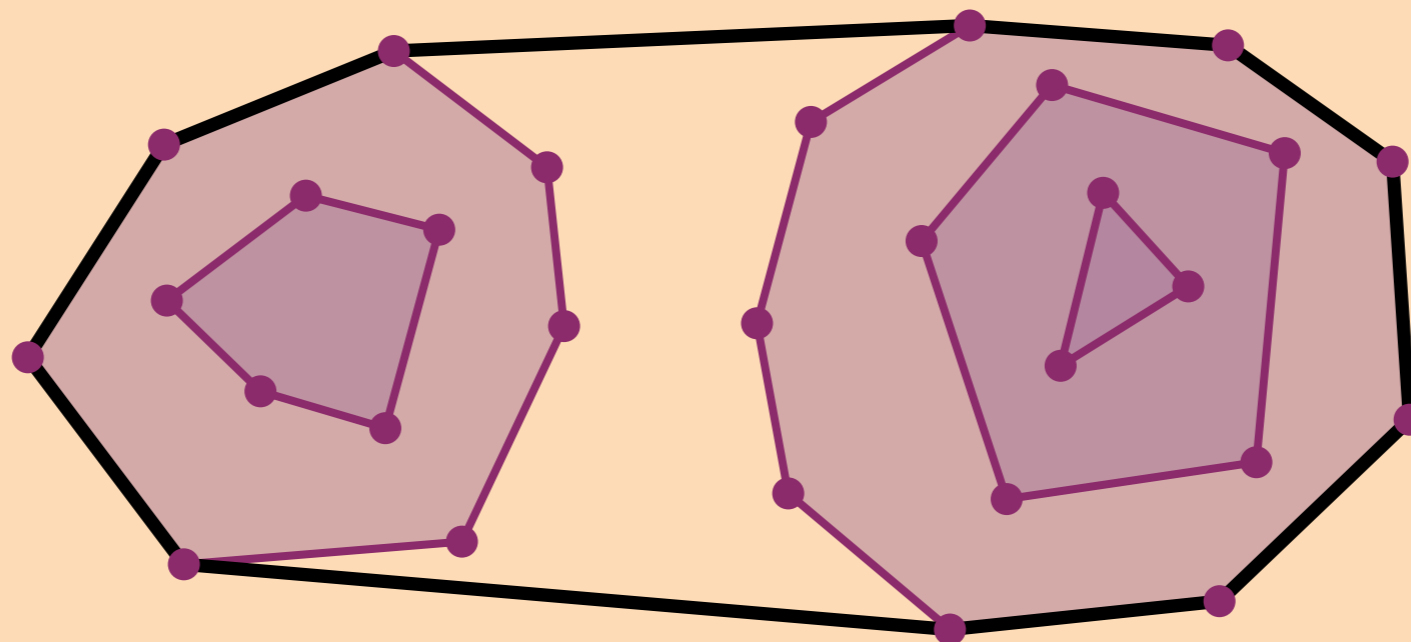


ONION RESTAURATION & UNIFICATION

Compute convex hulls of the individual onions.

Recurse once again.

Etc...

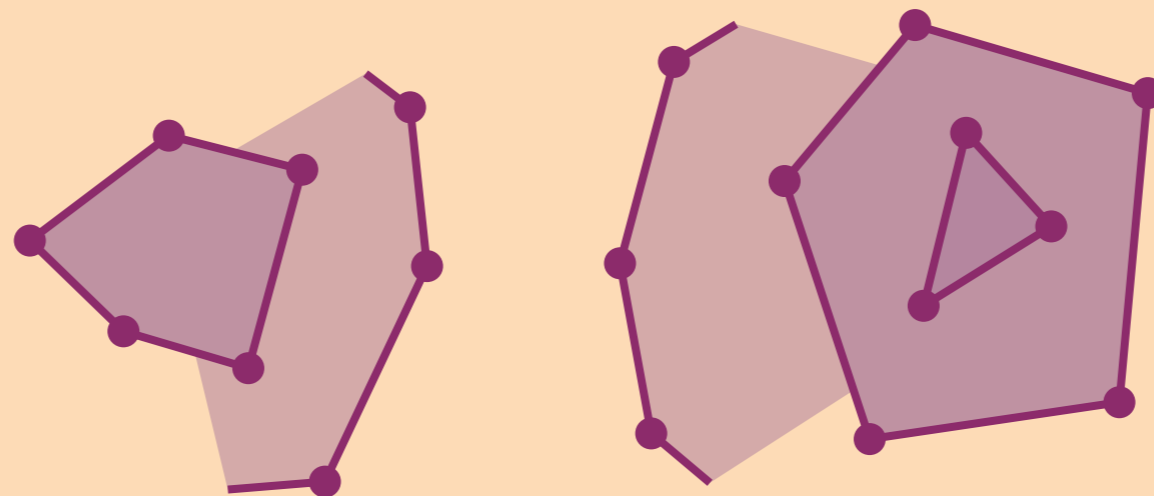


ONION RESTAURATION & UNIFICATION

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Recurse once again.

Etc...

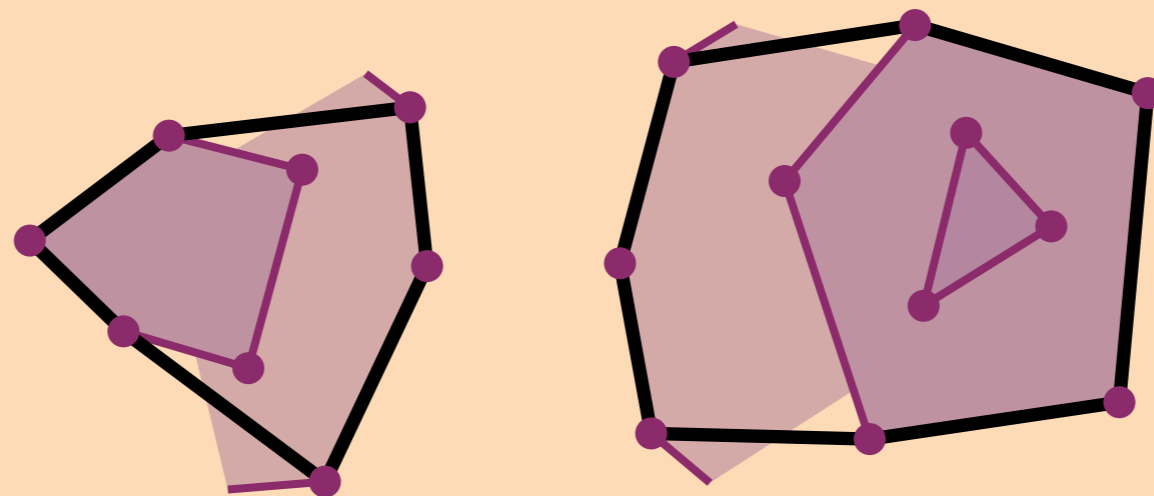


ONION RESTAURATION & UNIFICATION

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Recurse once again.

Etc...

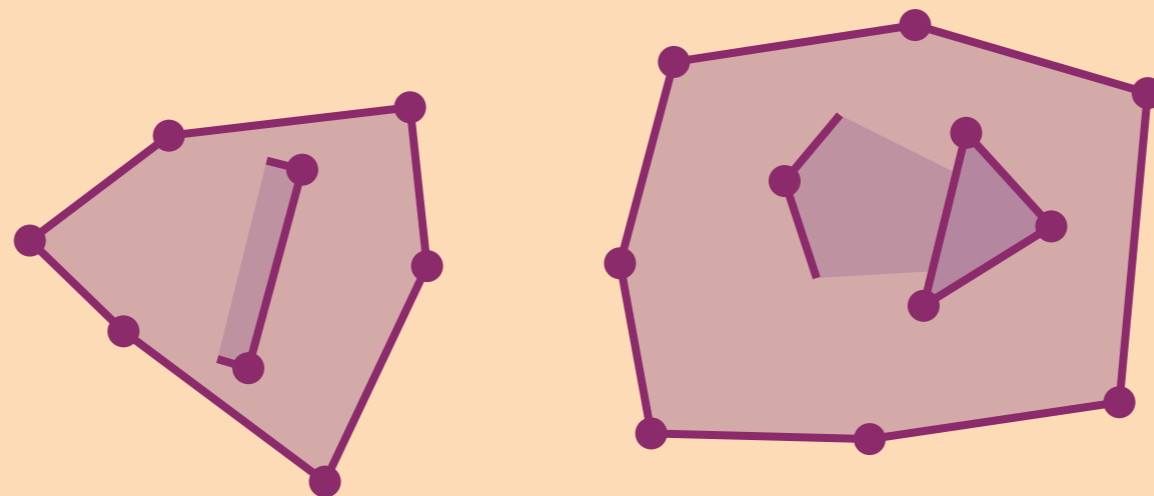


ONION RESTAURATION & UNIFICATION

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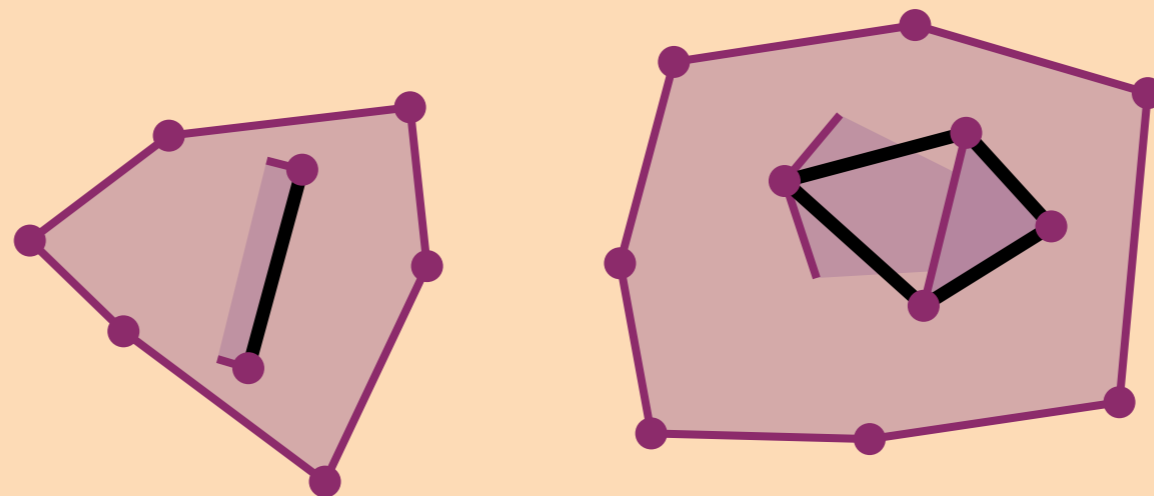


ONION RESTAURATION & UNIFICATION

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Recurse once again.

Etc...

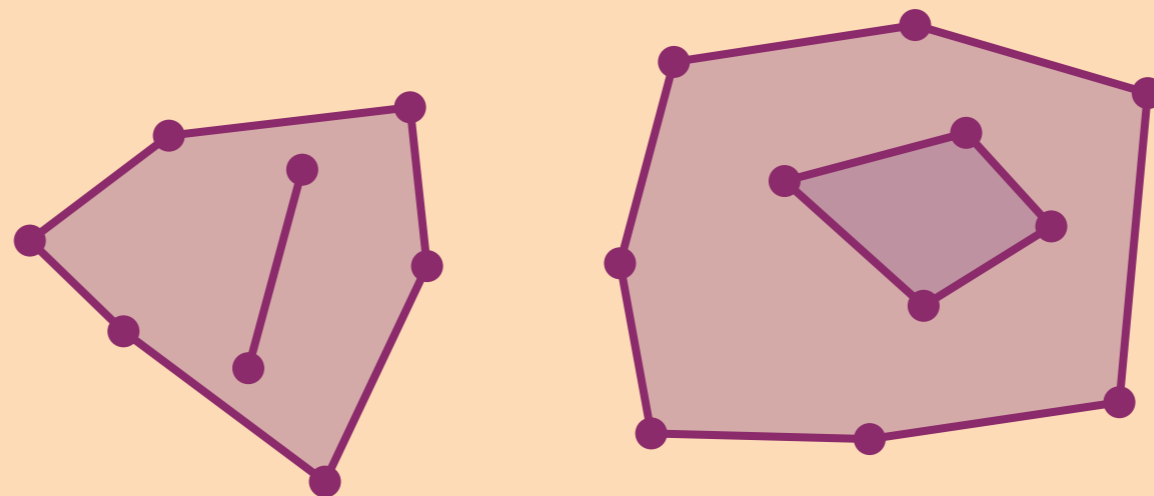


ONION RESTAURATION & UNIFICATION

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Recurse once again.

Etc...

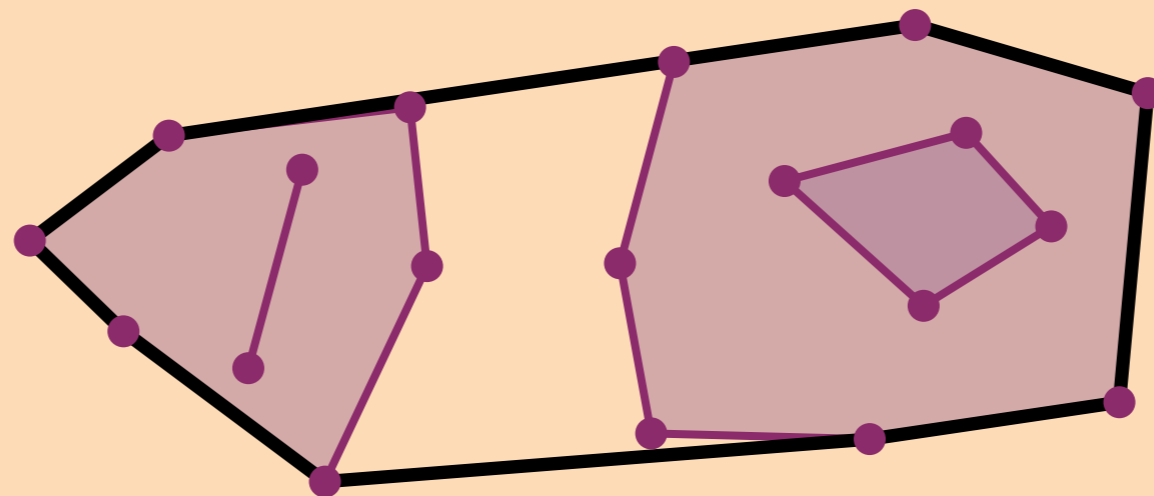


ONION RESTAURATION & UNIFICATION

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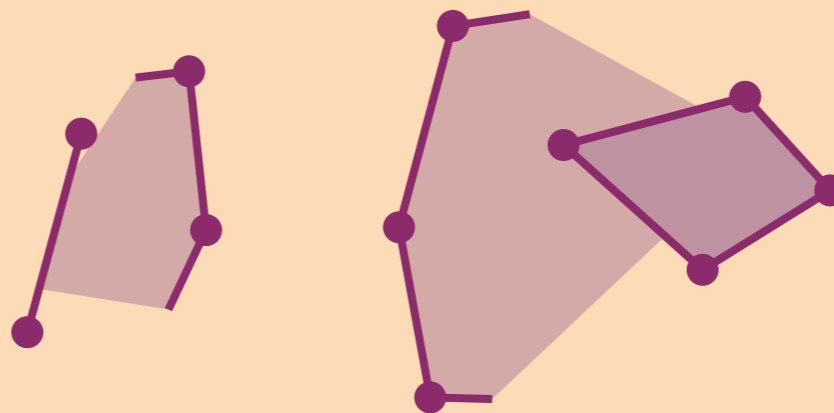


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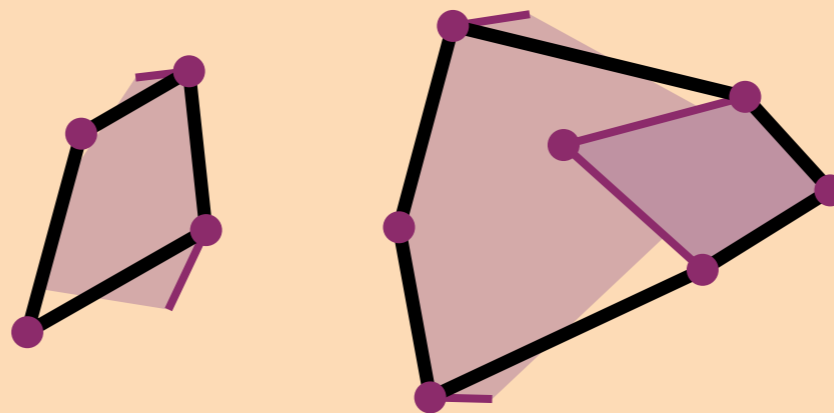


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Etc...

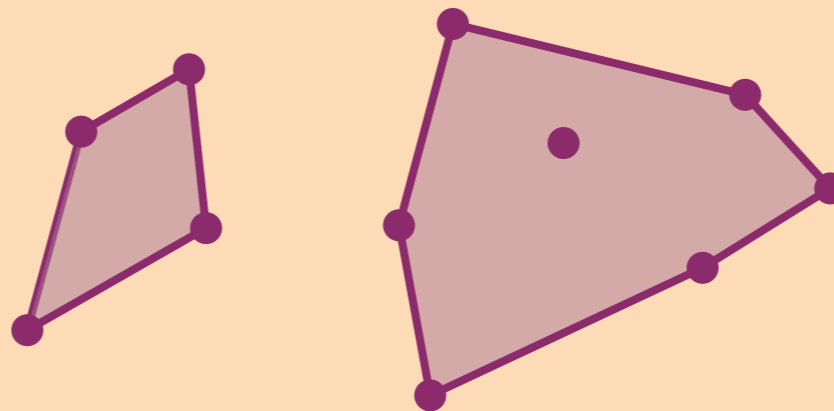


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Recurse once again.

Etc...

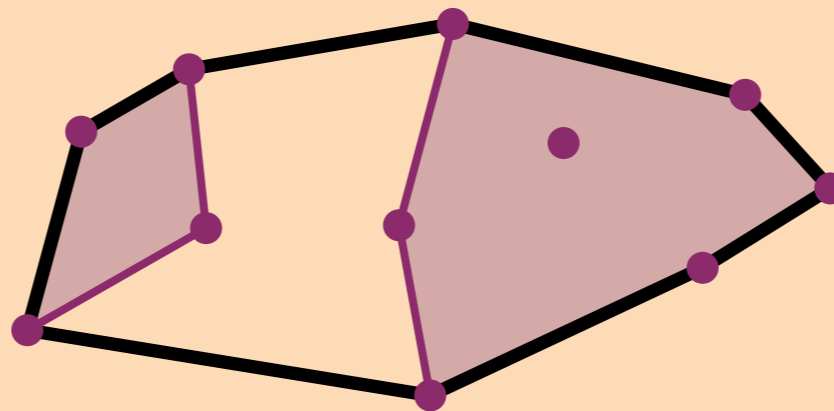


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Recurse once again.

Etc...

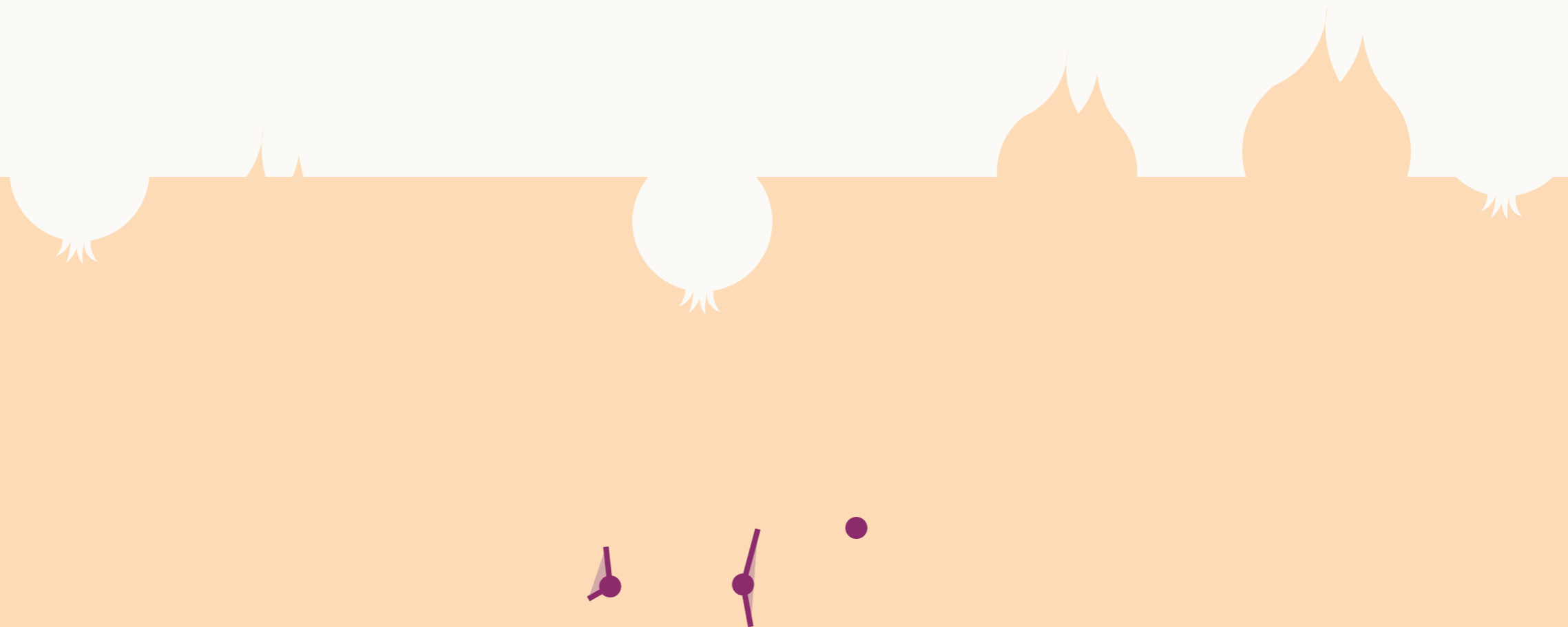


ONION RESTAURATION & UNIFICATION

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Etc...

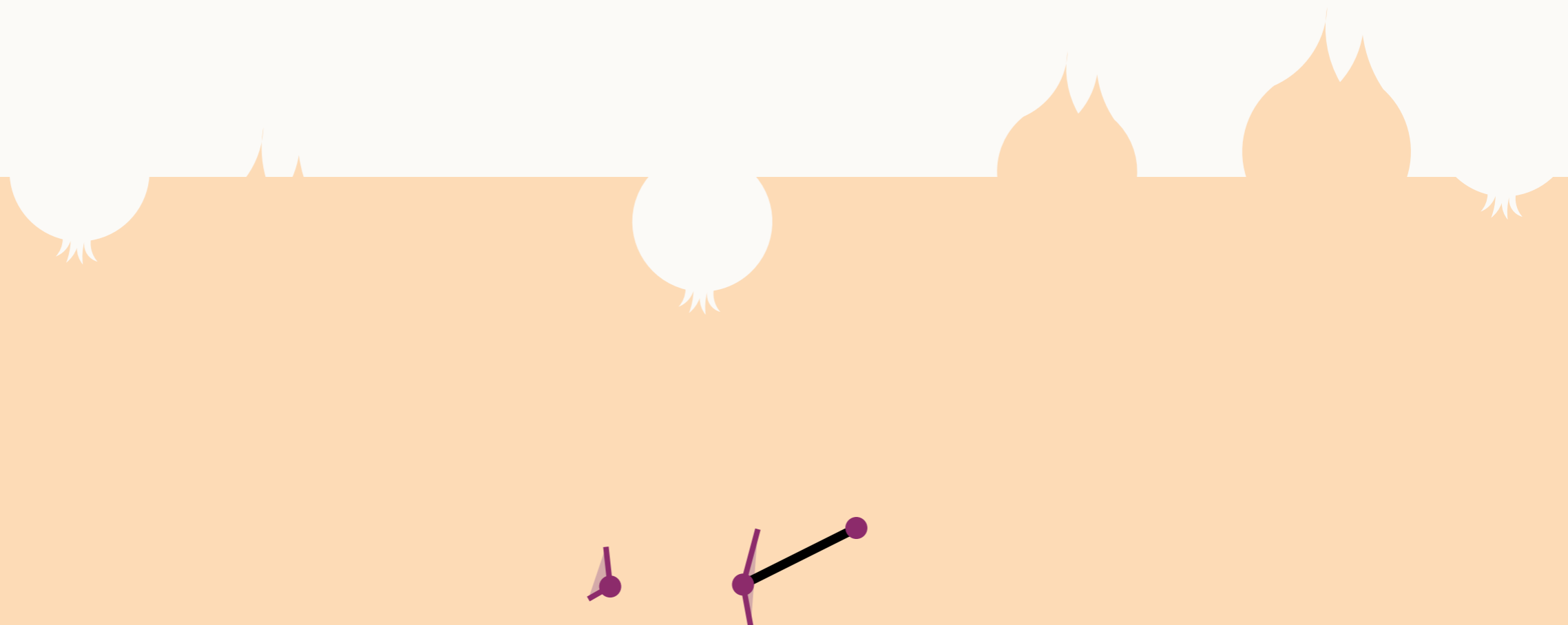


ONION RESTAURATION & UNIFICATION

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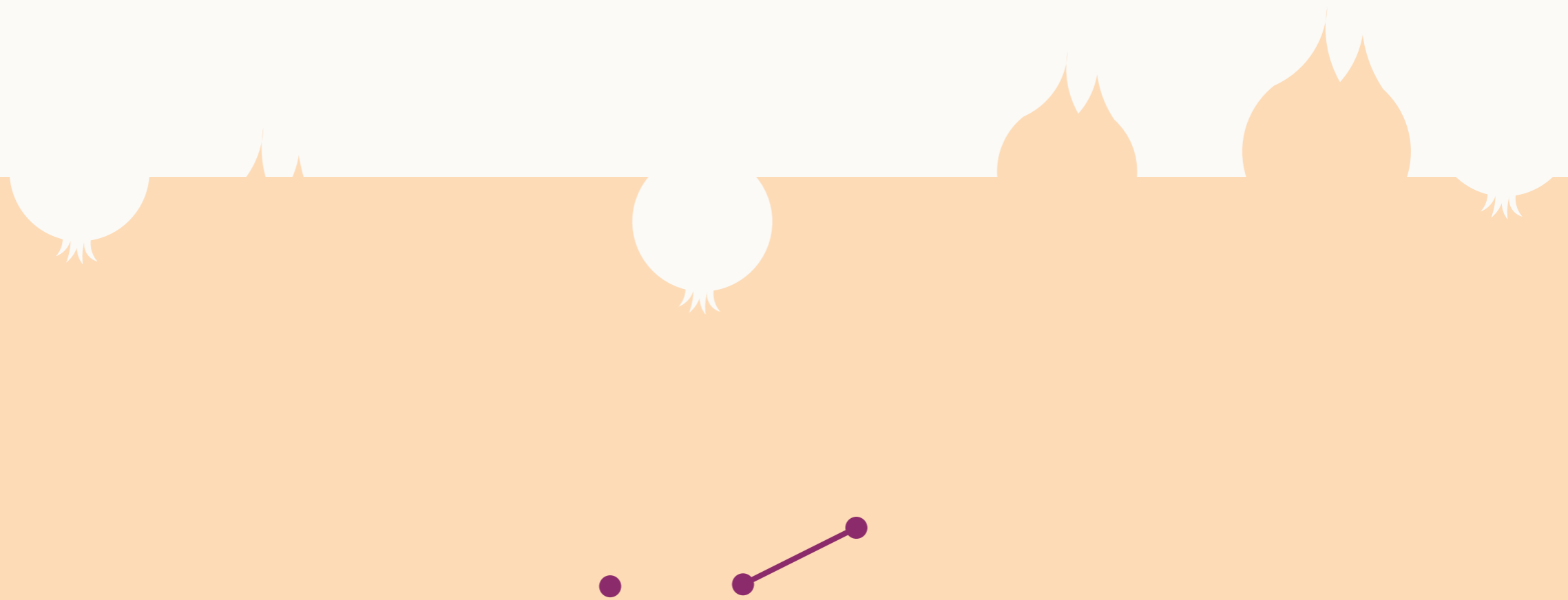


ONION RESTAURATION & UNIFICATION

Compute convex hulls of the individual onions.

Recurse once again.

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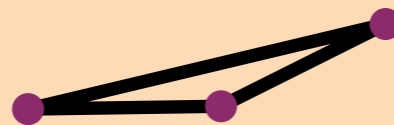
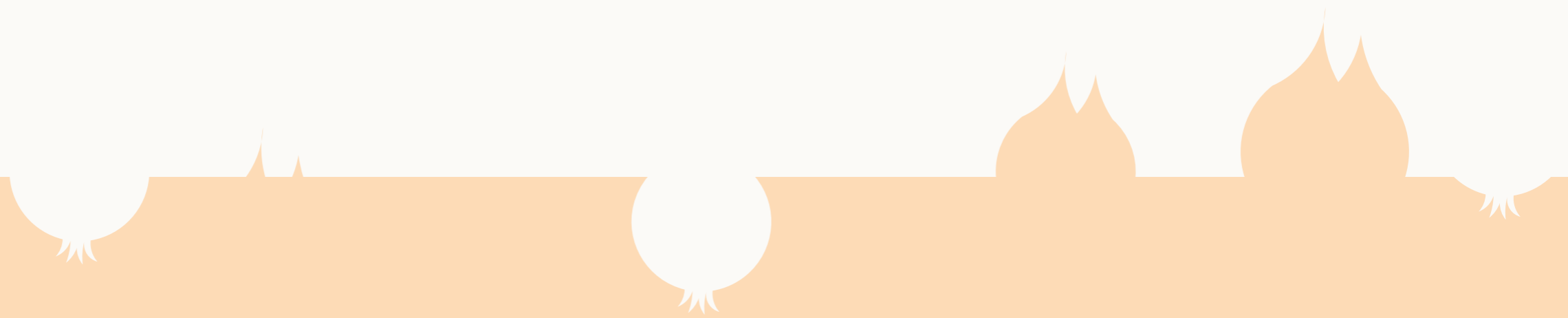


ONION RESTAURATION & UNIFICATION

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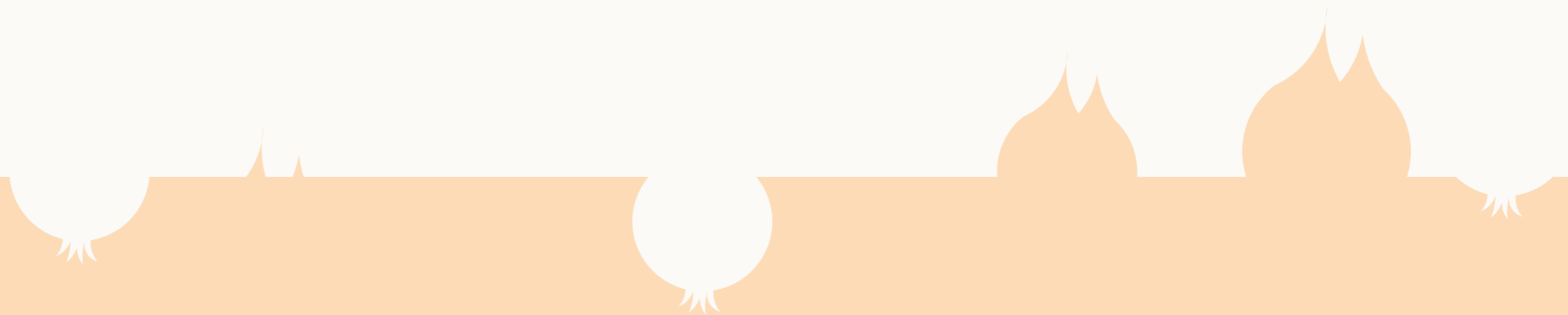


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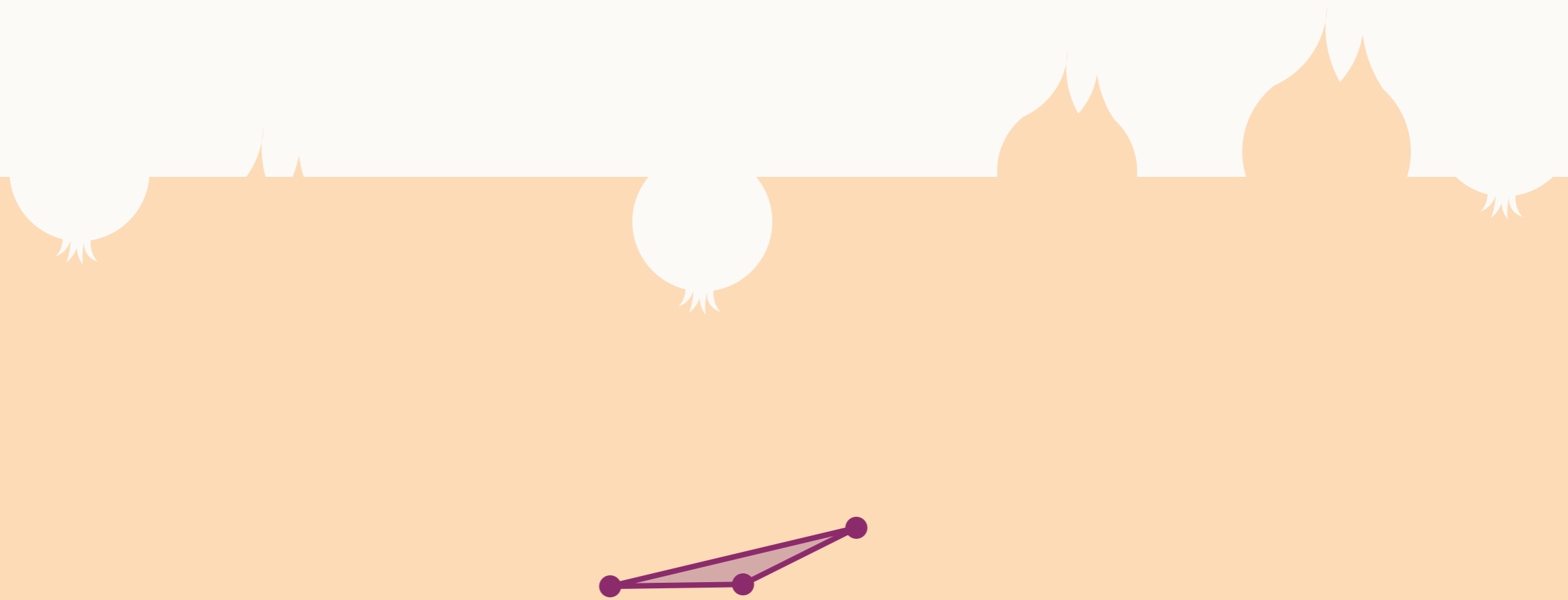


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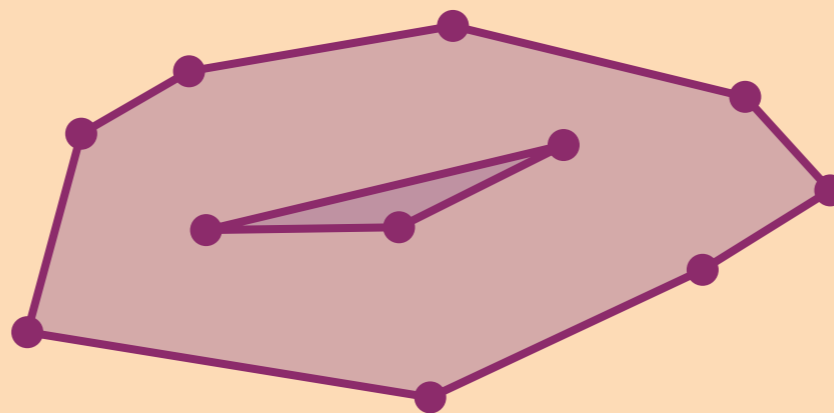


ONION RESTAURATION & UNIFICATION

Compute convex hulls of the individual onions.

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Etc...

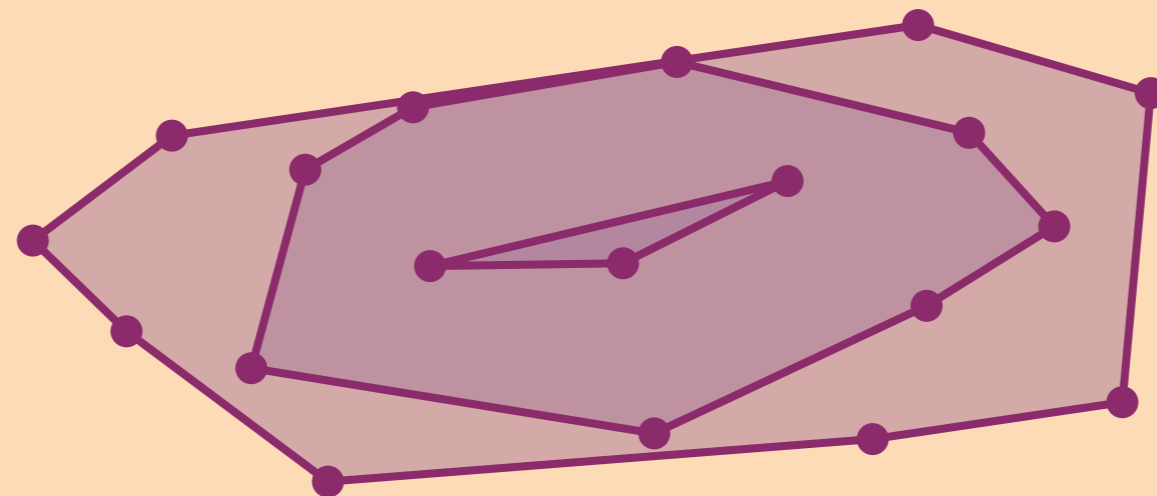


ONION RESTAURATION & UNIFICATION

Compute convex hulls of the individual onions.

Recurse once again.

Etc...

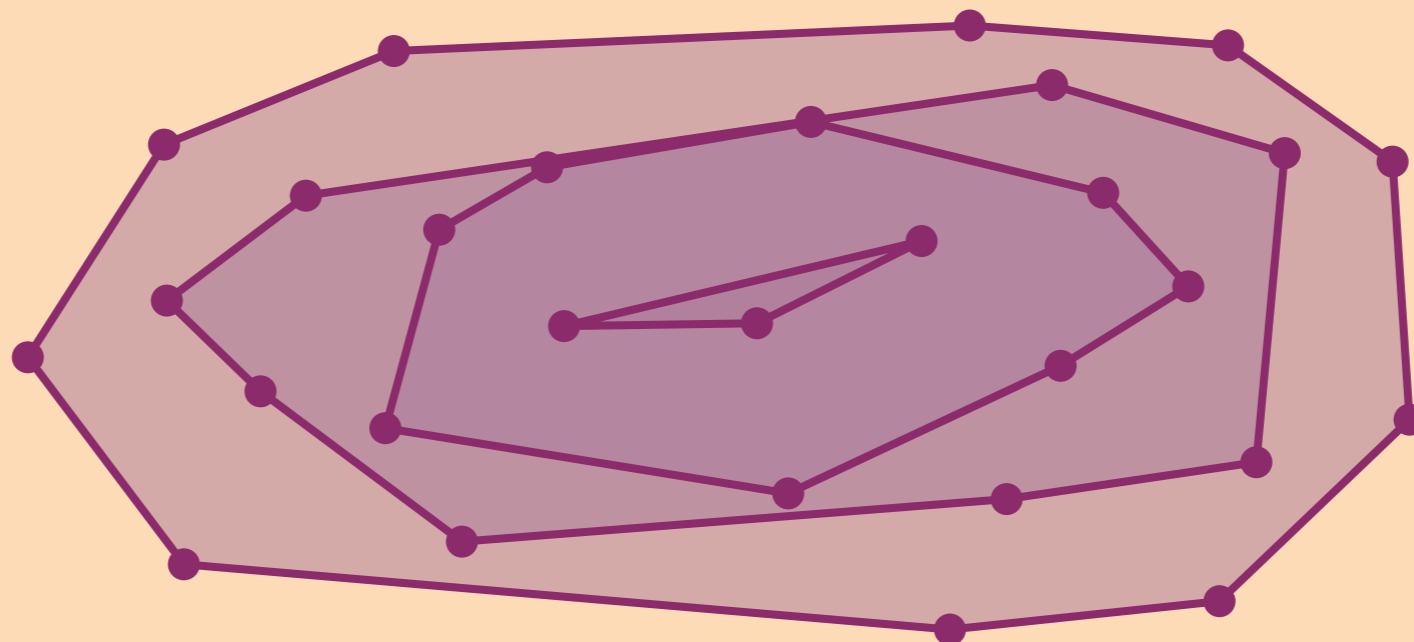


ONION RESTAURATION & UNIFICATION

Compute convex hulls of the individual onions.

Recurse once again.

Etc...

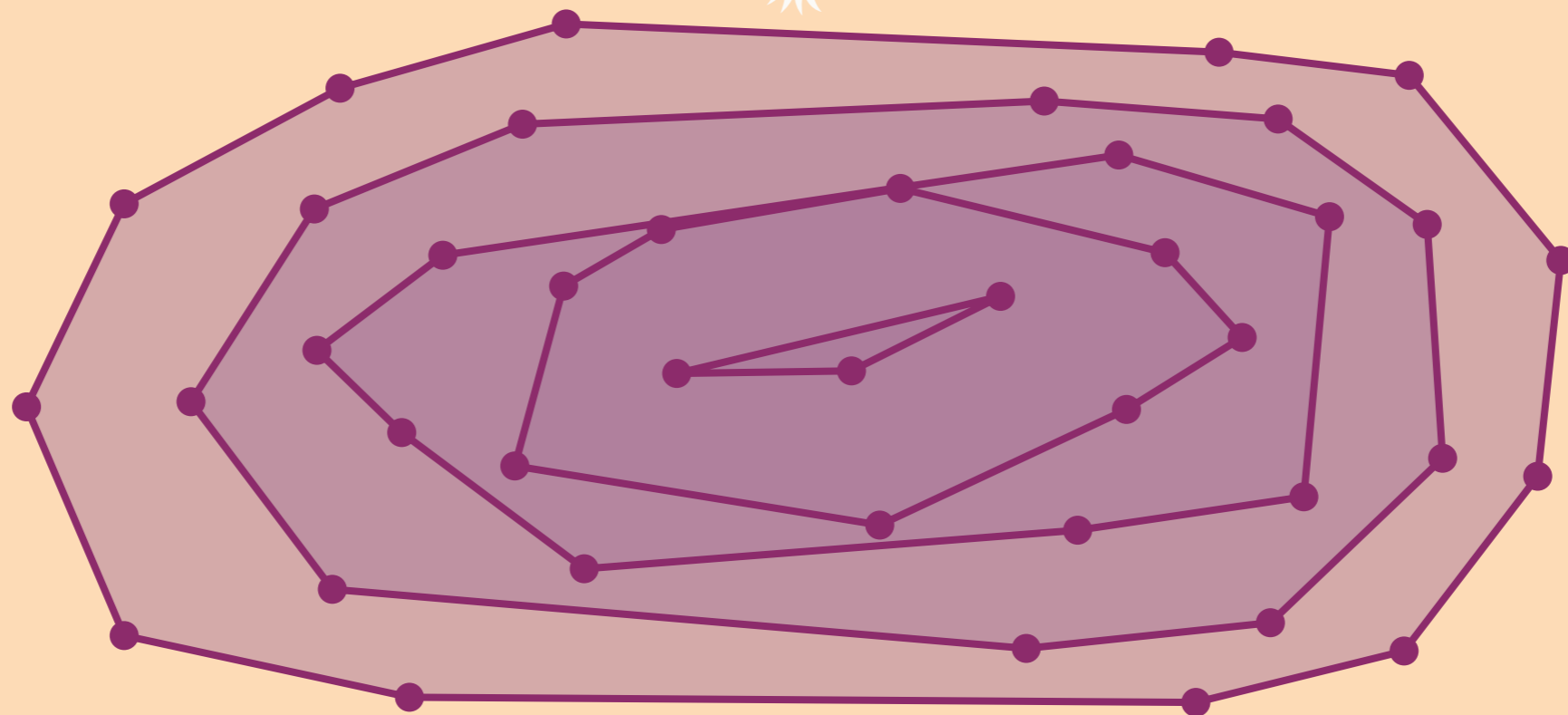


ONION RESTAURATION & UNIFICATION

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Recurse once again.

Etc...



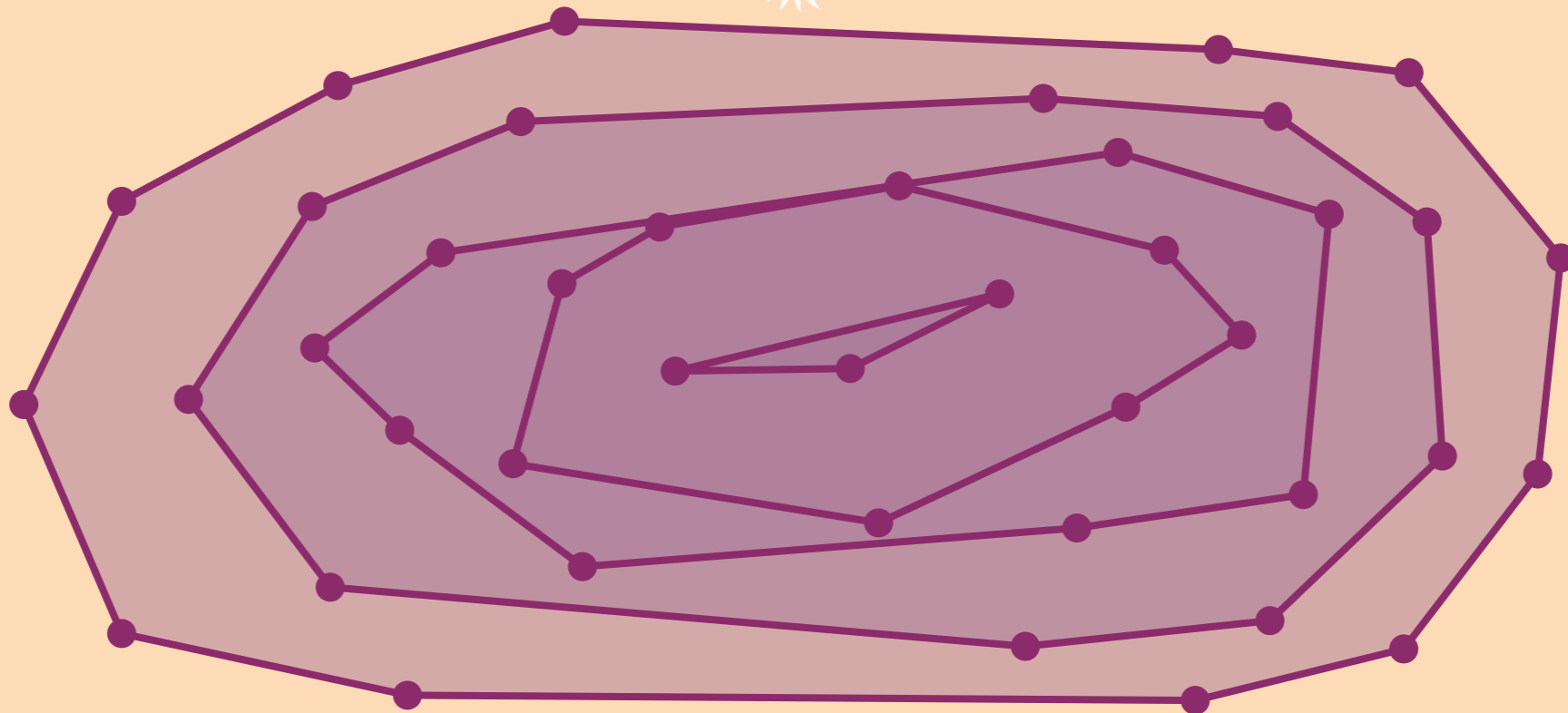
ONION RESTAURATION & UNIFICATION

Compute convex hulls of the individual onions.

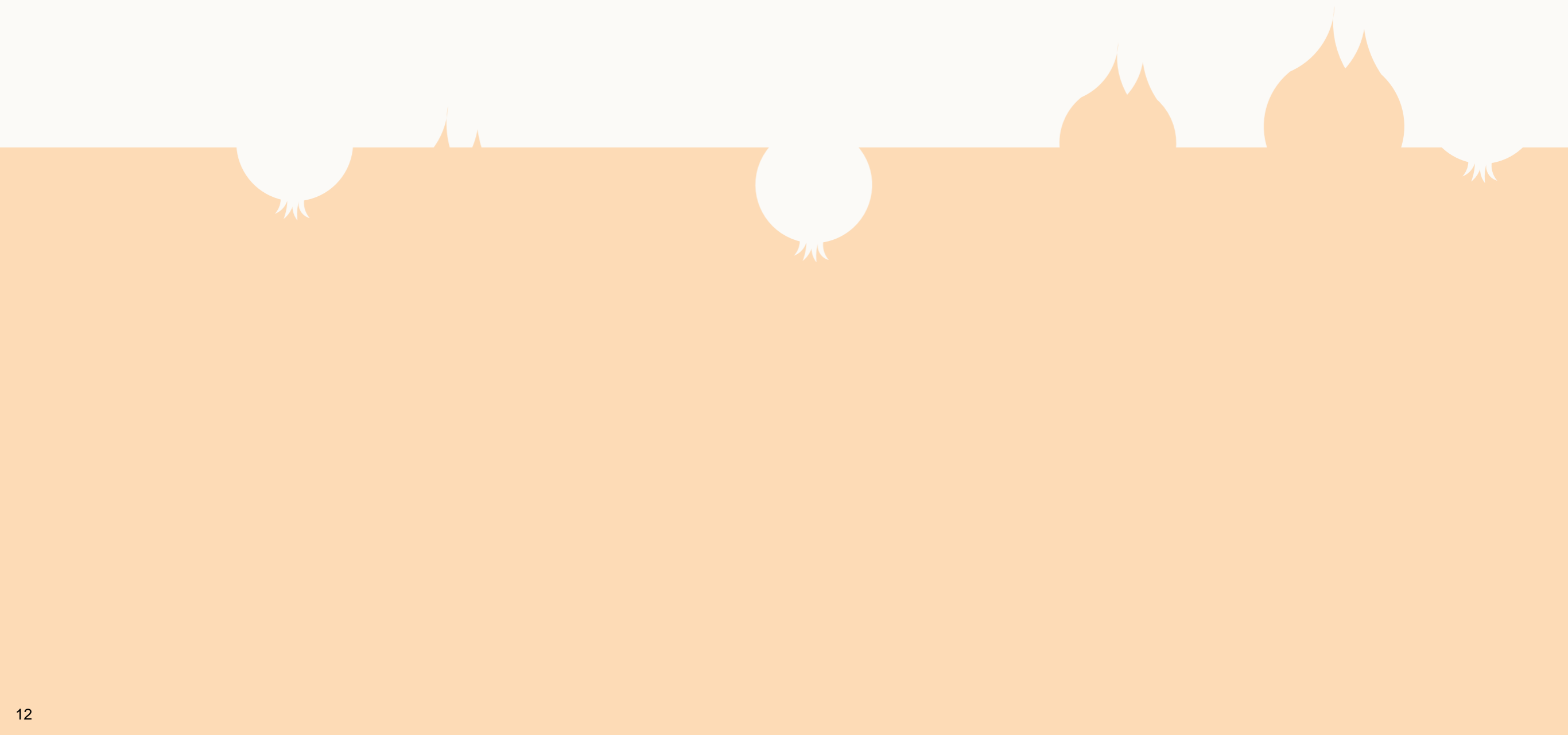
Recurse once again.

Etc...

That took $O(k^2 \log n)$ time to compute k layers.

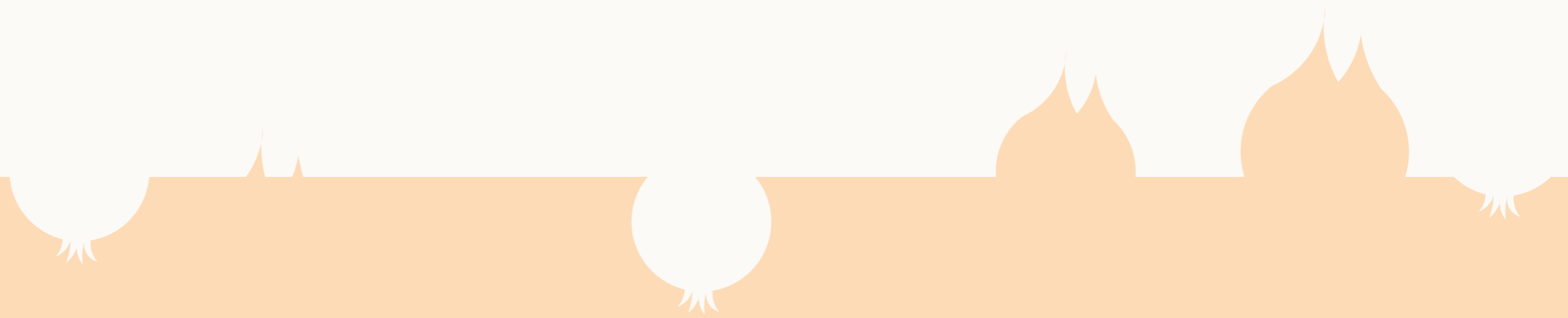


THE FINAL RESULT



THE FINAL RESULT

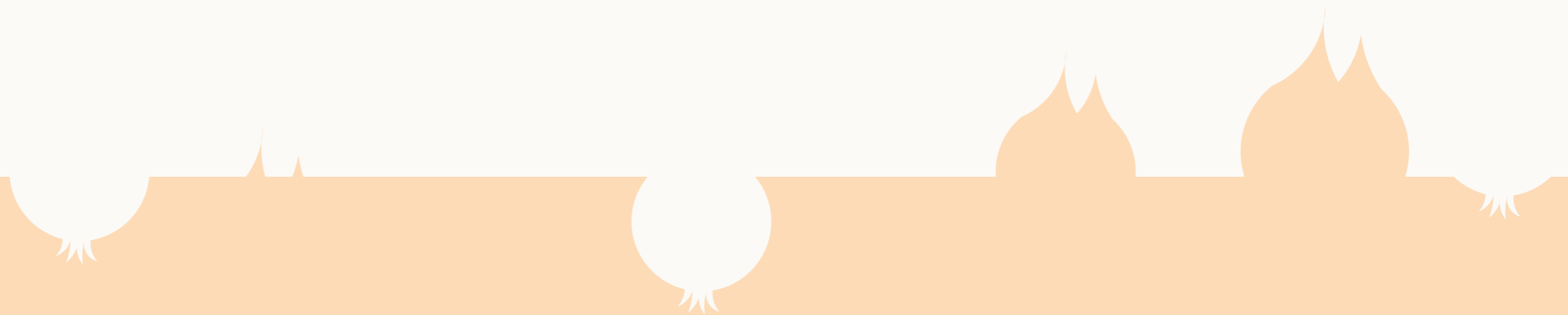
We can split a set of n unit disks in $O(n)$ time.



THE FINAL RESULT

We can split a set of n unit disks in $O(n)$ time.

So, we can compute $H(\mathcal{R})$ in $(n \log n)$ time.

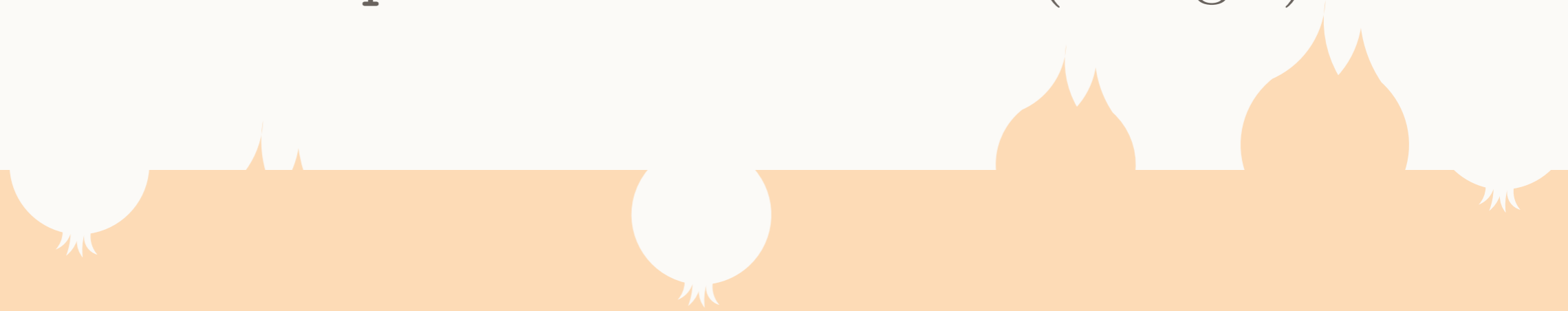


THE FINAL RESULT

We can split a set of n unit disks in $O(n)$ time.

So, we can compute $H(\mathcal{R})$ in $(n \log n)$ time.

We can unite a pair of onions in $O(k^2 \log n)$ time.



THE FINAL RESULT

We can split a set of n unit disks in $O(n)$ time.

So, we can compute $H(\mathcal{R})$ in $(n \log n)$ time.

We can unite a pair of onions in $O(k^2 \log n)$ time.

So, we can reconstruct an onion in $O(n \log k)$ time.

THANK YOU!

any questions?