

# Plane Sweep

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COMP2402/2002

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# Line Segment Intersection Finding

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- ▶ Output: All pairs  $s, t \in S$  such that  $s$  intersects  $t$

# The Trivial Algorithm

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  1. for each  $s, t \in \binom{S}{2}$ 
    - ▶ if  $s$  intersects  $t$  then add  $(s, t)$  to the output

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- ▶ Then the size of the output is  $\binom{n}{2} = \Omega(n^2)$



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- ▶ The Bentley-Ottman plane-sweep algorithm runs in time  $O((n + k) \log n)$  where  $k$  is the number of intersecting pairs of segments
- ▶ This is much faster when  $k \ll \binom{n}{2}$

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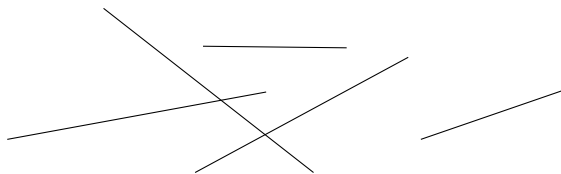
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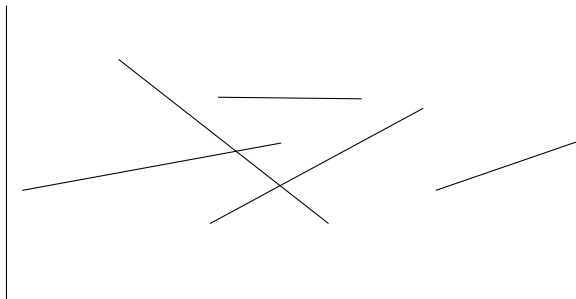
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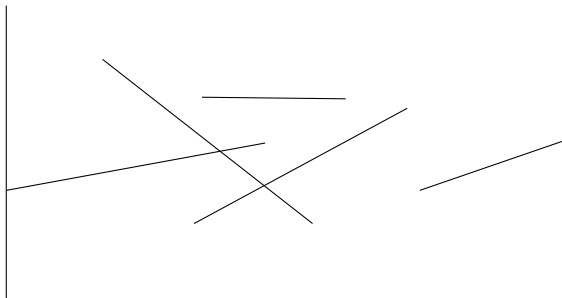


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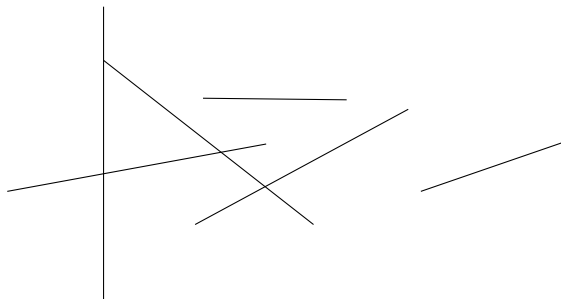




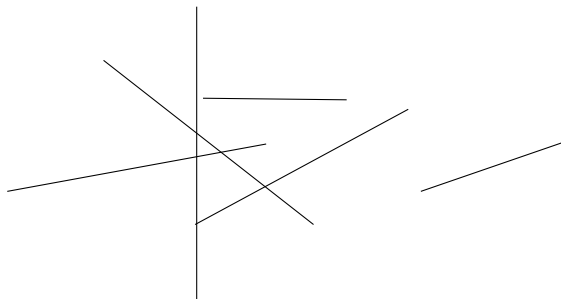
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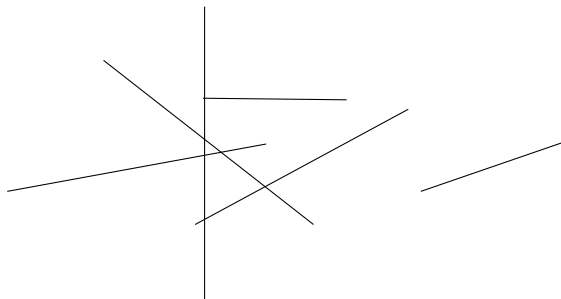
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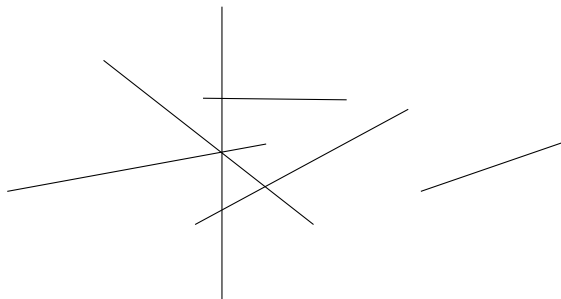
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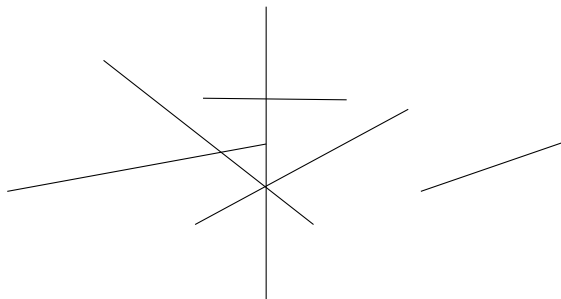
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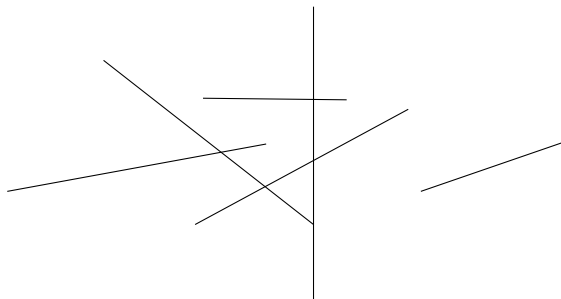
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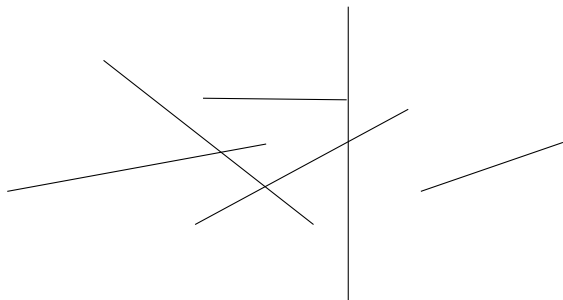
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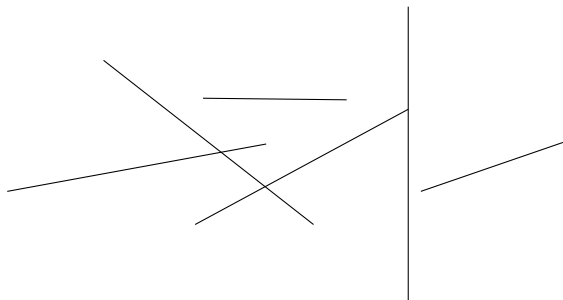


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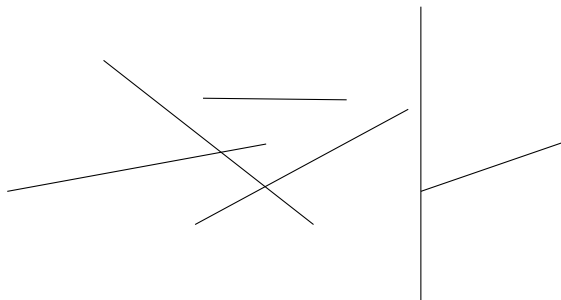




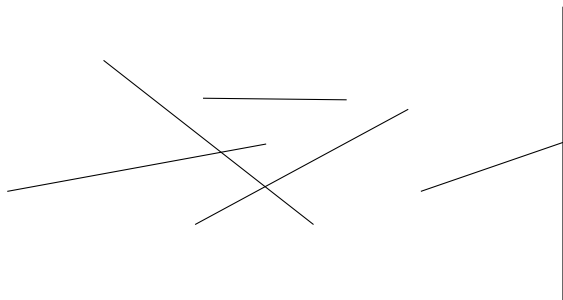
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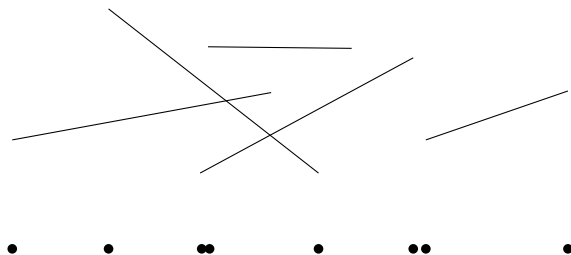
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- ▶ The *sweep-line status* is a `SortedSet` that stores the segments that currently intersect the sweep line, ordered from top to bottom ( $y$ -coordinate)

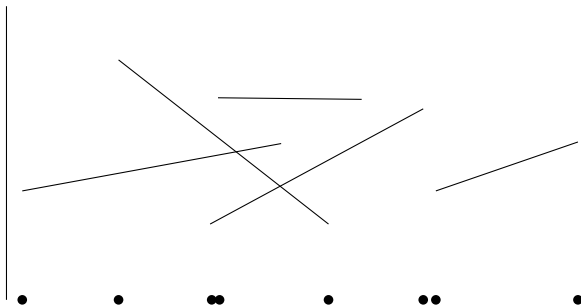
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- ▶ The algorithm maintains two data structures
- ▶ The *sweep-line status* is a `SortedSet` that stores the segments that currently intersect the sweep line, ordered from top to bottom ( $y$ -coordinate)
- ▶ The *event queue* is a `PriorityQueue` that stores events (segment endpoints and intersections) ordered from left to right ( $x$ -coordinate)

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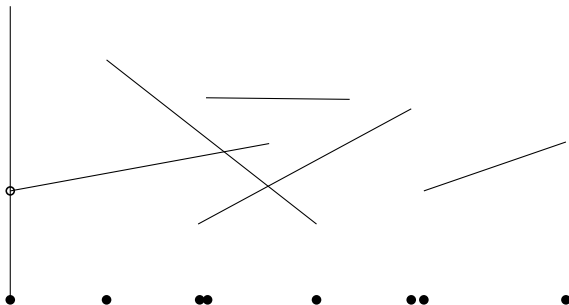


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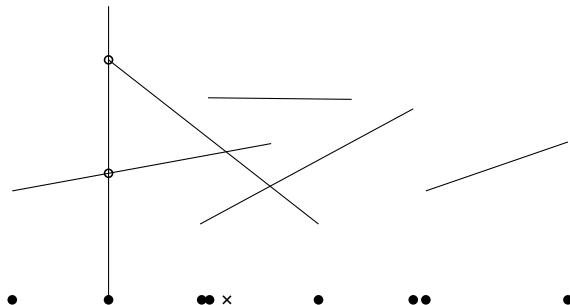




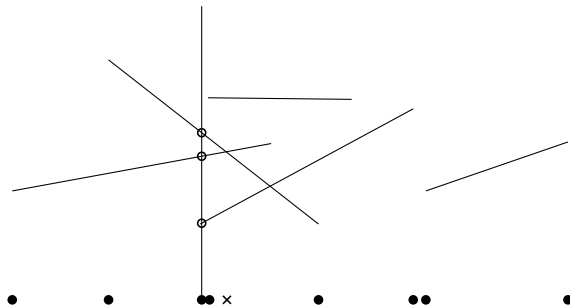
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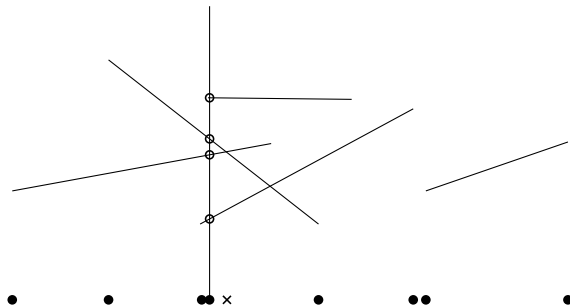
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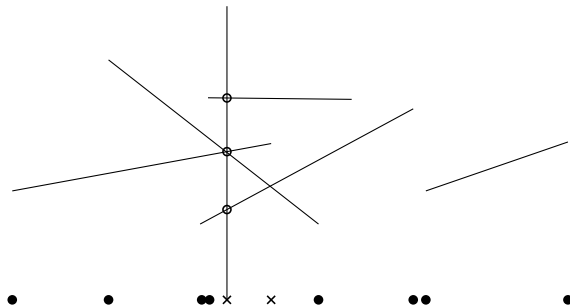
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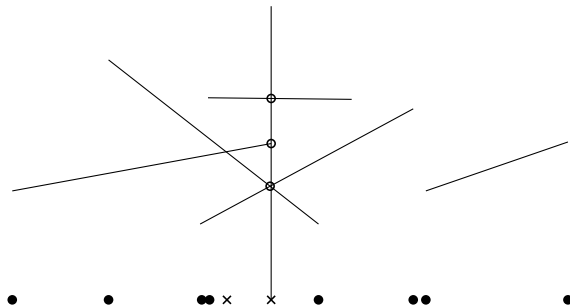
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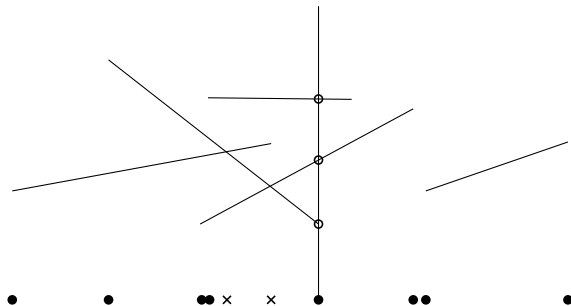
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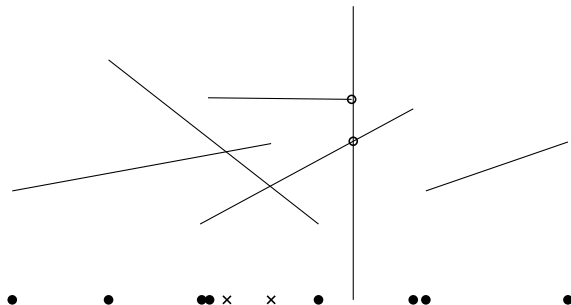
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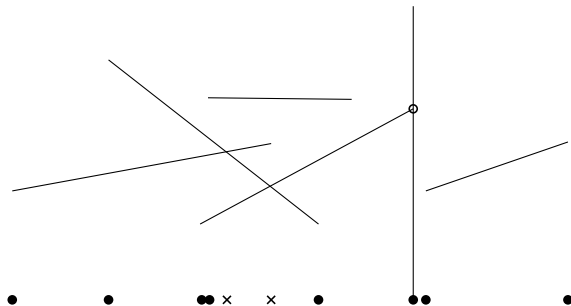


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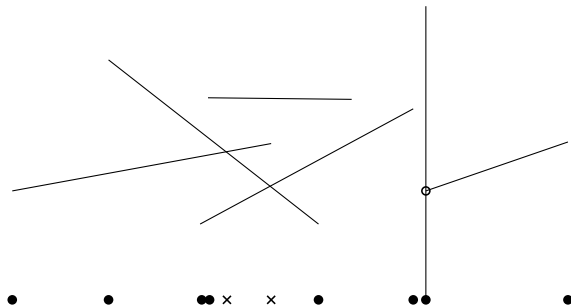




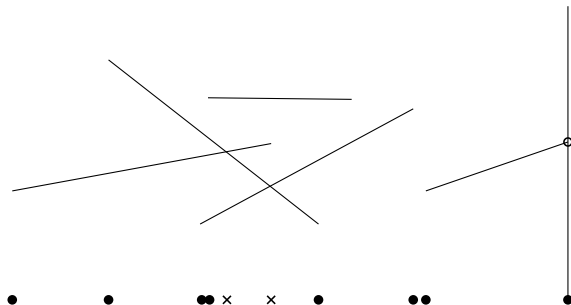
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  - ▶ add all  $2n$  segment endpoints to the event queue

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- ▶ For the right endpoints of a segment  $s$ :
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  - ▶ Check if the element above and below  $s$  cross and add a crossing event to the event queue if necessary

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- ▶ To process a crossing event where  $s$  and  $t$  cross:

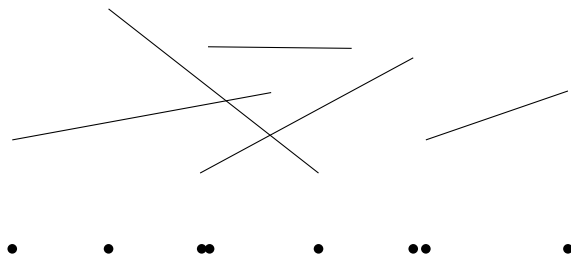
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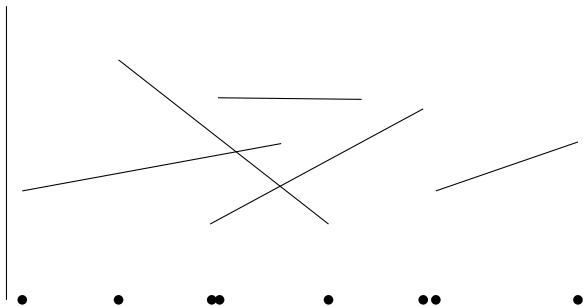
- ▶ To process a crossing event where  $s$  and  $t$  cross:
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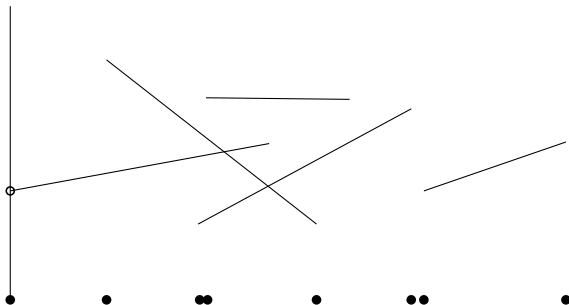




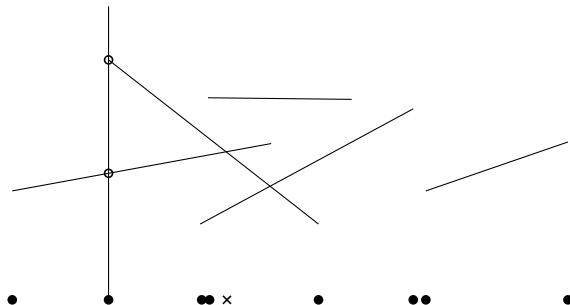
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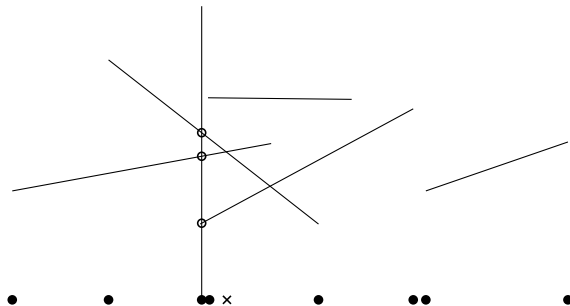
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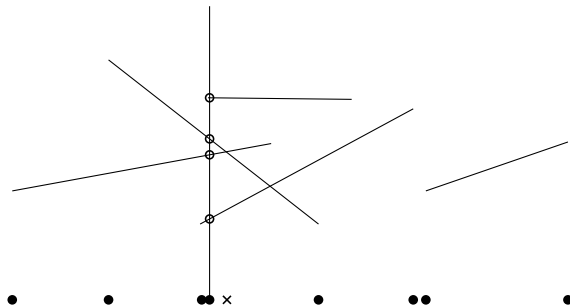
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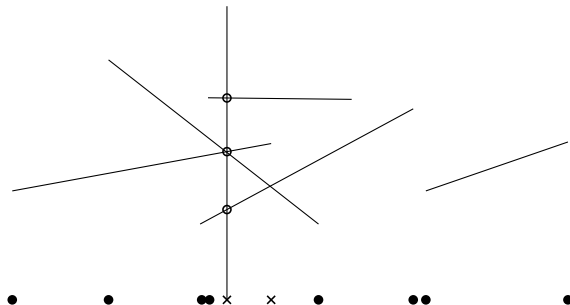
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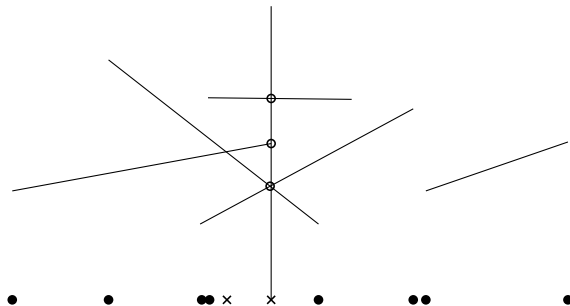
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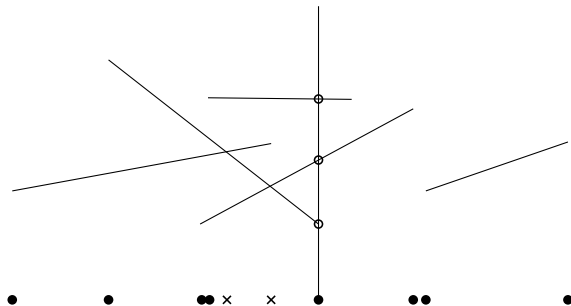
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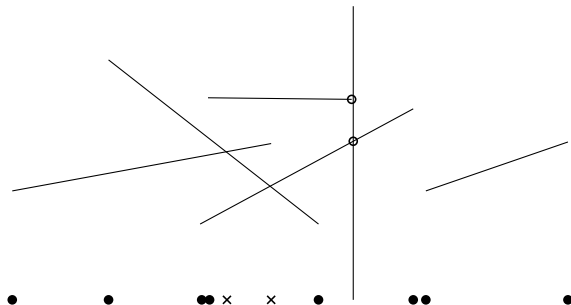


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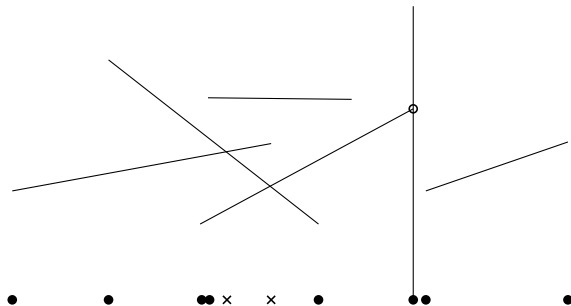




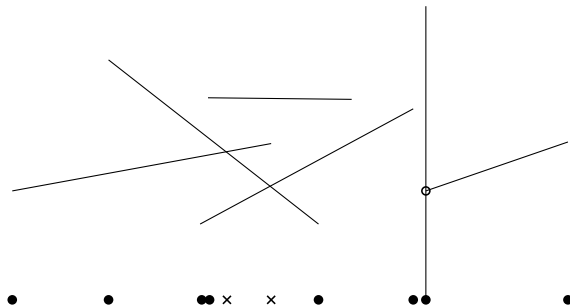
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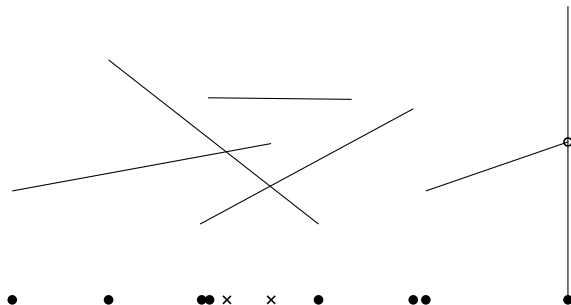
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- ▶ Total running time is therefore
$$(2n + k) \cdot O(\log n) = O((n + k) \log n)$$

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  - ▶ Find the closest pair of points among  $n$  points:  $O(n \log n)$
  - ▶ A data structure for the planar point location problem:  $O(n \log n)$  space and  $O(\log n)$  query time