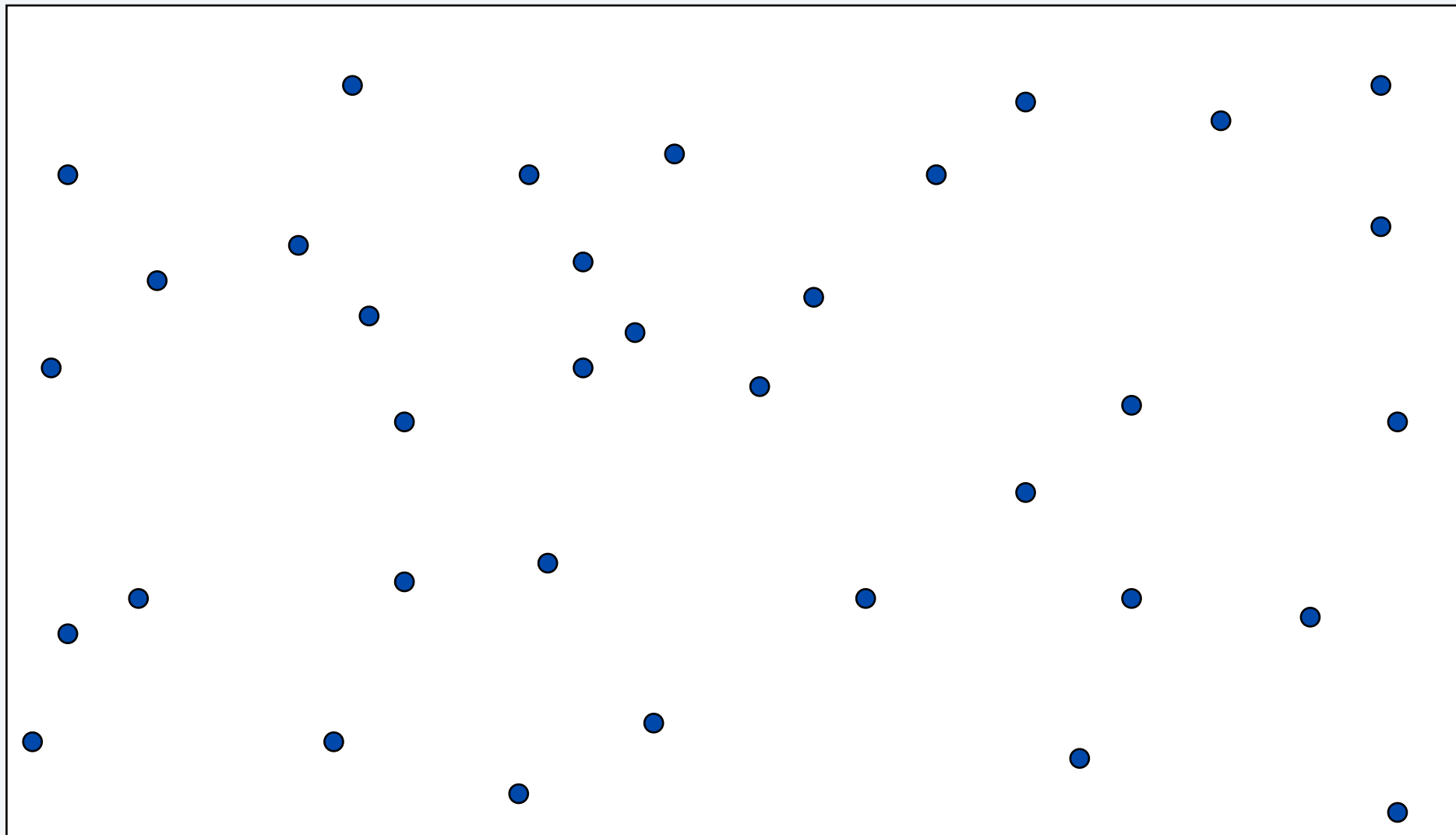


Plan for today

finish challenge problem 1: 2D Closest Points

intro challenge problem 2: Segmented Least Squares

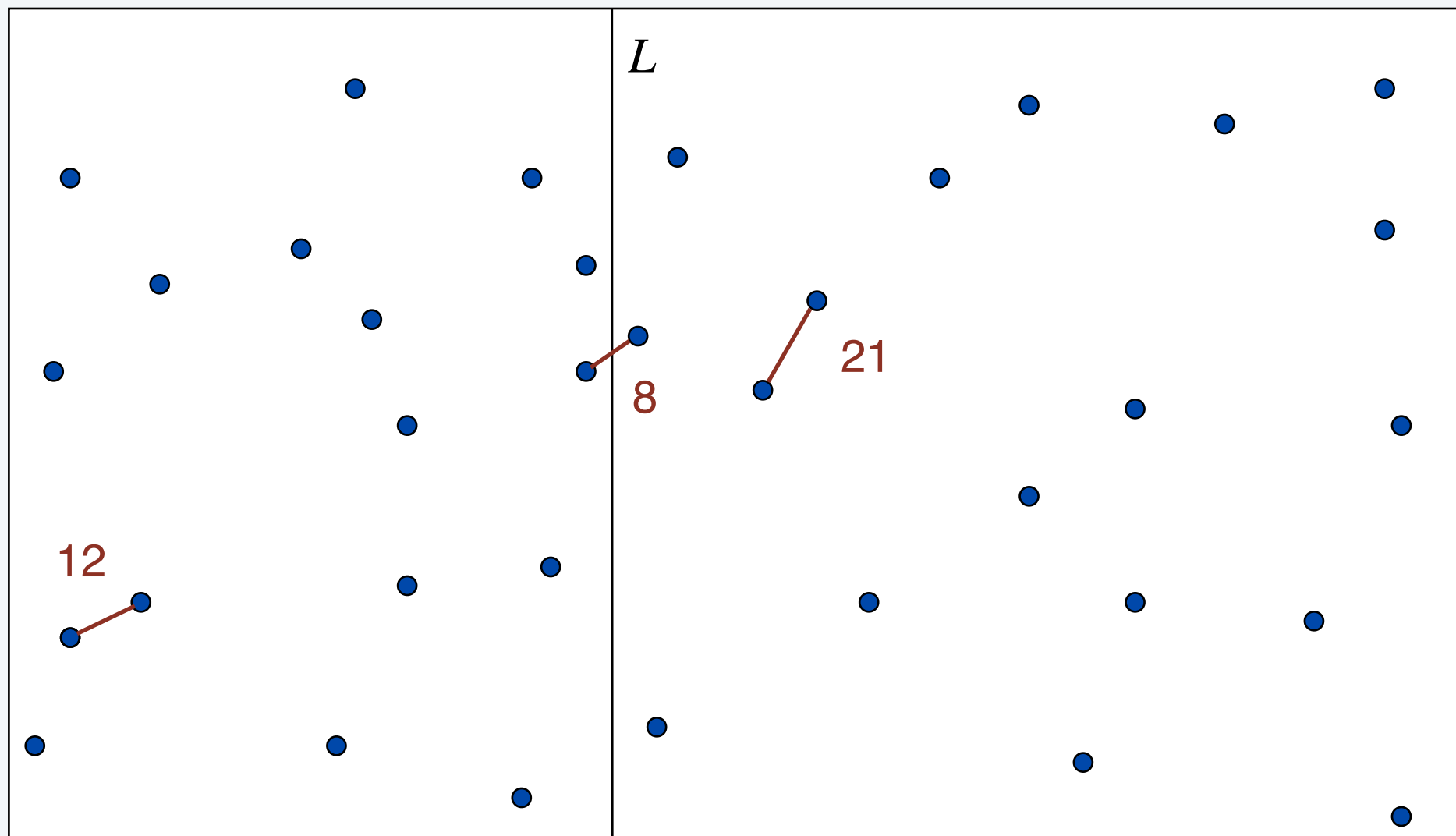
2D closest points problem



Closest pair of points: divide-and-conquer algorithm

- Divide: draw vertical line L so that $n/2$ points on each side.
- Conquer: find closest pair in each side recursively.
- **Combine:** find closest pair with one point in each side.
- Return best of 3 solutions.

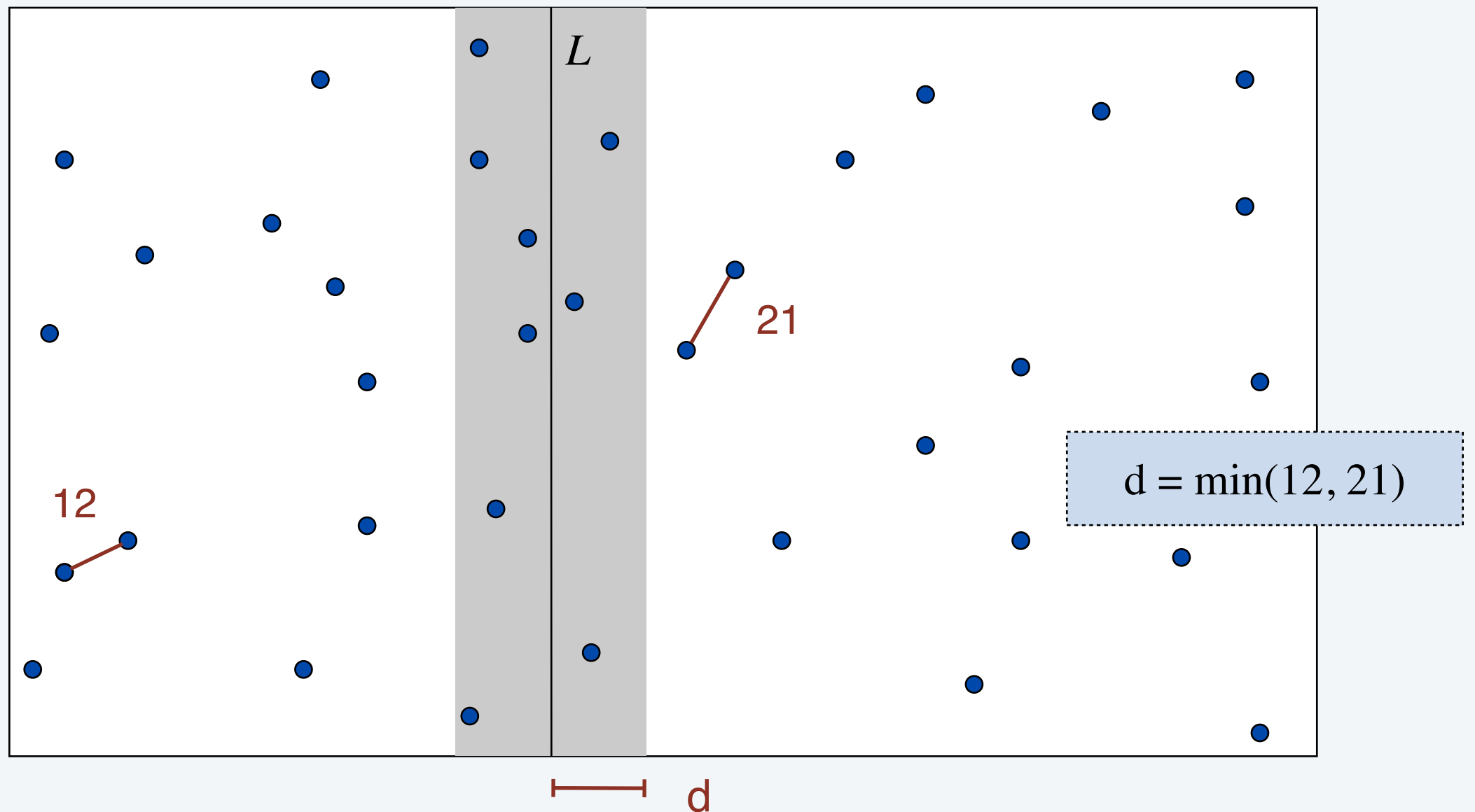
seems like $\Theta(n^2)$



How to find closest pair with one point in each side?

Find closest pair with one point in each side, assuming that distance $< d$.

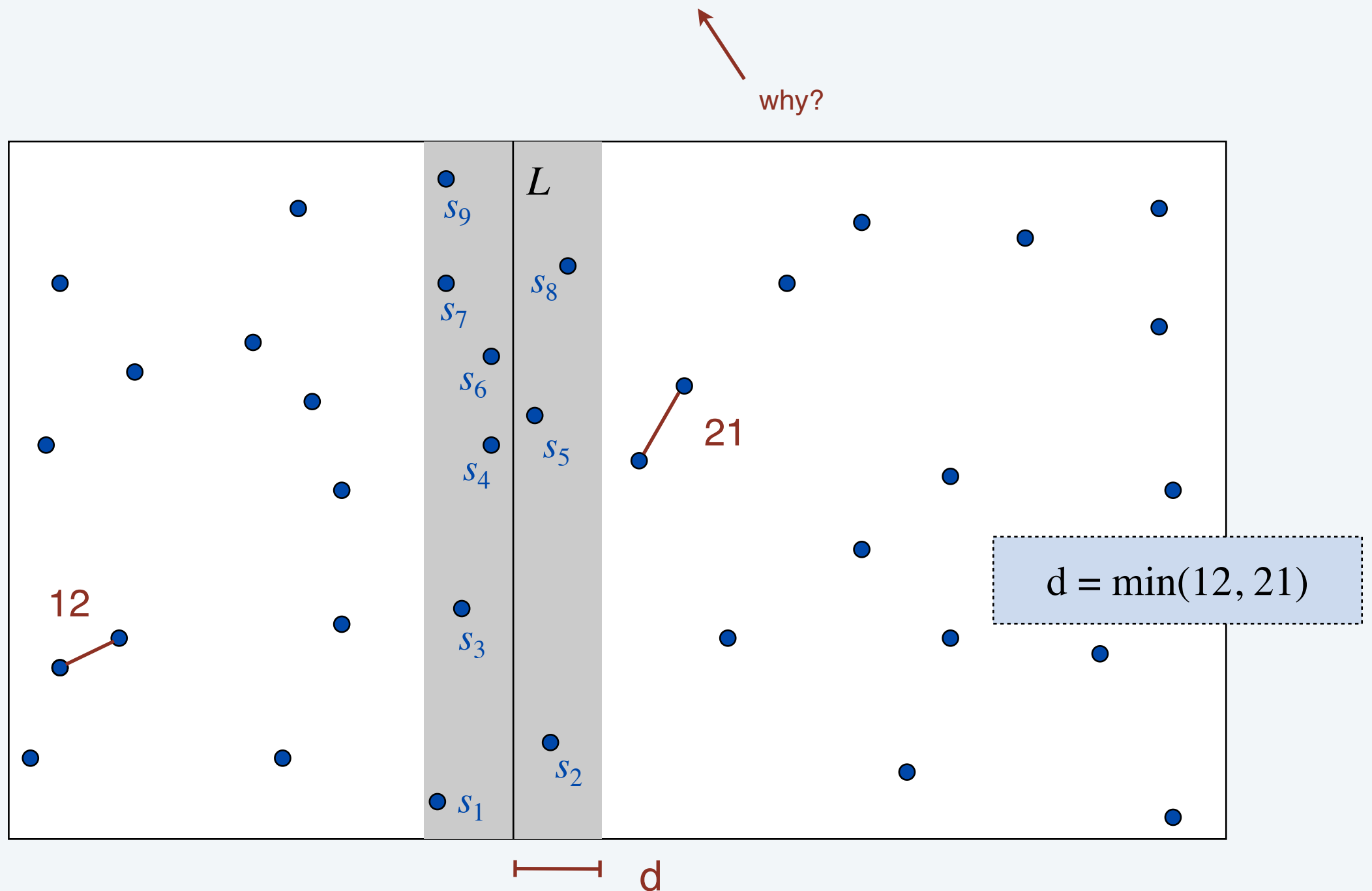
- Observation: suffices to consider only those points within d of line L .



How to find closest pair with one point in each side?

Find closest pair with one point in each side, assuming that distance $< d$.

- Observation: suffices to consider only those points within d of line L .
- Sort points in $2d$ -strip by their y -coordinate.
- Check distances of only those points within 7 positions in sorted list!



How to find closest pair with one point in each side?

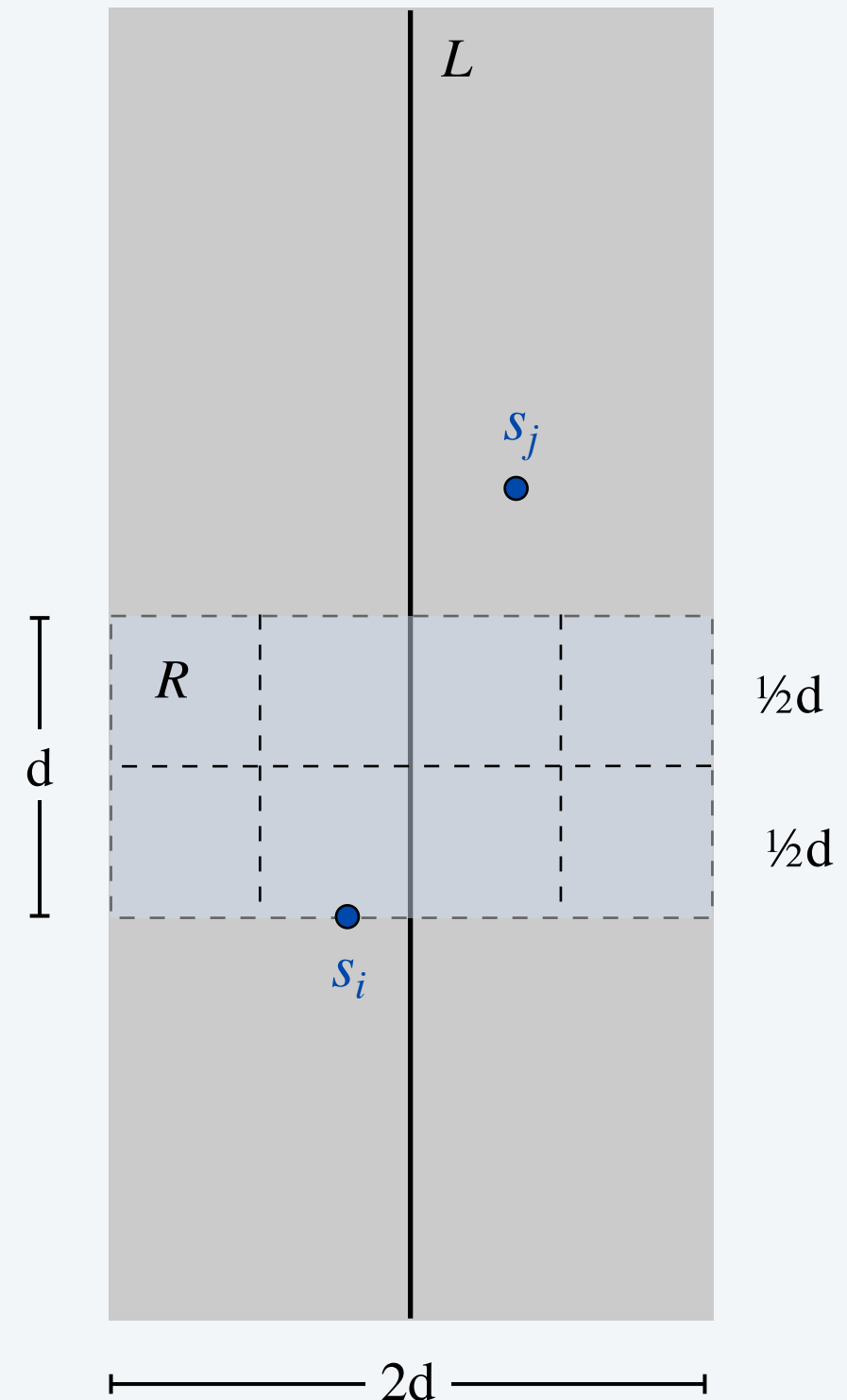
Def. Let s_i be the point in the $2d$ -strip with the i^{th} smallest y -coordinate.

Claim. If $|j - i| > 7$, then the distance between s_i and s_j is at least d .

Pf.

- Consider the $2d$ -by- d rectangle R in strip whose min y -coordinate is y -coordinate of s_i .
- Distance between s_i and any point s_j above R is $\geq d$.
- Subdivide R into 8 squares. diameter of square is $d/\sqrt{2} < d$
- At most 1 point per square. ↖
- At most 7 points other than s_i can be in R . ■

↖
constant can be improved with more refined geometric packing argument



Closest pair of points: divide-and-conquer algorithm

CLOSEST-PAIR(p_1, p_2, \dots, p_n)

Compute vertical line L such that half the points are on each side of the line.

$d_1 \leftarrow$ **CLOSEST-PAIR**(points in left half).

$d_2 \leftarrow$ **CLOSEST-PAIR**(points in right half).

$d \leftarrow \min \{ d_1, d_2 \}$.

$A \leftarrow$ list of all points closer than d to line L .

Sort points in A by y -coordinate.

Scan points in A in y -order and compare distance between each point and next 7 neighbors.

If any of these distances is less than d , update d .

RETURN d .

← $O(n)$

← $T(\lfloor n / 2 \rfloor)$

← $T(\lceil n / 2 \rceil)$

← $O(n)$

← $O(n \log n)$

← $O(n)$

Think by yourself for a while...

What is the solution to the following recurrence? (make a guess)

$$T(n) = \begin{cases} \Theta(1) & \text{if } n = 1 \\ T(\lfloor n/2 \rfloor) + T(\lceil n/2 \rceil) + \Theta(n \log n) & \text{if } n > 1 \end{cases}$$

- A.** $T(n) = \Theta(n)$.
- B.** $T(n) = \Theta(n \log n)$.
- C.** $T(n) = \Theta(n \log^2 n)$.
- D.** $T(n) = \Theta(n^2)$.

Refined version of closest-pair algorithm

Q. How to improve to $O(n \log n)$?

A. Don't sort points in strip from scratch each time.

- Each recursive call returns two lists: all points sorted by x -coordinate, and all points sorted by y -coordinate.
- Sort by **merging** two pre-sorted lists.

Trace through

CLOSEST-PAIR(p_1, p_2, \dots, p_n)

Compute vertical line L such that half the points are on each side of the line.

$d_1 \leftarrow$ **CLOSEST-PAIR**(points in left half).

$d_2 \leftarrow$ **CLOSEST-PAIR**(points in right half).

$d \leftarrow \min \{ d_1, d_2 \}$.

$A \leftarrow$ list of all points closer than d to line L .

Sort points in A by y -coordinate.

Scan points in A in y -order and compare distance between each point and next 7 neighbors.

If any of these distances is less than d , update d .

RETURN d .

how many recursive calls do you make?

where are the lines L for each call?

which points end up together in base case calls?

which points form d for each call?

which points are in A ?

which are the 7 neighbors of each point in A ?

