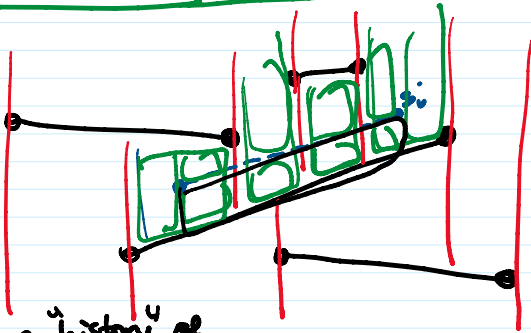
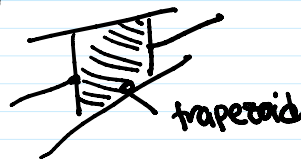


Point Location Rand. Incremental Method

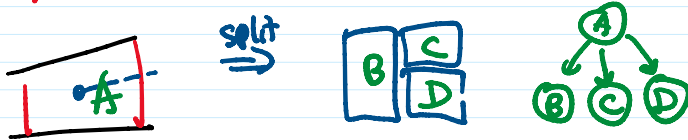
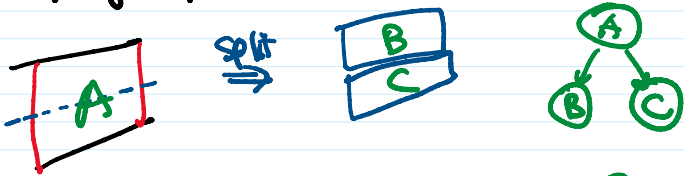


maintain a "history" of the **vertical / "trapezoidal decomposition"** as we insert segs in rand order



preproc(S):

0. let s_1, \dots, s_n be a rand order of S
1. for $i=1, \dots, n$ do {
2. locate trapezoid containing left endpt of s_i
3. generate all trapezoids cut by s_i by "walking"
4. Split these trapezoids & link old to new ones
5. merge trapezoids w. common sides " " " "



query algo - follow links from top down

in history dag

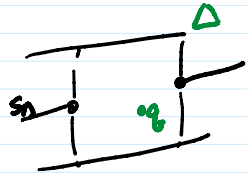
(directed acyclic graph)

Query Time Analysis:

assume query pt q is indep of rand. order

look at s_n (backwards analysis)

let Δ be final trapezoid containing q

$$\begin{aligned} \Pr[\text{need to follow a link} \\ \text{created by } n^{\text{th}} \text{ iteration}] &= \Pr[s_n \text{ touches } \Delta] \\ &\leq \frac{4}{n}. \end{aligned}$$


expected time

$$Q(n) = \frac{4}{n} \cdot O(1) + Q(n-1)$$

$$\begin{aligned} \Rightarrow O\left(\frac{4}{n} + \frac{4}{n-1} + \frac{4}{n-2} + \dots + \frac{4}{1}\right) \\ = O(\text{harmonic number } H_n) \\ = \boxed{O(\log n)} \end{aligned}$$

Space Analysis:

look at n^{th} iteration

trapezoids created = $O(\text{"degree" of } s_n)$
in final trap decomp.

total degree $\leq 4n$

\Rightarrow expected # trapezoids created = $O(1)$

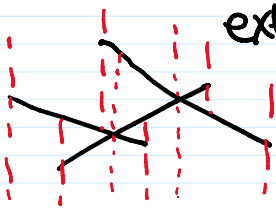
\Rightarrow total expected space $\boxed{O(n)}$

Preprocessing: line 2 $O(\log n)$ expected
lines 3-5 $O(n)$ total expected

\Rightarrow $\boxed{O(n \log n)}$ expected time

Remarks: do same for 3D convex hull,
2D Delaunay triang, ...

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2D Delaunay triang, ...



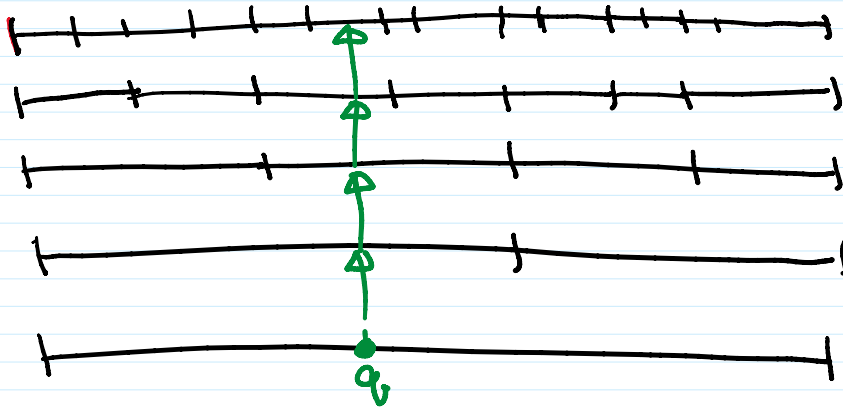
extends to intersecting segs

$O(n \log n + k)$ expected time

Kirkpatrick's Method: ('81)

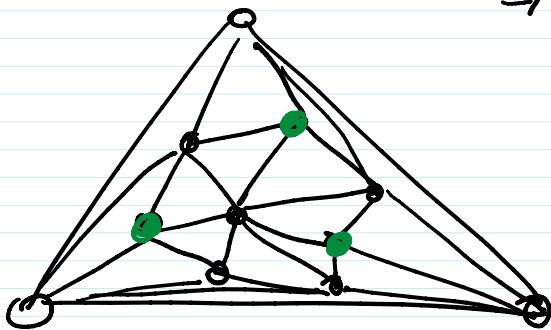
Prune-and-Search

1D:

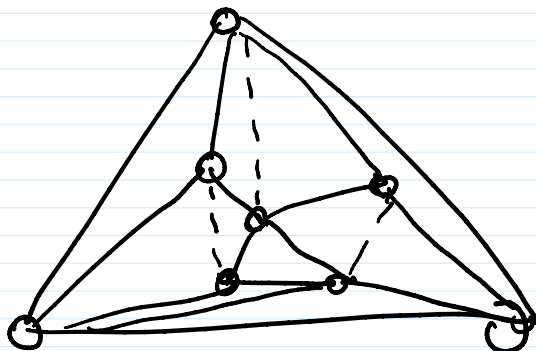


2D:

assume input subdivision into triangles
 \Rightarrow triangulation



green: "independent"
set
(no 2 selected
vertices are adj.)



hierarchy of
triangulations



hierarchy of triangulations



⋮

preproc(S): // given triangulation S

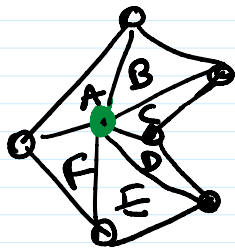
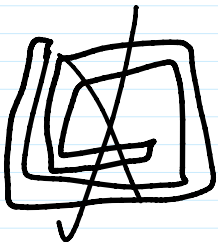
repeat {

 find an indep set I of vertices

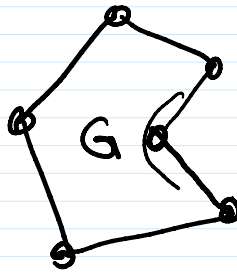
 remove I from S

 retriangulate & link old triangles to new ones

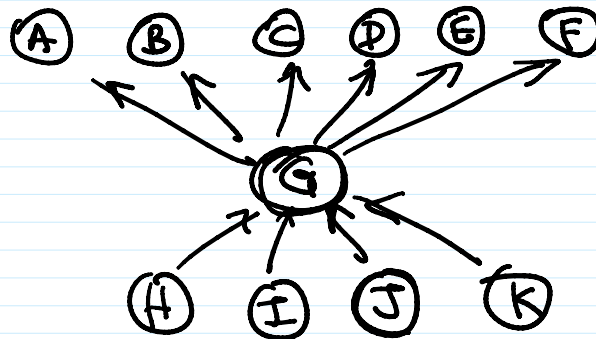
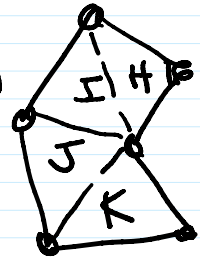
}



remove
⇒



retriang
⇒



Query - follow links (a dag again!)

Fact

Given any planar graph with n vertices,
can find an indep set I of size $\geq \frac{n}{24}$ vertices
where each $v \in I$ has $\deg \leq 11$.
in $O(n)$ time.