

Pf: Fix  $v$  that violates  $\geq \frac{cd^2}{n} \log n$  halfspaces in  $H$ .

$\Pr[R \text{ does not include any of violating halfspaces}]$

$$\leq \left(1 - \frac{cd^2 \log n}{n}\right)^r$$

$$\leq \left(e^{-\frac{cd^2 \log n}{n}}\right)^r$$

$$\approx \frac{1}{n^{cd}}$$

$$\Pr(\text{err}) \leq n^d \cdot \frac{1}{n^{cd}} = \frac{1}{n^{(c-1)d}}$$

□

$$\Rightarrow T(n) = (d+1) T(O(\sqrt{n} \log n)) + O(d^2 n)$$

$$\Rightarrow T(n) = O(n) \text{ for any const } d$$

$$O(d^2 n + (d \log n)^{O(d)})$$

## Clarkson's Second Alg'm: ("Multiplicative Weight Update")

LP(H):

repeat { <sup>weighted.</sup>

choose a random sample  $R \subseteq H$   
of size  $r = cd^2$

$v = \text{LP}(R)$  by brute force ←

for each  $h \in H$  violated by  $v$  do  
double the multiplicity of  $h$  in  $H$   
or weight

}

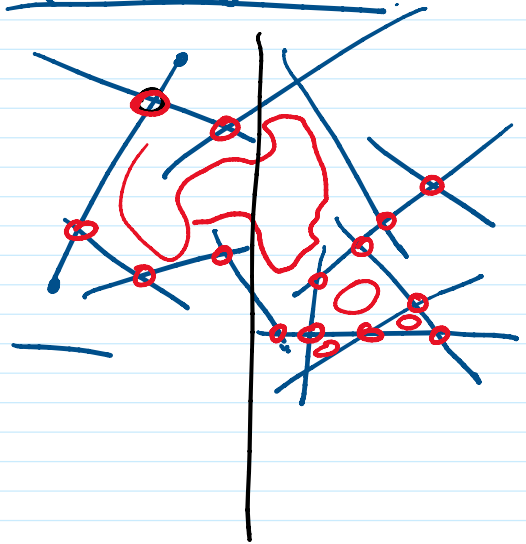
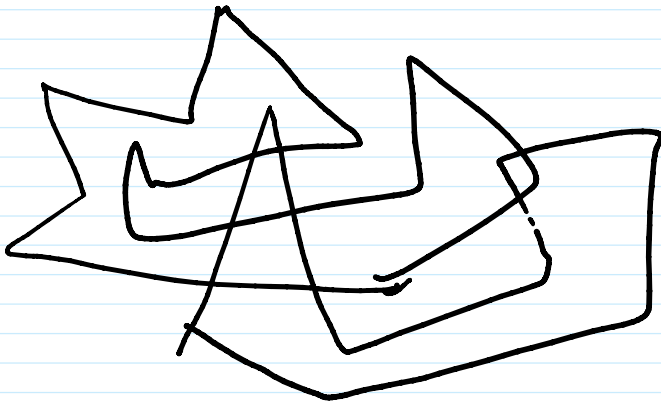
VERY  
SIMPLE

$O(d \log n)$  iterations suffice ...

$$\Rightarrow O(d^2 n \log n) + d^{O(d)} \log n \text{ expected time}$$

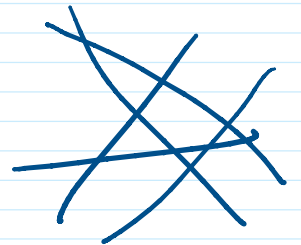
Combine  $\Rightarrow O(d^2 n + \frac{d^{O(d)} \log n}{d^{O(d)}})$  expected time

## Line Segments: Intersections & Arrangements



Problem 1

Given  $n$  line segments,  
report all intersections



Problem 2

Given  $n$  line segments,  
construct their arrangement  
(subdivision into faces, edges, vertices)

Output size:  $k = \# \text{intersections}$

$k$  can be  $\Theta(n^2)$  in worst case

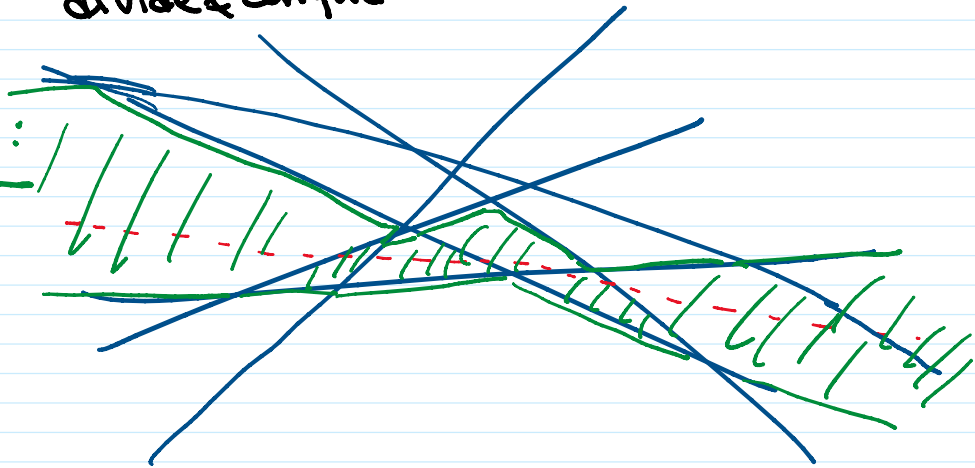
lower bound:  $\Omega(n \log n + k)$

Approaches:

- incremental
- sweep
- divide & conquer

The Case of Lines:

Arrangements



$k = \Theta(n^2)$

naive algm:



Sort intersections along each line

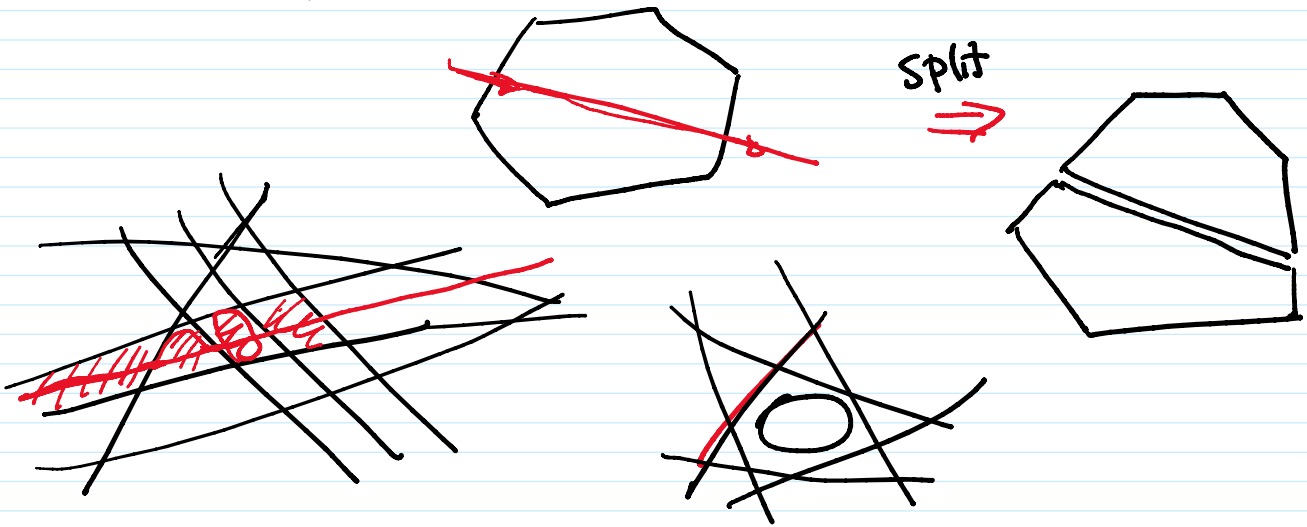
$O(n^2 \log n)$  total time

Incremental Alg'm:

0.  $\mathcal{A} = \text{"empty" arrangement}$
1. for each line  $l$  {
2. locate <sup>leftmost</sup> ~~one~~ face cut by  $l$   $\leftarrow O(n)$
3. generate all faces cut by  $l$  by "walking" in  $\mathcal{A}$
4. Split these faces in  $\mathcal{A}$

5. general all faces cut by  $l$  by walking ...  
 4. Split these faces in  $l$

}



Cost of lines 3-4?

naively, visit  $n$  faces  
 each face may be  $O(n)$  vertices

$O(n)$  by zone then  $\Rightarrow O(n^2)$  per iter  
 $\Rightarrow O(n^3)$  total time: bad!  
 $O(n^2)$

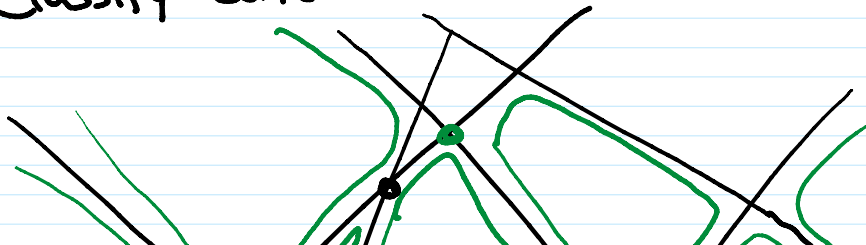
Thm Define the zone of  $l$  to be collection of all faces of  $\mathcal{A}$  cut by  $l$ .

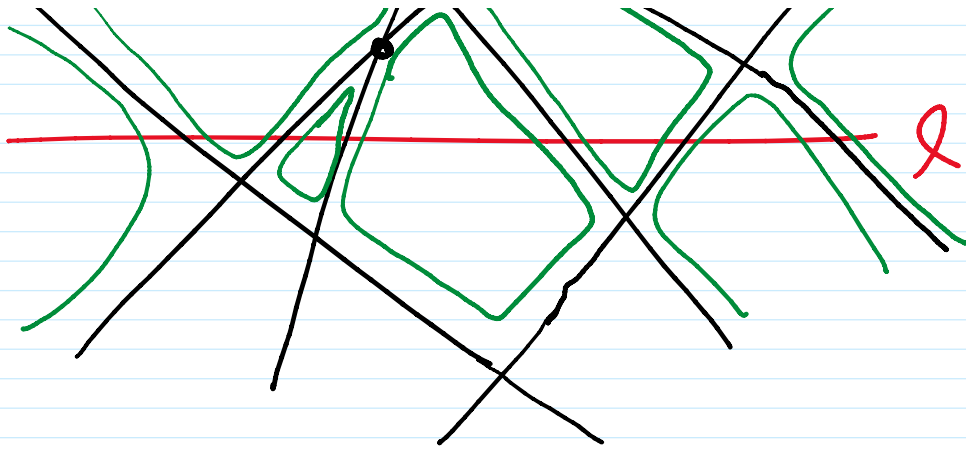
The total size of the zone is  $O(n)$ .

Pf: Say  $l$  is horizontal.

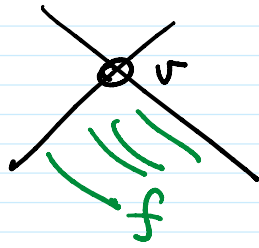
Suffice to count zone vertices above  $l$ .

Classify zone vertices:





Type 1:

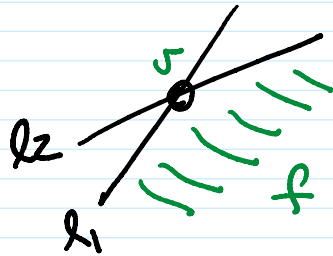


top vertex of  
zone face

$\Rightarrow \leq n+1$  such vertices

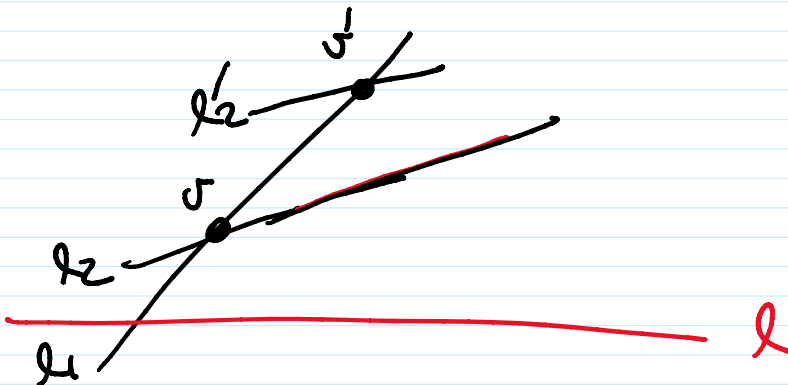
Type 2:

$\text{slope}(l_1) > \text{slope}(l_2) > 0$



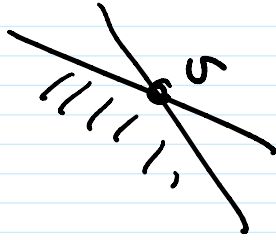
change  $v$  to  $l_1$

Each line changed once



$\Rightarrow \leq n$  such vertices

Type 3:



Symmetric

D