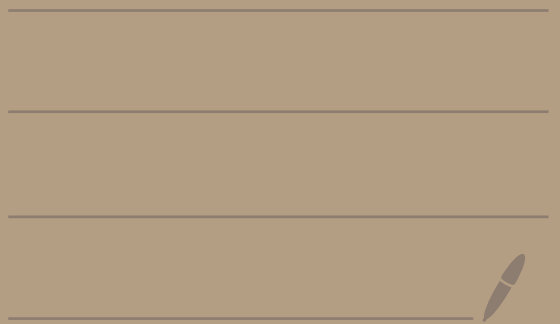


Closest Pairs



Closest Pair

Problem:

Given set of pts $P = \{p_1, \dots, p_n\} \subseteq \mathbb{R}^2$

Output: $p_a, p_b \in P$ with smallest distance, i.e.

$$\|p_a - p_b\| = \min \{ \|p_i - p_j\| : p_i, p_j \in P, p_i \neq p_j \}$$

"closest pair" (usually assume uniqueness)

Context: consider in 1D, solution $\in O(n \log n)$

Naïve algo: $O(n^2)$

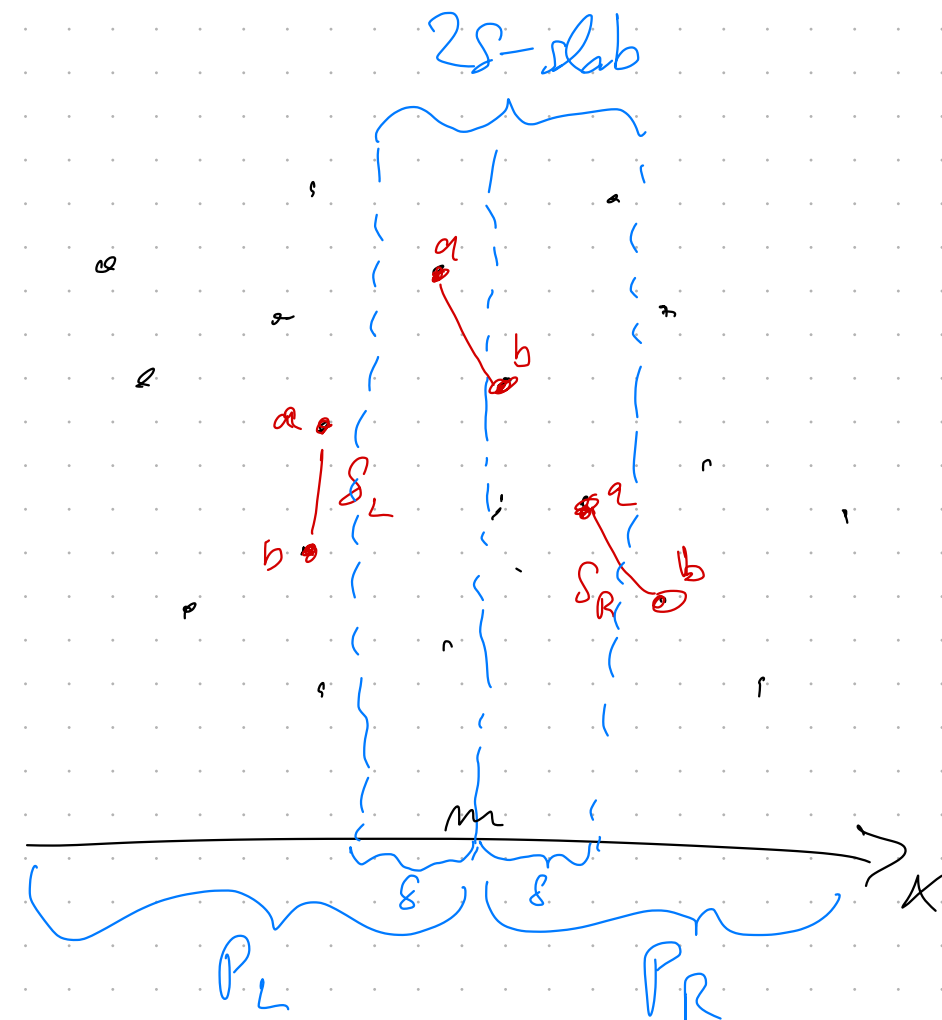
Better algo:

1) Sort P along x , partition along median m

$\rightarrow P_L, P_R$

2) Recursion with $P_L, P_R \rightarrow \delta_L, \delta_R$

3) $\delta := \min(\delta_L, \delta_R)$



Consider " 2δ -slab" around median

$$P' = \{ p \mid p_x \in [m - \delta, m + \delta] \} \subseteq P$$

find closest pair in $P' \rightarrow \delta_\mu$ ←

Output: $\min(\delta_L, \delta_R, \delta_\mu)$ together pts

Details about step 3:

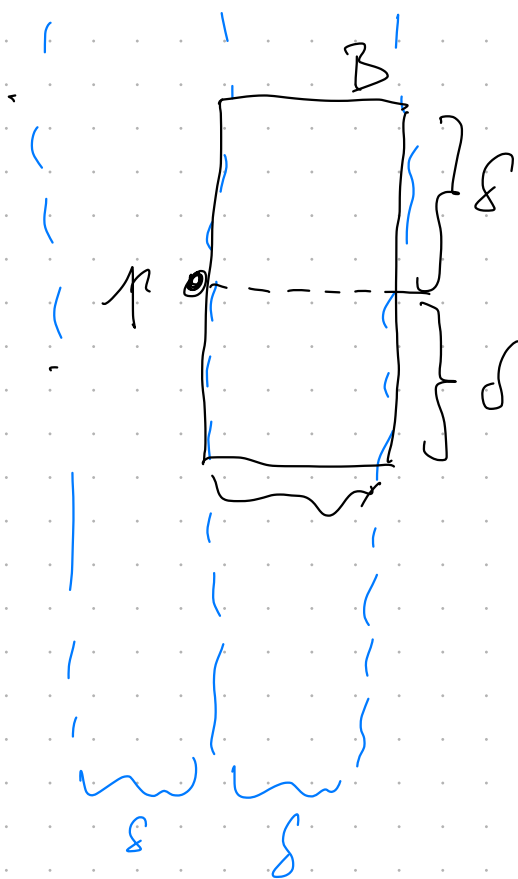
Sort P' along y [can be optimized away]

iterate over P' bottom up

for each p , consider only pts inside \mathcal{B}

Claim: \mathcal{B} can contain only 6 pts max

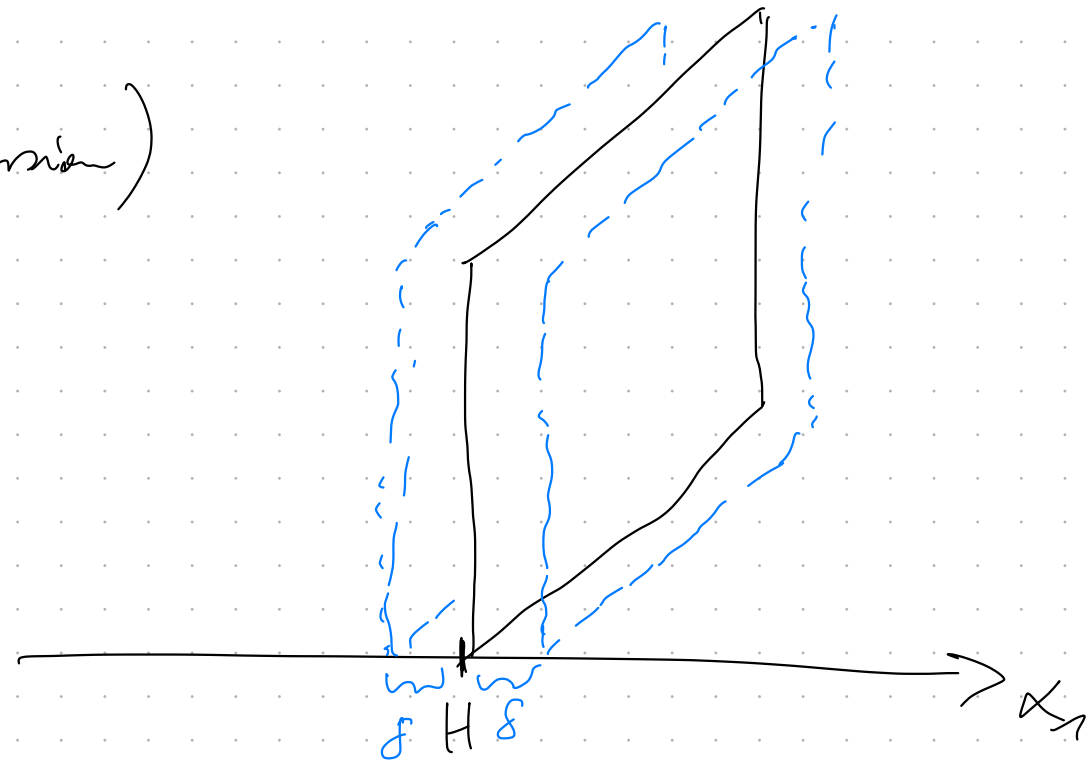
$$\Rightarrow \text{phase 3} \in \underbrace{O(n \log n)}_{\text{sorting}} + \underbrace{O(n)}_{\text{iteration over } P'}$$



Closest Pair in d -dim space

Algo:

- 1) Sort P along x_1 , find median plane H , partition P into $P_L, P_R \rightarrow$ distance δ (recursion)
- 2) Find all pts $\in P$ within 2δ -slab around H , project onto H (set x_1 -coord = H)
 $\rightarrow P'$
- 3) Find closest pair in P'
($(d-1)$ -dim. version!)



Recurrence:

$$T(n, d) = \overbrace{2T\left(\frac{n}{2}, d\right)}^{\text{step 1}} + \overbrace{O(n)}^2 + \overbrace{U(n, d-1)}^3$$

claim (for now): $U(n, d-1) = O(n \log^{d-2} n)$

Then

$$T(n, d) = \underline{2}T\left(\frac{n}{2}, d\right) + O(n) + O(n \log^{d-2} n)$$

$$= 4 T\left(\frac{n}{4}, d\right) + 2 \cdot O\left(\frac{n}{2}\right) + 2 \cdot O\left(\frac{n}{2} \log^{d-2} \frac{n}{2}\right) \\ + O(n) + O(n \log^{d-2} n)$$

$$= \dots$$

$$= n \cdot T(1, d) + \log n \cdot O(n) + \log n \cdot O(n \log^{d-2} n) \quad \left. \vphantom{\log n} \right\} \log n$$

$$= O(n \log^{d-1} n)$$

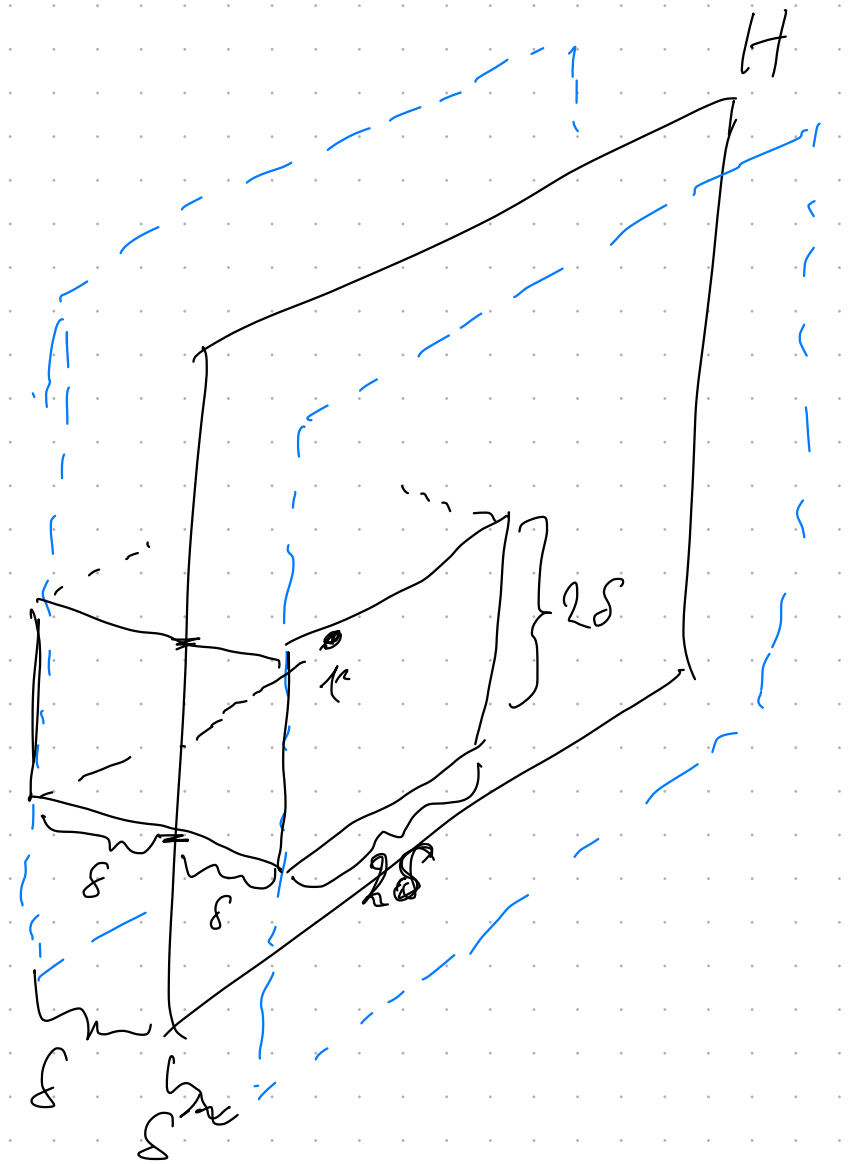
Observation:

pts $\in P'$ are " δ -sparse".

Consider any $p \in P'$,

Then B centered around p with
size 2δ

can contain only $O(4^d)$ many pts.



Proof:

Let $P(B) =$ pts inside B

Each $pt \in P(B) \cap P_R$ has empty ball of radius $\frac{\delta}{2}$.

$$\text{Vol}(B) = (2\delta)^d$$

$$\text{Vol}(\text{ball}) = c_d \cdot \left(\frac{\delta}{2}\right)^d$$

$$\# \text{ balls (non-overlapping!)} \leq \frac{\text{Vol}(B)}{\text{Vol}(\text{ball})} = \frac{(2\delta)^d}{c_d \left(\frac{\delta}{2}\right)^d} = 4^d \cdot c_d \in O(4^d)$$

Step 3: Find all pairs in P' , which is δ -sparse, with distance $\leq \delta$.
important difference to general closest pairs algo!

Algo:

- 1) Find median plane H , partition $\rightarrow P'_1, P'_2$, solve recursively
- 2) Project pts in δ -slab around H onto $H \rightarrow P''$,
 \rightarrow recursion in $(d-1)$ dimensions

Note: P'' is δ -sparse, too!
(same argument as before)

Recurrence:
$$U(n, d) = 2 \cdot \underbrace{U\left(\frac{n}{2}, d\right)}_{\text{step 1}} + \underbrace{U(n, d-1)}_2 + O(n)$$
$$= \dots$$
$$\geq O(n \log^{d-2} n)$$

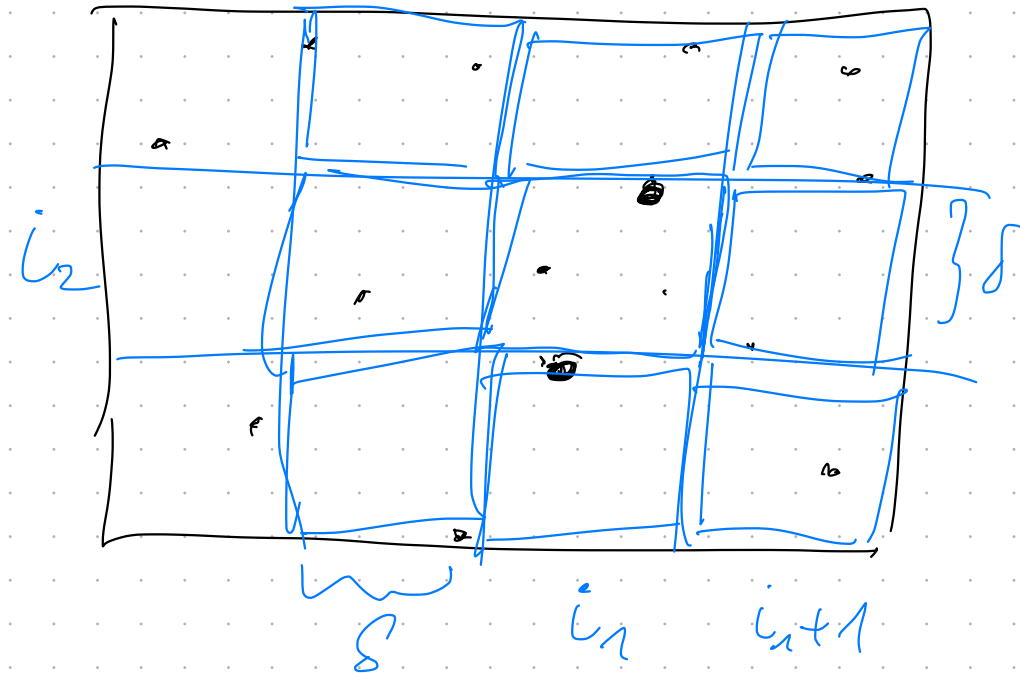
Probabilistic algorithm in d -dim

Brute force: $O(dn^2)$

Idea: imagine P overlaid by "background grid" with cell size S .

(In practice: store in hash table)

hash $(i_1, \dots, i_d) \rightarrow \text{slot}$



Algo:

Randomize $P \rightarrow p_1, \dots, p_n$

Set $S = \|p_1 - p_2\|$

Fill hash table using background grid with size S

for $i = 3, \dots, n$:

check cell of p_i and neighboring cells

(*)

if new smaller dist $< S$:

update S

rehash P

(**)

Step (*) $\in O(1)$

Note: in (*) only need to consider distances $\|p_i - p_j\|$,
with $j < i$:

\Rightarrow hash table only has to store p_1, \dots, p_i

\Rightarrow cost (rehashing) $\in O(i) \rightarrow$ step (**)

Expected running time:

$$T(n) = \sum_{i=2}^n \underbrace{\text{Prob}(\text{rehash at step } i)}_{\frac{2}{i}} \cdot \underbrace{\text{Cost}(\text{rehash at } i)}_{i} = O(n \cdot d)$$