

# Output-Sensitive Construction of the Union of Triangles

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# Problem

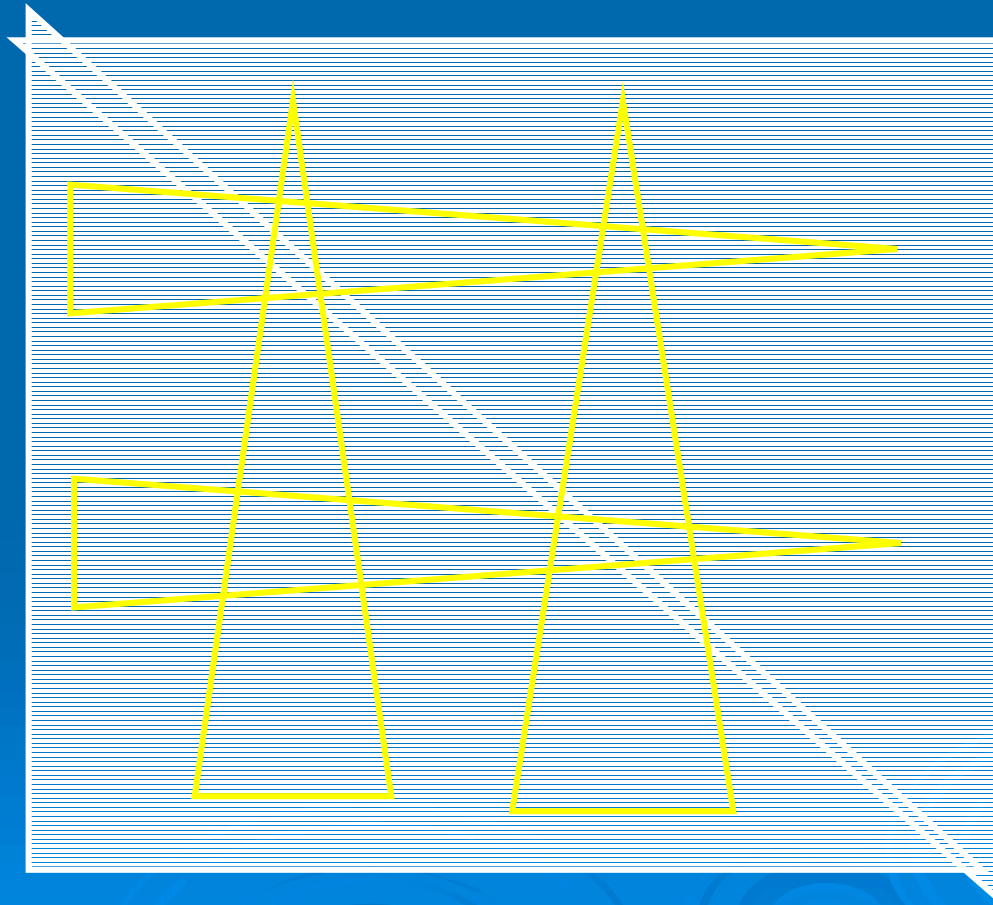
Given a collection  $T = \{\Delta_1, \dots, \Delta_n\}$  of  $n$  triangles in the plane, such that there exists a subset  $S \subseteq T$  (unknown to us), of  $\xi \ll n$  triangles, such that

$$\bigcup_{\Delta \in S} \Delta = \bigcup_{\Delta \in T} \Delta,$$

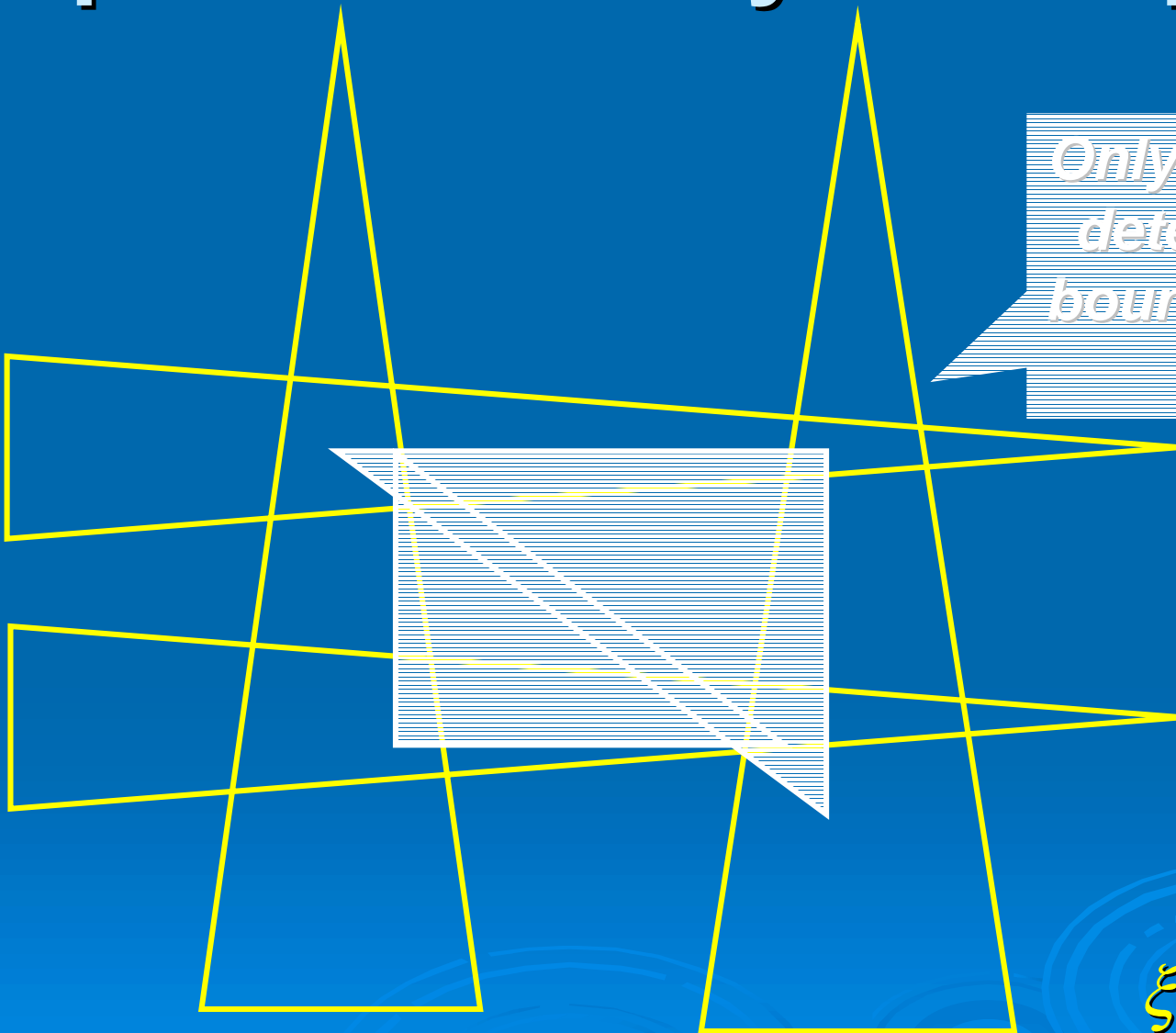
construct efficiently the union of the triangles in  $T$ .

# Output Sensitivity: Example I

$$\xi = 2$$



# Output Sensitivity: Example II



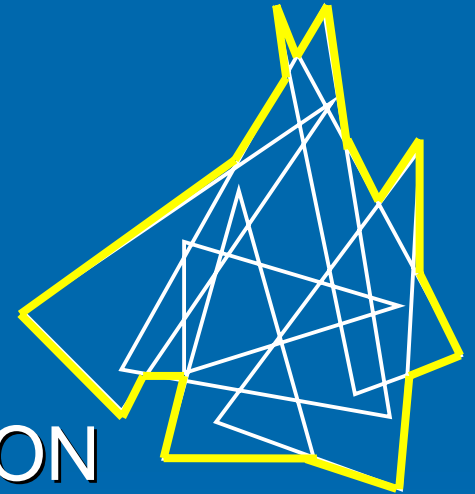
*Only 4 triangles  
determine the  
boundary of the  
union*

$$\xi = 6$$

# Computing the union

Constructing the arrangement of the triangles – too slow!  $O(n^2)$

Output-sensitive algorithm?  
unlikely to exist!



3SUM  $\equiv$  HOLE-IN-UNION



The best known solutions to problems from the 3SUM-hard family require  $\Theta(n^2)$  time in the worst case.

# Our Result

We show that when there exists a subset  $S \subseteq T$  of  $\xi \ll n$  triangles, such that

$$\bigcup_{\Delta \in S} \Delta = \bigcup_{\Delta \in T} \Delta,$$

*the union can be constructed in subquadratic time.*

*(for a reasonable range of  $\xi$ )*

*We use the Disjoint-Cover (DC) algorithm  
[Ezra, Halperin, Sharir 2002]*

# The DC algorithm – General idea

- Suppose we are given the set  $V^+$  of all vertices of the arrangement  $A(\mathcal{T})$ , that are contained in the interior of the union.
- Run a greedy algorithm that inserts the triangles into the union by their weights.

The weight of a triangle  $\Delta \in \mathcal{T}$ :

The number of uncovered vertices inside the triangle.

# Disjoint-Cover (DC) algorithm

- Suppose we have inserted  $(\Delta_1, \dots, \Delta_j)$ .
- For each remaining triangle  $\Delta$ , we temporarily set  $S_\Delta$  to be the set of all vertices of  $V^+$  in the interior of  $\Delta$  that are not covered by  $\cup_{i \leq j} \Delta_i$ .
- Set  $W(\Delta) = |S_\Delta|$  for each remaining triangle.
- Set  $\Delta_{j+1}$  to be the triangle with the maximum weight.
- Update the union to include  $\Delta_{j+1}$ .
- Proceed until all triangles have been chosen.



# Preprocessing stage : Example step1

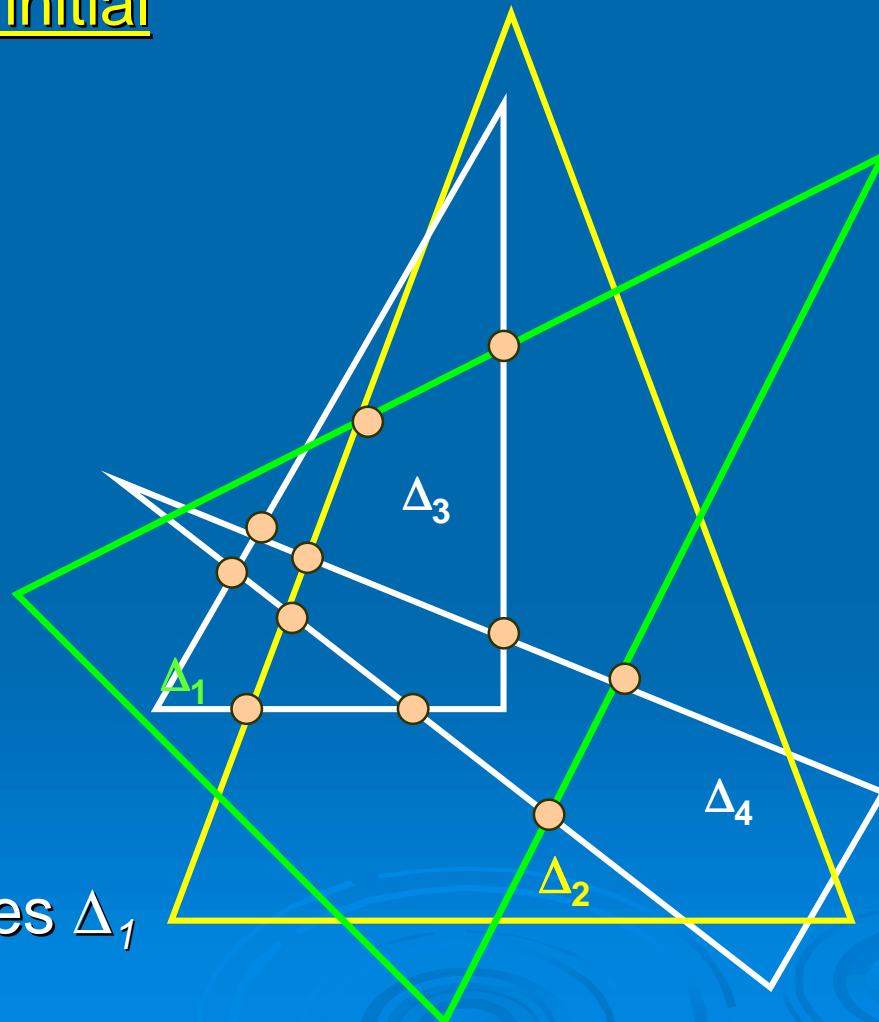
## Temporary initial weights

$$W(\Delta_1)=7$$

$$W(\Delta_2)=5$$

$$W(\Delta_3)=3$$

$$W(\Delta_4)=0$$



DC Chooses  $\Delta_1$

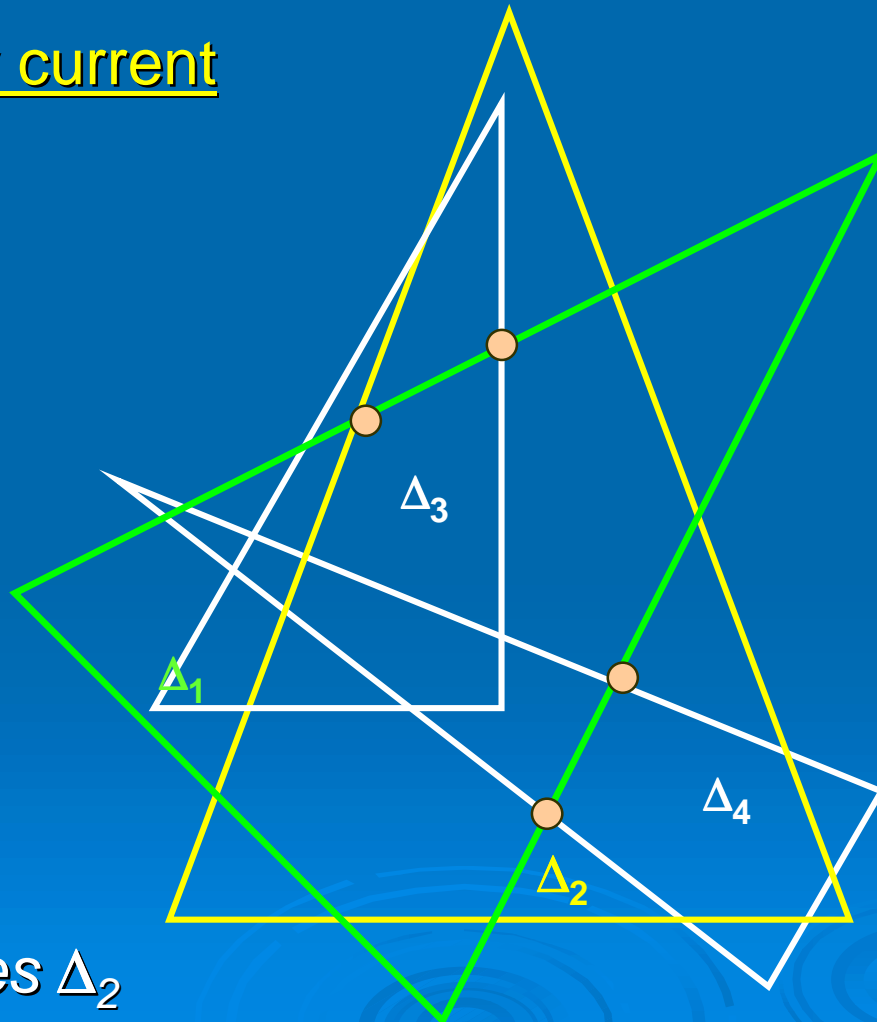
# Preprocessing stage: Example step2

Temporary current  
weights:

$$W(\Delta_2)=3$$

$$W(\Delta_3)=1$$

$$w(\Delta_4)=0$$



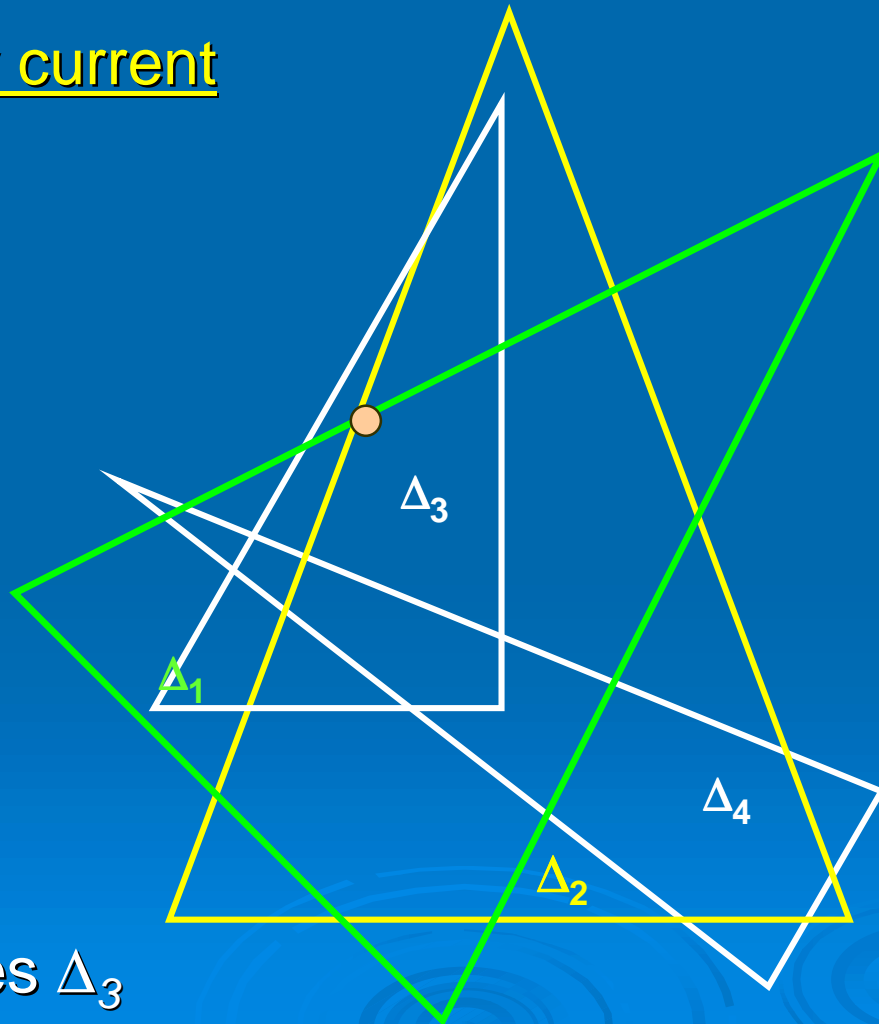
*DC chooses  $\Delta_2$*

# Preprocessing stage: Example step3

Temporary current weights:

$$W(\Delta_3)=1$$

$$w(\Delta_4)=0$$

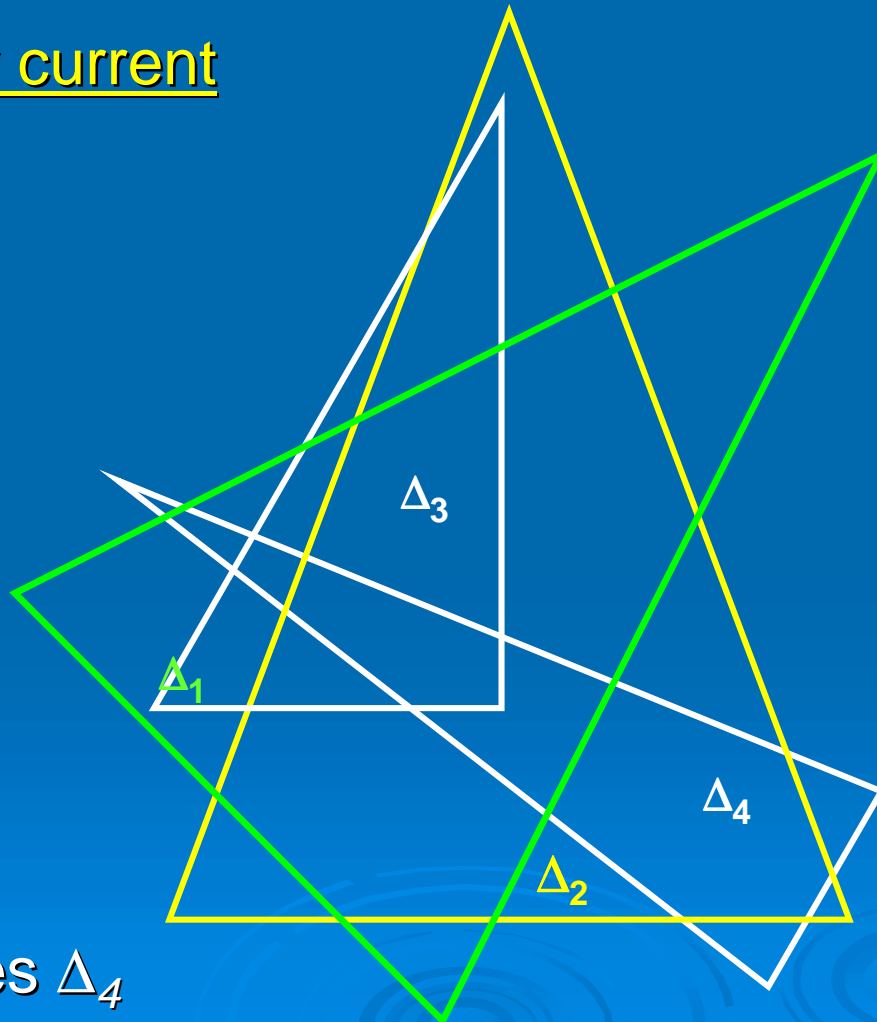


DC chooses  $\Delta_3$

# Preprocessing stage: Example step4 (final)

Temporary current  
weights:

$$w(\Delta_4)=0$$



Final weights:

$$W(\Delta_1)=7$$

$$W(\Delta_2)=3$$

$$W(\Delta_3)=1$$

$$w(\Delta_4)=0$$

DC chooses  $\Delta_4$

$(\Delta_1, \Delta_2, \Delta_3, \Delta_4)$

# The residual cost of the DC algorithm

How many vertices at positive-depth are constructed by the DC algorithm?

# Set Cover in Hypergraphs

$$H(V, E): V = V^+; E = T$$

*Since there are  $\xi$  triangles that cover  $V^+$ , a greedy algorithm will find a cover of size  $O(\xi \log n)$ .*



The residual cost of the DC algorithm is  $O(\xi^2 \log^2 n)$ .

# The approximate DC algorithm

We replace  $V^+$  with a (small) random subset  $R \subset V^+$ .

$$|R| = r = \Omega(\xi t \log n)$$

$t$  is a parameter of the quality of the sampling

We resample  $R$  on every iteration of the DC algorithm.

# Approximate weights

Approximate weight of  $\Delta$  : number of uncovered vertices of  $R$  inside  $\Delta$ .

The algorithm proceeds as above, using approximate weights to determine the insertion order.



# Analysis: General idea

The approximate weights of the heavy triangles  
( $W(\Delta) > \frac{\kappa}{t\xi}$ ,  $\kappa = |V^+|$ ) reflect their actual weights.



The approximate DC algorithm chooses at the  $j$ -th iteration a triangle whose real weight does not differ significantly from the largest real weight at this step.

# The residual cost of the approximate DC algorithm

## Theorem

Let  $\mathcal{T} = \{\Delta_1, \dots, \Delta_n\}$  be a given collection of  $n$  triangles in the plane, such that  $\xi$  of them determine the union of the triangles in  $\mathcal{T}$ .

Let  $\kappa = |V^+|$ , and  $r = \Omega(\xi t \log n)$ .

Then the residual cost of the approximate DC algorithm is  $O(\xi^2 \log^2 t + \kappa/t)$ , with high probability.

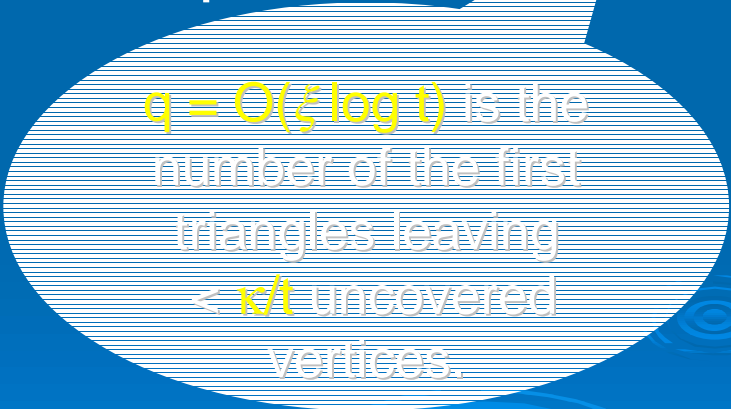
The first  $q = O(\xi \log t)$  heavy triangles.

# Implementation

- Sampling  $R$
- Computing the insertion order
- The actual construction



$q$   
times



$q = O(\xi \log t)$  is the number of the first triangles leaving  $< \kappa/t$  uncovered vertices.

# Sampling R

$$\Phi = \{ e_i \mid e_i \text{ is an edge of } \Delta \in \mathcal{T} \}$$

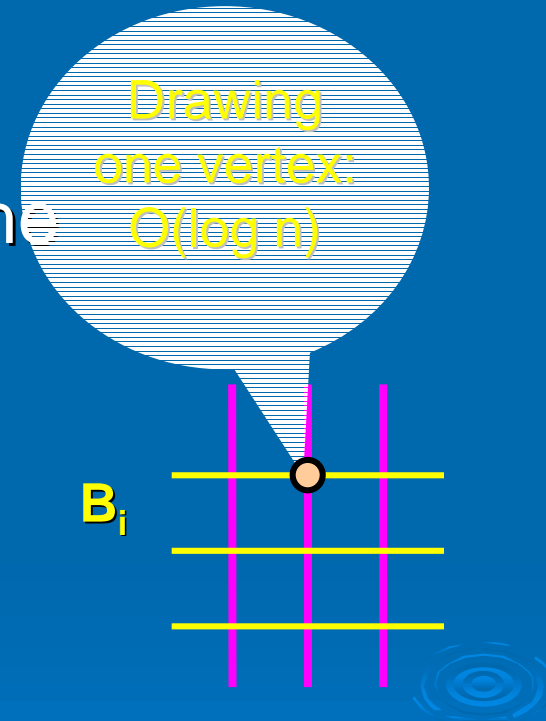
Obtain a compact representation of the intersection graph of  $\Phi$  as

$\cup \{A_i \times B_i\}_i$ , where

$$\sum_i (|A_i| + |B_i|) = O(n^{4/3+\epsilon}), \quad \forall \epsilon > 0.$$

[Agarwal 91]

The construction takes  $O(n^{4/3+\epsilon})$  time, for any  $\epsilon > 0$ .



# Overall running time

- Preprocessing :  $O(n^{4/3+\varepsilon})$
- Drawing  $R$ :  $O(r \log n)$  time
- Sample at each of the first  $q = O(\xi \log t)$  iterations of the DC algorithm.  
Overall running time :  $O(n^{4/3+\varepsilon} + qr \log n)$  .

# Computing the insertion order

Use (standard) range-searching machinery.

- Exclude all vertices of  $R$  in the interior of  $\cup_{i < j} \Delta_i$ :  
 $O(j^{2/3+\epsilon} r^{2/3+\epsilon})$
- Perform a range-searching query on the remainder of  $R$  with  $\Delta_j, \dots, \Delta_n$ :  
 $O(n^{2/3+\epsilon} r^{2/3+\epsilon})$

Repeating the procedure for  $q$  steps:

$$O(qn^{2/3+\epsilon} r^{2/3+\epsilon})$$

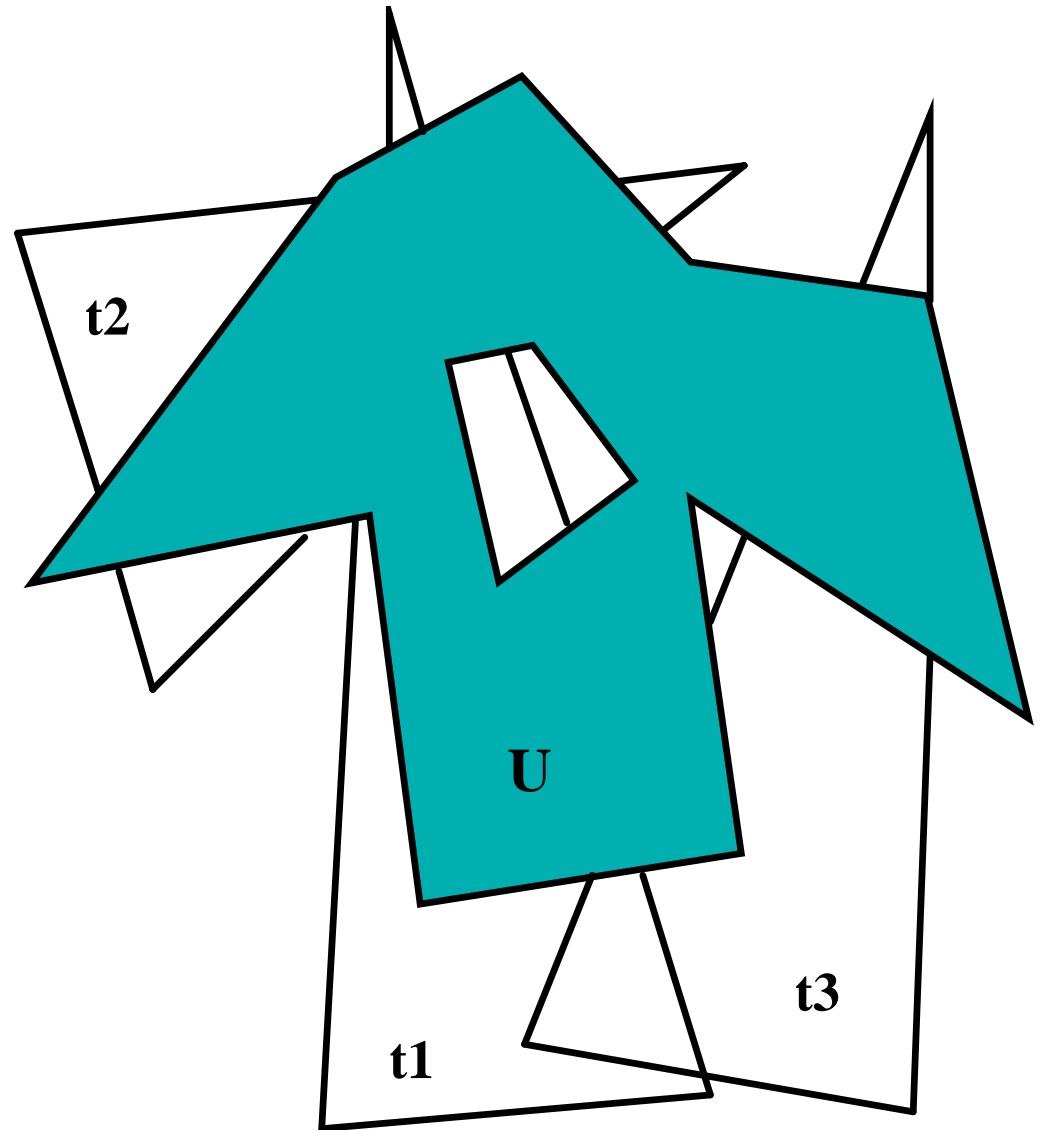
# The actual construction of the union

Divide the process into two stages:

- Construct the union of all the first  $q$  ('heavy') triangles.
- Insert all the remaining triangles (covering  $\leq \kappa/t$  positive-depth vertices).

U is the  
union of the  
first q  
triangles.

t1, t2, t3 are the  
remaining  
triangles.





# Overall running time

Constructing  
U

Reporting the  
intersections between U  
and the remaining  
triangles

$$O(q^2) + O(n^{2/3+\varepsilon} q^{4/3+\varepsilon} + \kappa/t) + \\ O(q^2 + (\xi^2 + \kappa/t) \log n)$$

Sweep-line

# Overall running time of the algorithm

$$O(n^{4/3+\varepsilon} + qr \log n + qn^{2/3+\varepsilon} r^{2/3+\varepsilon} + n^{2/3+\varepsilon} q^{4/3+\varepsilon} + q^2 + (\kappa/t + \xi^2) \log^2 n)$$

$$\text{Choose } t = \max\{\kappa^{5/3}/\xi n^{2/5}, 1\}$$



$$O(n^{4/3+\varepsilon} + n^{2/5+\varepsilon} \kappa^{2/5+\varepsilon} \xi^{1+\varepsilon}), \text{ for any } \varepsilon > 0.$$

The algorithm is subquadratic for  $\xi \ll n^{4/5}$ .

# Extensions

Combinatorial part – unchanged.  
Modify the implementation.

Axis-parallel ellipses in  $R^2$ .

Subquadratic, for  $\xi \ll n^{8/11}$

Simplices in  $R^3$ .

Subcubic, for  $\xi \ll n$

# Concluding remarks

Do we have to redraw **R** at each iteration of the DC algorithm?

Determining the insertion order is the bottleneck of the algorithm.

**Thank You!**



# Perform the process for $j = 1, 2, 4, \dots, 2^h, \dots$

- Construct the union of the first  $j$  triangles:  
 $O(j^2)$ .
- Count the number of intersections between  $U$  and the remaining triangles in  $O(n^{2/3+\varepsilon} j^{4/3+\varepsilon})$  time, for any  $\varepsilon > 0$ .
- If this number  $< \kappa/t$   
 $j \leftarrow 2j$ , goto 1

- Construct these intersections explicitly, and trim the edges of the remaining triangles to their portions outside  $U$ :  
 $O(n^{2/3+\varepsilon} q^{4/3+\varepsilon} + \kappa/t)$ .
- Run a sweep-line procedure on the edges of  $U$  and the trimmed portions.  
If the number of intersections  $> \kappa/t$ ,  
     $j \leftarrow 2j$ , goto 1;  
else  
    the union is reported :  $O((\kappa/t + \xi^2) \log n)$