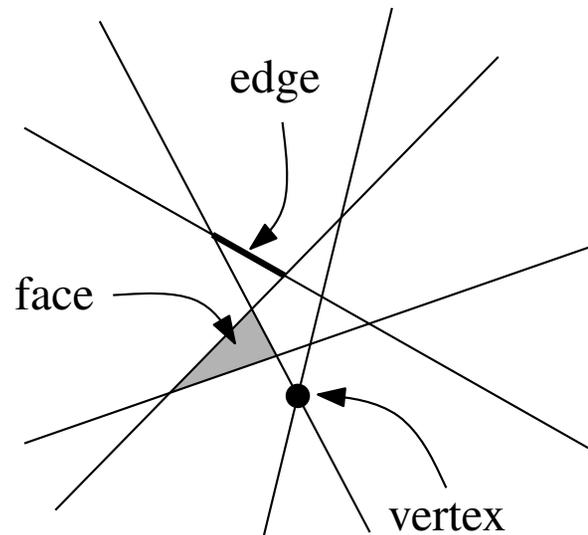


Recall a problem we considered before: given n points, are there 3 (or more) collinear

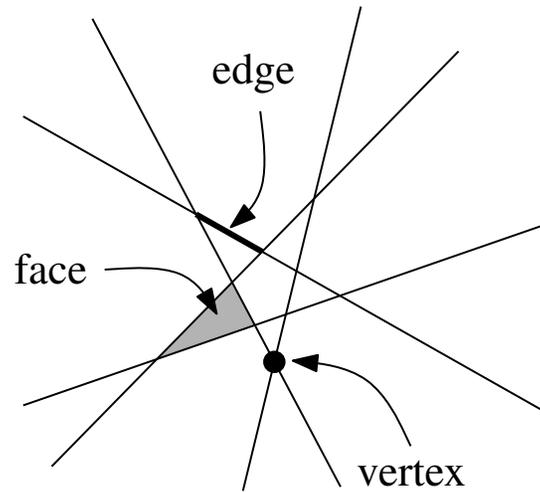
By duality (points \leftrightarrow lines) this becomes:
given n lines, do 3 of them intersect at a point.

To get an $O(n^2)$ algorithm, we study **line arrangements**.

A set of n lines in the plane partitions the plane into faces (cells), edges, vertices, called the *arrangement*.



How many vertices, edges, faces for n lines?



* in general case
 $f_n \leq \binom{n+1}{2} + 1$

A **degeneracy** is parallel lines or >2 lines through one point.

Exact bounds if there are no degeneracies (these decrease in case of degeneracy):

n lines

vertices = $\binom{n}{2}$ because every 2 lines intersect.

general case $\leq \binom{n}{2}$

edges - each line crossed by n-1 others \Rightarrow n edges per line
 $= n^2$ general case $\leq n^2$

faces $f_n = f_{n-1} + n$ - new line cuts n old faces in two

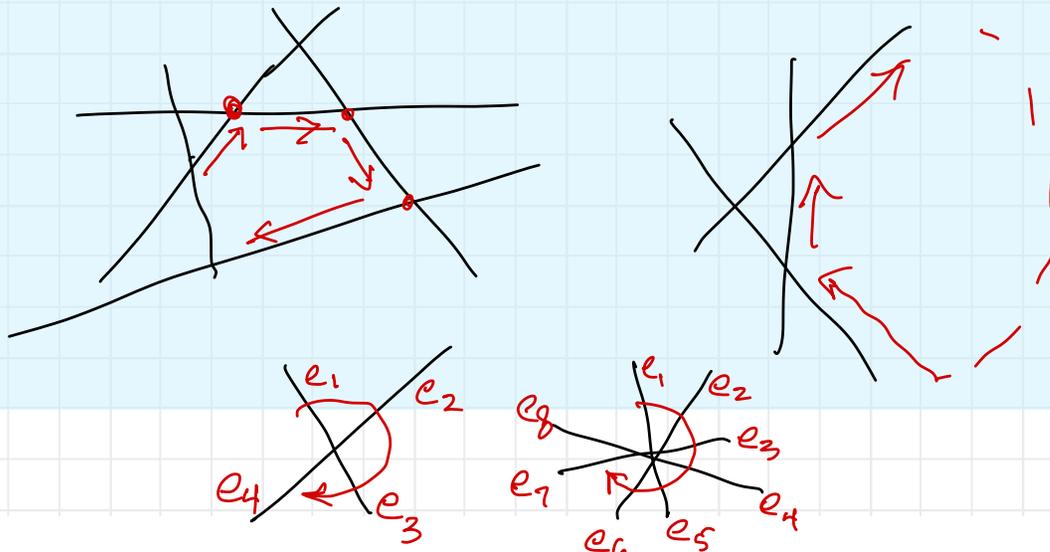
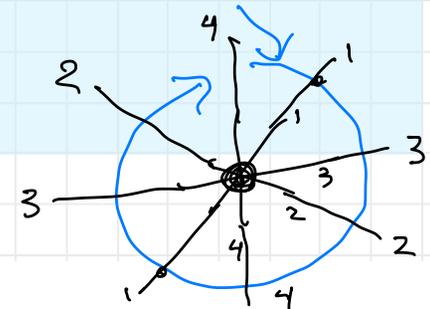
$f_0 = 1$

* $f_n = n + n-1 + n-2 \dots + 1 + f_0 = \binom{n+1}{2} + 1$

Constructing arrangements

input: n linesoutput: list of faces, edges, vertices and all incidence relationships
(note: size is $\Theta(n^2)$)Plane sweep would take $O(n^2 \log n)$ (because n^2 events, and $\log n$ per update)There is an $O(n^2)$ time algorithm (deterministic, not randomized)Idea: insert lines one by one
update each time.

Maintain cyclic order of edges around vertices

also keep
order at
circle at infinity

How to update after adding line l_i to the line arrangement:

- find intersection x of l_i and l_1
- and edge e on l_1 and a face f containing e

- walk around f

to get next intersection with l_i

- hop to adjacent face \dots continue \dots until we

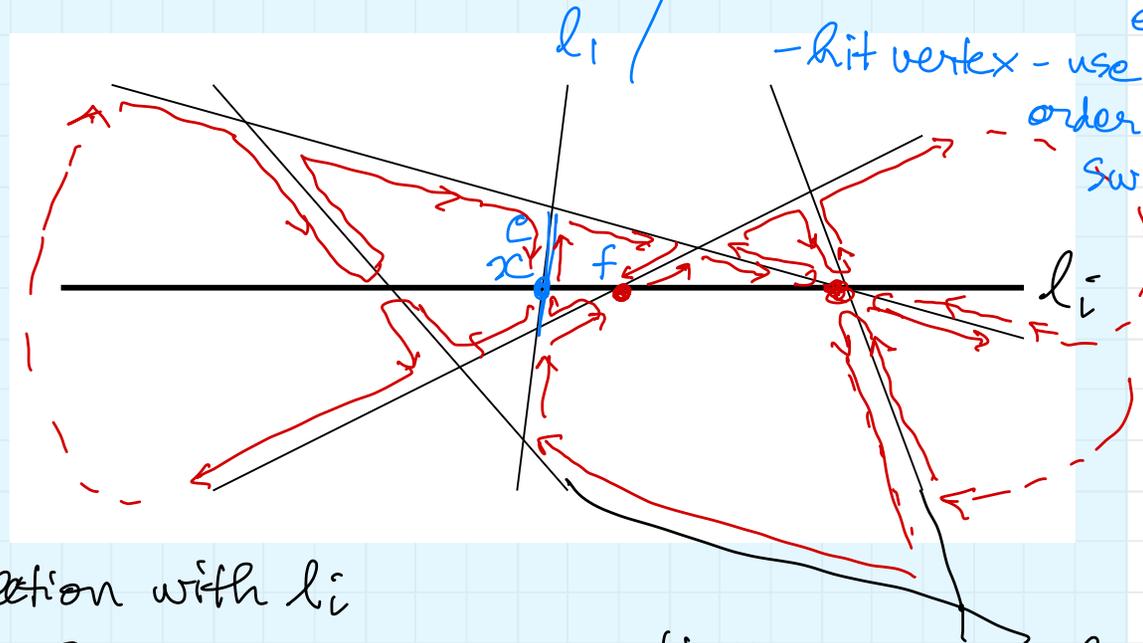
- update all info about the arrangement as we go. return to e

Time: - initialize (find x, e, f) $O(n)$

- walking and updating: constant time per edge visited

$O(\# \text{ edges in faces cut by } l_i)$

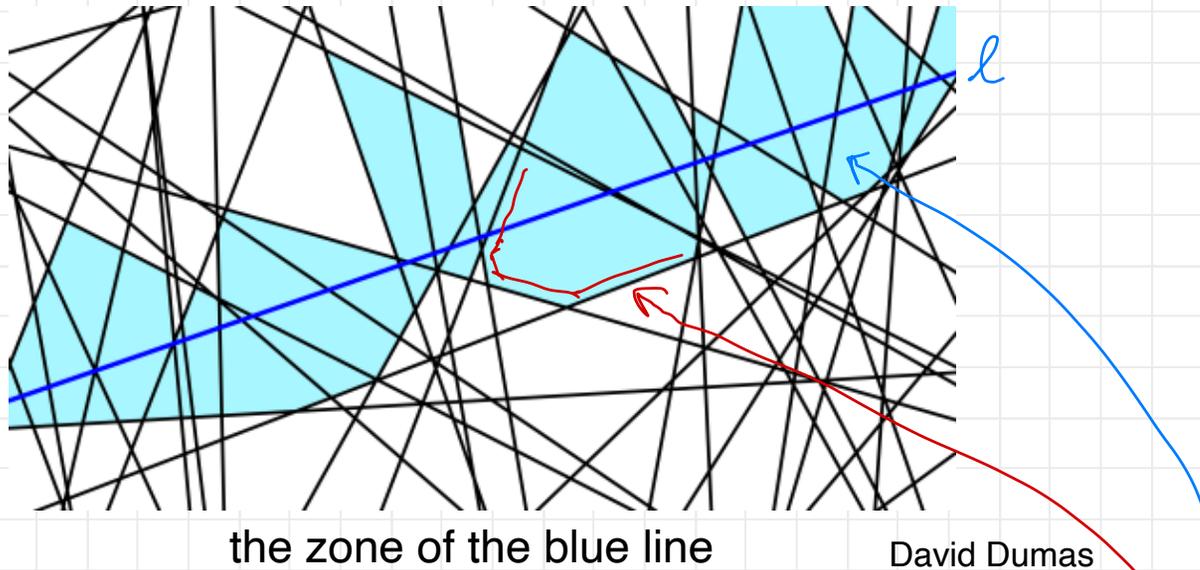
We will show $O(i)$



- 2 kinds of updates
- hit l_i - switch faces incident to current edge
 - hit vertex - use cyclic order to switch edges

How to update after adding line ℓ_i to the line arrangement:

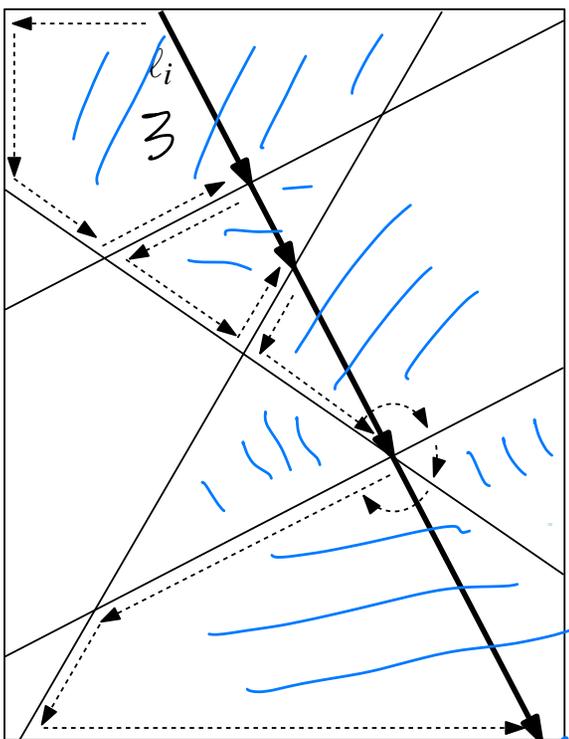
To bound the run time we need the Zone Theorem



Definitions. Let A be an arrangement, and ℓ be a line not in A .
 The **zone** of ℓ in arrangement A is $Z_A(\ell) = \{\text{faces of } A \text{ cut by } \ell\}$.
 The **size** of the zone is $z_A(\ell) = \sum \{\# \text{ edges in face } f : f \in Z_A(\ell)\}$.
 $z_n = \max\{z_A(\ell) : \text{over all possible } \ell, A \text{ of } n \text{ lines}\}$

Zone Theorem. z_n is $O(n)$.

Example



(ignore dashed arrows)

ignore rectangle boundary
= circle at ∞

zone of l has 6 faces

$$z(l) = 3 + 3 + 4 + 3 + 2 + 3$$

$$= 18$$

Zone Theorem. z_n is $O(n)$. (For non-degenerate case, $z_n \leq 6n$.)

10n for degenerate case

[Chazelle, Guibas, Lee, '85, Edelsbrunner, O'Rourke, Seidel, '86, correct proof for dimensions ≥ 3 , Edelsbrunner, Seidel, Sharir, '93]

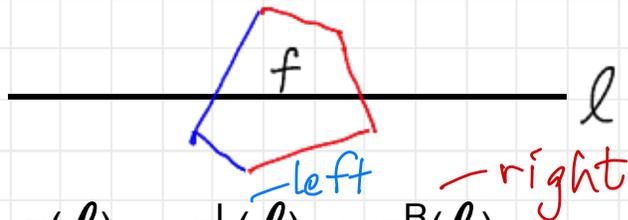
Consequence: the incremental algorithm takes time $O(n^2)$.

Proof

We will bound $z_A(\ell) = \sum \{ \# \text{ edges in face } f : f \in Z_A(\ell) \}$

Rotate so ℓ is horizontal. Perturb so no other line is horizontal (this only increases the zone size).

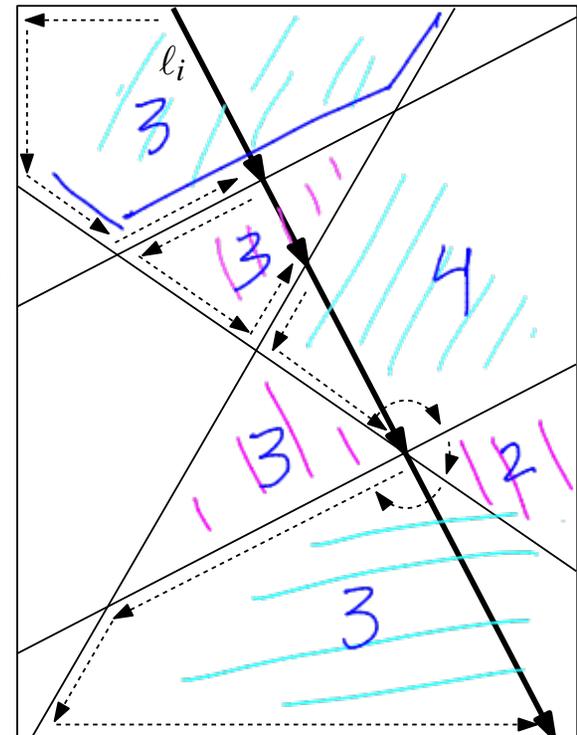
Any face f in $Z_A(\ell)$ has **left** and **right** boundary edges.



$$z_A(\ell) = z(\ell) = z^L(\ell) + z^R(\ell)$$

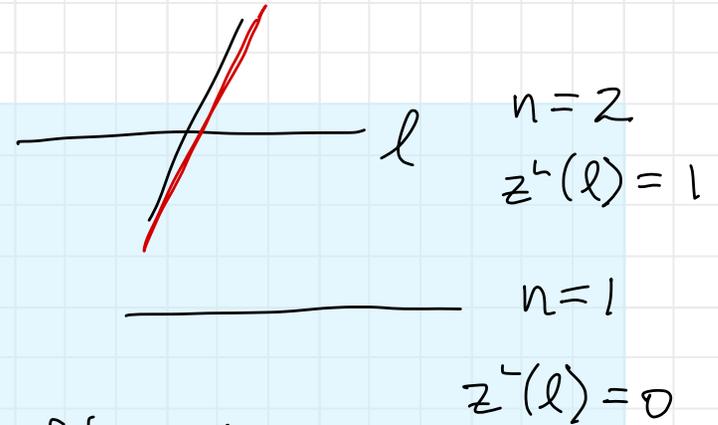
Claim. $z^L(\ell) \leq 5n$ [$\leq 3n$ for non-degenerate case]

This will prove the Zone Theorem.

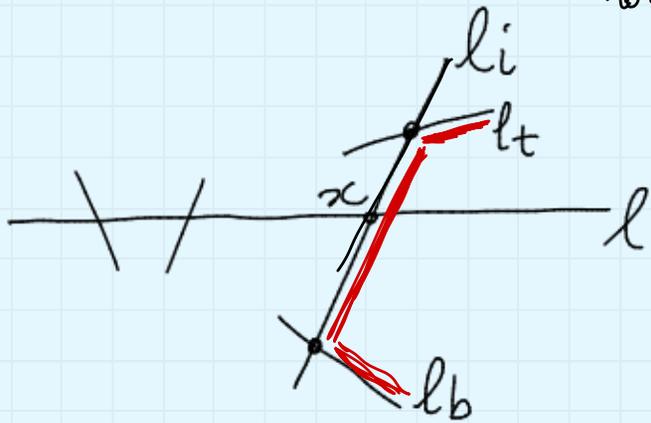


Claim. $z^L(\ell) \leq 5n$ [$\leq 3n$ for non-degenerate case]

Proof By induction on n . **Basis**



note l_t has + slope
 l_b has - slope



Let $x =$ rightmost intersection with l
say with l_i

Find first intersection on l_i above/below
 l_t l_b

How many new left edges are created by adding l_i ?

claim: - 1 left edge on l_i (none above l_t or below l_b)

- left edge on l_t splits in 2
 - left edge on l_b splits in 2
- } no other left edge
} is cut by l_i

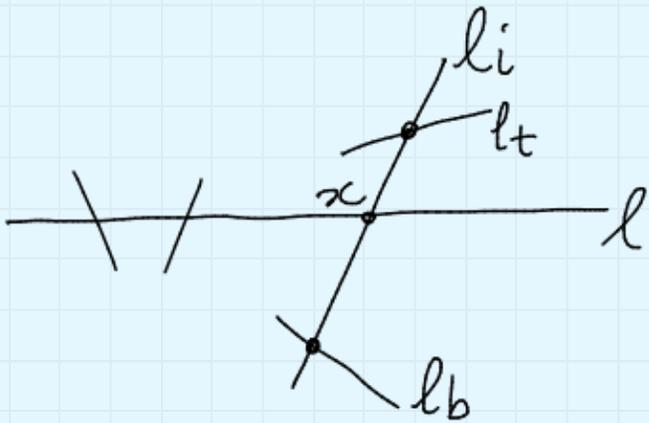
Increase in # left edges is 3. (non-degenerate case)

So $\leq 3n$ left edges in non-degenerate case

~~degeneracies allowed.~~

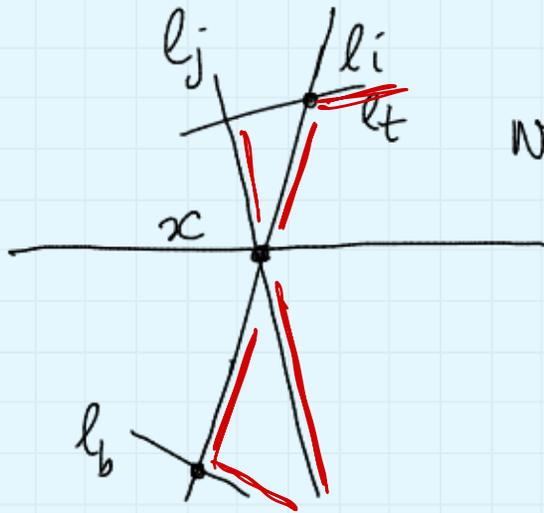
Claim. $z^L(\ell) \leq 5n$ [$\leq 3n$ for non-degenerate case]

Proof



ignore

What happens in case there is degeneracy?



what if another line l_j goes through x ?

still get left edge on l_t split in two +1

l_b " " " +1

on l_i get two new left edges +2

on l_j one left edge splits in two +1

+1
+5

so # left edges $\leq 5n$

(if even more lines go through x , the bound goes down)

Arrangements in higher dimensions

For an arrangement of n hyperplanes in \mathbb{R}^d

- the number of cells is $O(n^d)$
- Zone Theorem. The zone of a hyperplane has complexity $O(n^{d-1})$

In 3D, for n planes, there are $O(n^3)$ cells, and a zone has complexity $O(n^2)$.

Next lecture:

- applications of arrangements
- testing collinearity and the 3-SUM problem.

Summary

- arrangements
- size of parts of arrangements and the zone theorem

References

- [CGAA] Chapter 8
- [Zurich notes] Chapter 8