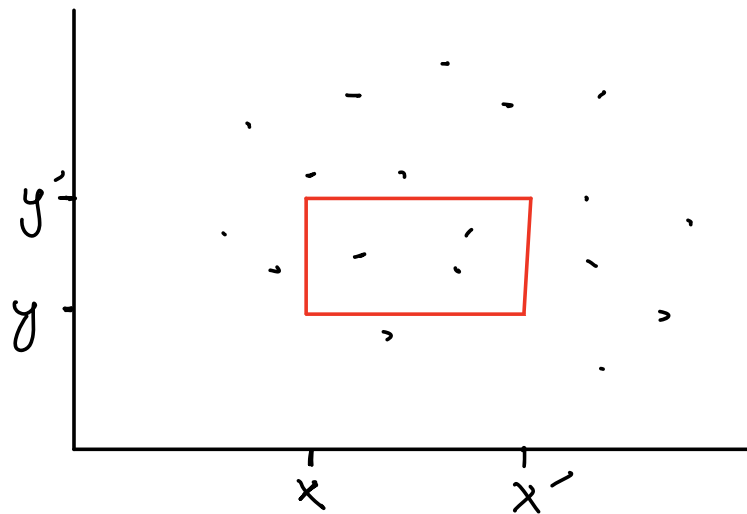


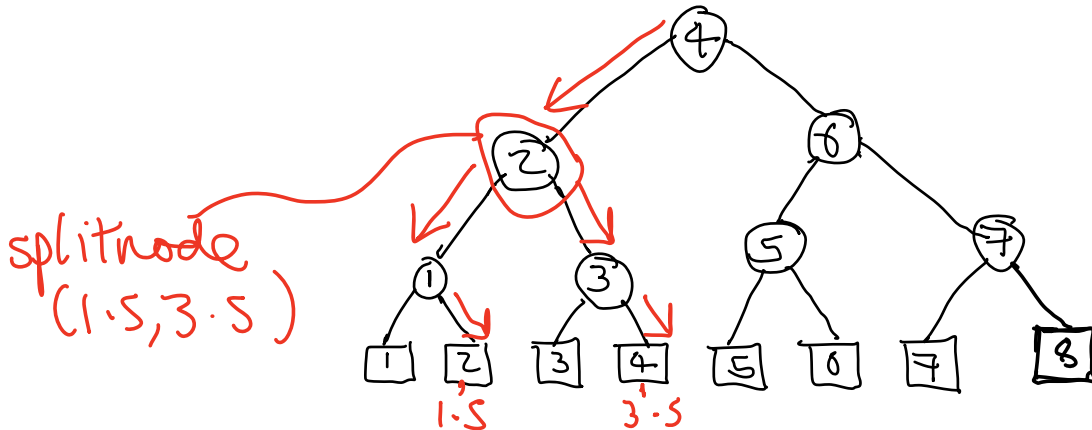
## Lecture 8 - Orthogonal Range Searching

- Consider set  $P \subseteq \mathbb{R}^d$  and a range  $[x_1, x_1'] \times \dots \times [x_d, x_d'] \subseteq \mathbb{R}^d$ .
- Find points of  $P$  belonging to the range.
- Relevant to querying databases.



## 1-d range searching

- $P = \{p_1, \dots, p_n\} \subseteq \mathbb{R}$  &  $x \leq x'$
- Points of  $P$  stored as leaves in binary balanced tree.

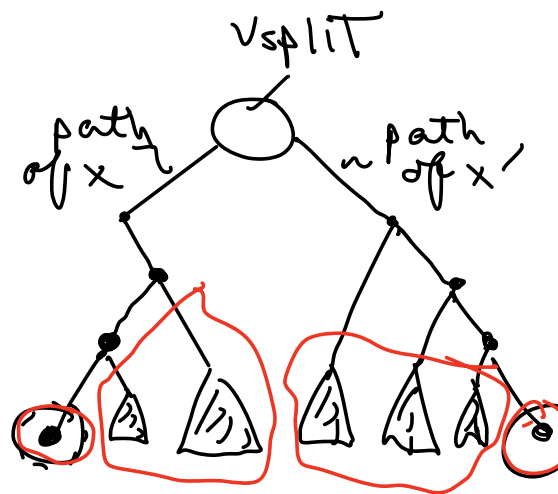


- Node  $v$  stores max. value in left subtree.
  - Left subtree of node  $v$  contains elements  $\leq x_v$ , right subtree contains elts.  $> x_v$ .
  - Point  $x \in \mathbb{R}$  determines path from root to leaf: at node  $v$ , go left if  $x \leq x_v$  & right if  $x > x_v$ .
- Eg:  $x = 1.5$ ,  $x' = 3.5$ .
- At  $x \leq x'$ , splitnode( $x, x'$ ) is last node at which paths for  $x, x'$  agree.

## Algorithm

- Input:  $P = \{x_1, \dots, x_n\} \subseteq \mathbb{R}$  stored in a bal. bin. tree &  $x \leq x'$
- Find points of  $P$  in range  $x \leq x'$ .

- Find split node  $v_{split}$
- If  $v_{split}$  is a leaf, check if in  $[x, x']$  & report it, if so.



- Follow path of  $x$  from  $v_{split}$  to a leaf.

- If at node  $v$ ,  $x$  moves left, we report all points in right subtree of  $v$  as solutions.

- At leaf, check if it belongs to  $[x, x']$

- Similarly, Follow path of  $x'$  to leaf, and when  $x'$  moves right, report left subtree. At leaf, check.

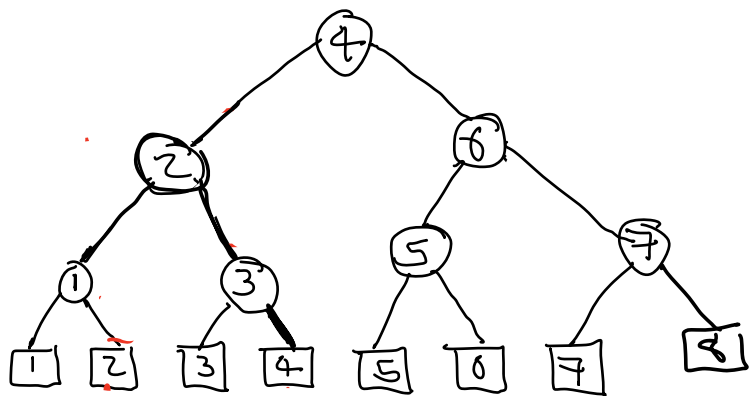
Why does this find all solutions?

- Suppose  $x \leq p \leq v_{spl}$ .

- Then  $p$  is reported when paths for  $x$  and  $p$  diverge, or at leaf  $p$  itself.

- Similarly if  $v_{spl} \leq p \leq x'$ .

[5.5, 9]



Do in class.

- See E-Learning for pseudocode.

Complexity

- Time  $O(\log n)$  to follow path of  $x$ .
- Likewise for  $x'$ .
- Time to report  $k$  solutions is  $O(k)$ .

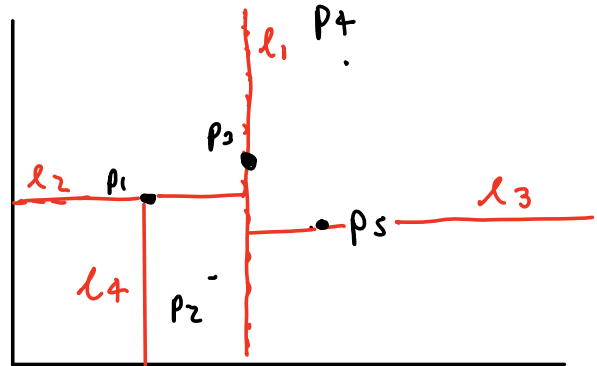
Total complexity  $O(\log n + k)$

no of leaves

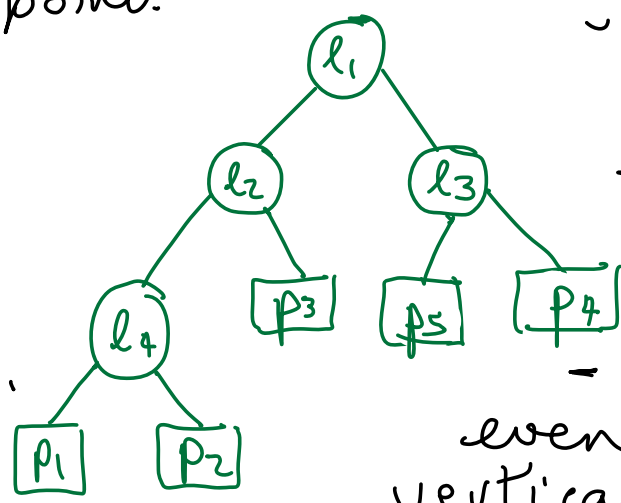
no of solutions.

# Z-d range searching

- Set  $P \subseteq \mathbb{R}^2$  (assume no 2 pts have same x or y coordinate)
- Using vertical line, split through median point ordered by x-coordinate. Count point on the line in left region (should be same number of points in either region or one more in the left)
- Now split left & right regions using horizontal lines, through point with median y-coord, so lower (left) region contains line & has same no. or 1 more point as upper (right) region.
- Repeat until each region contains 1 point.



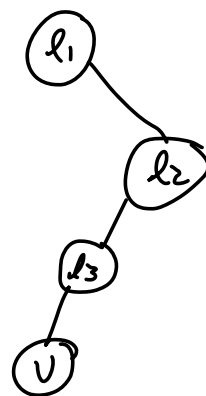
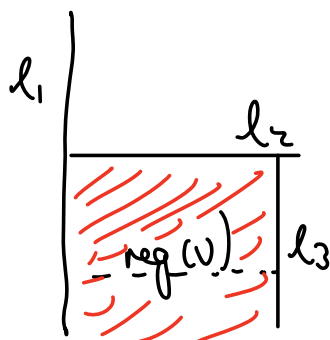
- This data structure is called a KD-tree.



- Binary tree.
- Leaves are points of  $P$ .
- Nodes of even depth store vertical lines by x-coord.
- Nodes of odd depth store horizontal lines, by y-coord.

- Takes  $O(n)$  storage, where  $n$  is no. of leaves.
- $O(n \log n)$  to const. KD-tree on  $n$  points.

- Region of node  $v$ :
  - rectangular region bordered by ancestors of  $v$ .
  - (ie. if  $v$  represents a line,  $\text{region}(v)$  is area which this line split into two.)



- $\text{Region}(\text{root}) = \mathbb{R}^2$
- $\text{Region}(lc(v)) = \text{Region}(v) \cap \text{left}(v)$

left child

- $\text{Region}(rc(v)) = \text{Region}(v) \cap \text{right}(v)$

right child

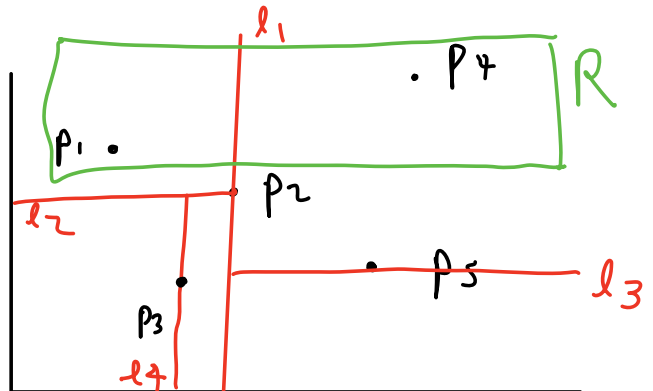
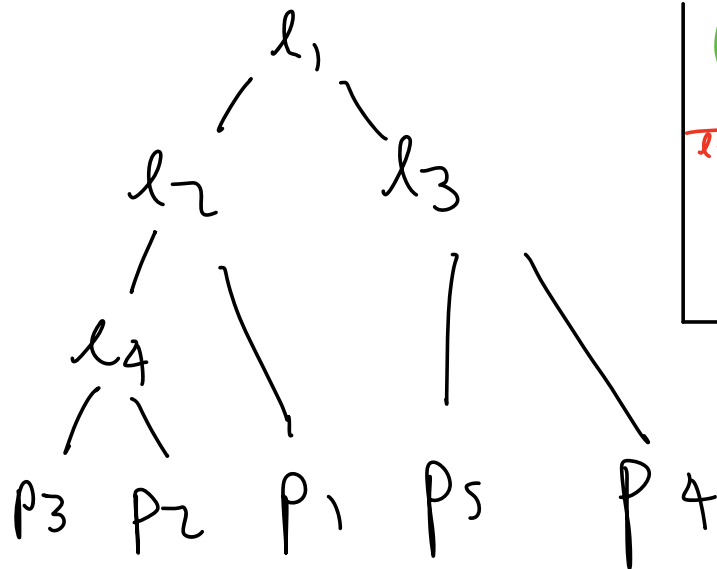
- A point  $p$  of  $P$  belongs to  $\text{region}(v) \iff p$  belongs to subtree under  $v$ .
- Idea: search through subtree under node  $v \iff \text{region}(v)$  intersects search rectangle (range).

## Algorithm

- Given range  $R$  & KD-tree of points  $P$ .
- Find points of  $P$  in  $R$
- Move downwards through tree.
- At node  $v$ :
  - if  $v$  is a leaf, check if it belongs to  $P$ .
  - otherwise, we look at  $lc(v), rc(v)$ .
    - If  $\text{reg}(lc(v)) \subseteq R$ , report subtree of  $lc(v)$ .
    - Else, if  $\text{reg}(lc(v))$  intersects  $R$ , continue search of subtree of  $lc(v)$ .
    - Sim, if  $\text{reg}(rc(v)) \subseteq R, \dots$
- See E-Learning for pseudocode.

Complexity  $O(\sqrt{n} + k)$   
 n no. of points in  $P$       no. of solutions

Example



- At  $l_1$ , look at  $l_2, l_3$   
 $\rightarrow$  Both  $\text{reg}(l_2), \text{reg}(l_3) \cap R$ , but not cont. in

At  $l_2$ , look at

$l_4, p_1$ .

- $\text{reg}(l_4) \cap R = \emptyset$ .
- $p_1 \in R \Rightarrow$  report  $p_1$ .

At  $l_3$ , look at  $p_5, p_4$ .

$p_4 \in R$ .



- Removing assumption that no points in  $P$  have same  $x$  or  $y$ -coordinate

Observation: did not need points to be real numbers - only needed them to be elements of a totally ordered set: so we can compare elements & find medians.

- Pass from  $\mathbb{R}$  to  $C = (\mathbb{R} \cup \{-\infty, \infty\})^2$   
elements of form  $(a|b)$

-  $C$  has lexicographic order:

$$(a|b) < (c|d) \Leftrightarrow a < c \text{ or } (a = c \ \& \ b < d)$$

$$\begin{array}{ccc} \mathbb{R}^2 & \longrightarrow & C^2 \\ (p_x, p_y) = p \in P & \longmapsto & \hat{p} = ((p_x|p_y), (p_y|p_x)) \end{array}$$

• Set  $\hat{P} = \{ \hat{p} : p \in P \}$

- No two points in  $\hat{P}$  have same first or second coord.

• Let  $R = [x, x'] \times [y, y']$ ,

$$\hat{R} = [(x|-\infty), (x', \infty)] \times [(y|-\infty), (y', \infty)]$$

• Then  $p \in R \Leftrightarrow \hat{p} \in \hat{R}$  so only need to run our original alg (gen to a totally ord. set on  $(\hat{P}, \hat{R})$  instead)

ie.  $(p_x|p_y) \in [(x|-\infty), (x', \infty)]$   
 $\Leftrightarrow (x|-\infty) < (p_x|p_y) < (x', \infty)$

First ineq.  $x < p_x$  or  $x = p_x \sim x \leq p_x$

Second ineq.  $p_x \leq x'$

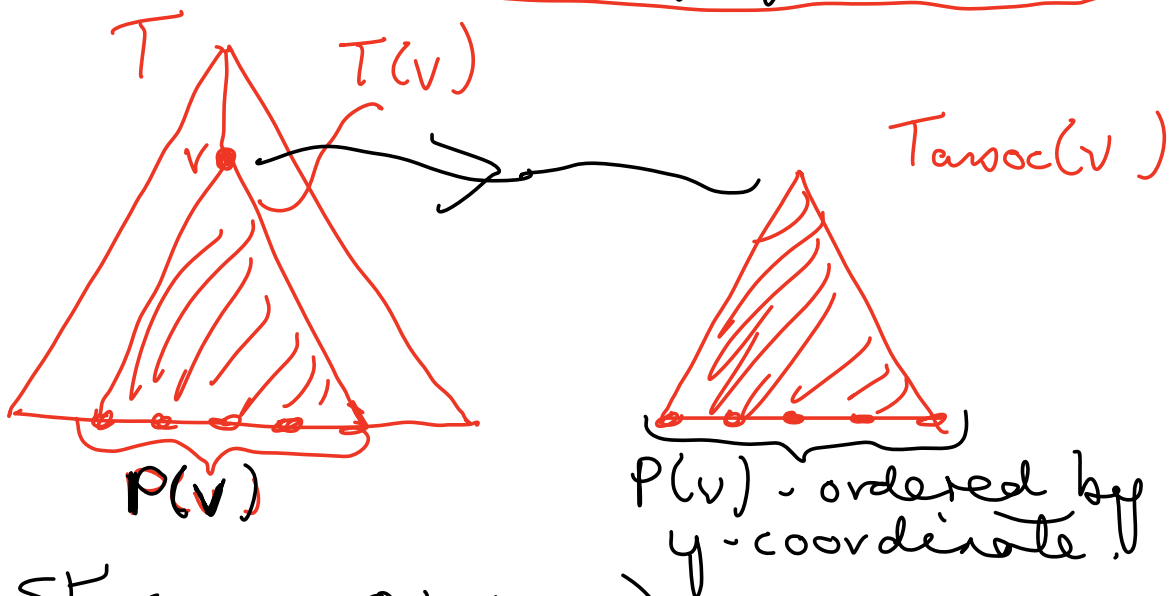
## Second approach - range trees

Idea: Given  $P \subseteq \mathbb{R}^2$  &  $R = [x, x'] \times [y, y']$

- ① Use a 1-d search to find points of  $P$  whose x-coord belong to  $[x, x']$ .
- ② Search amongst these points to find those whose y-coord belong to  $[y, y']$ .

Data structure: range tree.

- A binary tree where leaves are elements of  $P$ , ordered by x-coord (assume no 2 pts have same x or y coord).
- Each node  $v$  determines subtree  $T(v)$  with set of leaves  $P(v)$ ; For each such node we have another bin. tree  $T_{\text{assoc}}(v)$  with leaves  $P(v)$  ordered by y-coordinate.



- Storage  $O(n \log n)$  - see E-learning

# Searching a range tree $T$

$$R = [x, x'] \times [y, y']$$

- Look at tree ordered by  $x$ -coord, Find split node of  $x$  &  $x'$ .



- If path for  $x$  moves left at  $v$ , each leaf in right subtree belongs to  $[x, x']$
- Then we use a 1-d range search on Tanoc(vc(v)) to find those whose  $y$ -coord belongs to  $[y, y']$ .

- If  $v$  is a leaf, test whether it belongs to  $R$ .
- Similarly search path of  $x'$  below split node.

- Furthermore,

$$\text{complexity } O(\log n^2 + k)$$

no. of points

k no. of solutions

- Finally, both kd-trees & range trees can be gen. to higher dimensions. See E-Learning For this and comparison of

two approaches .

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