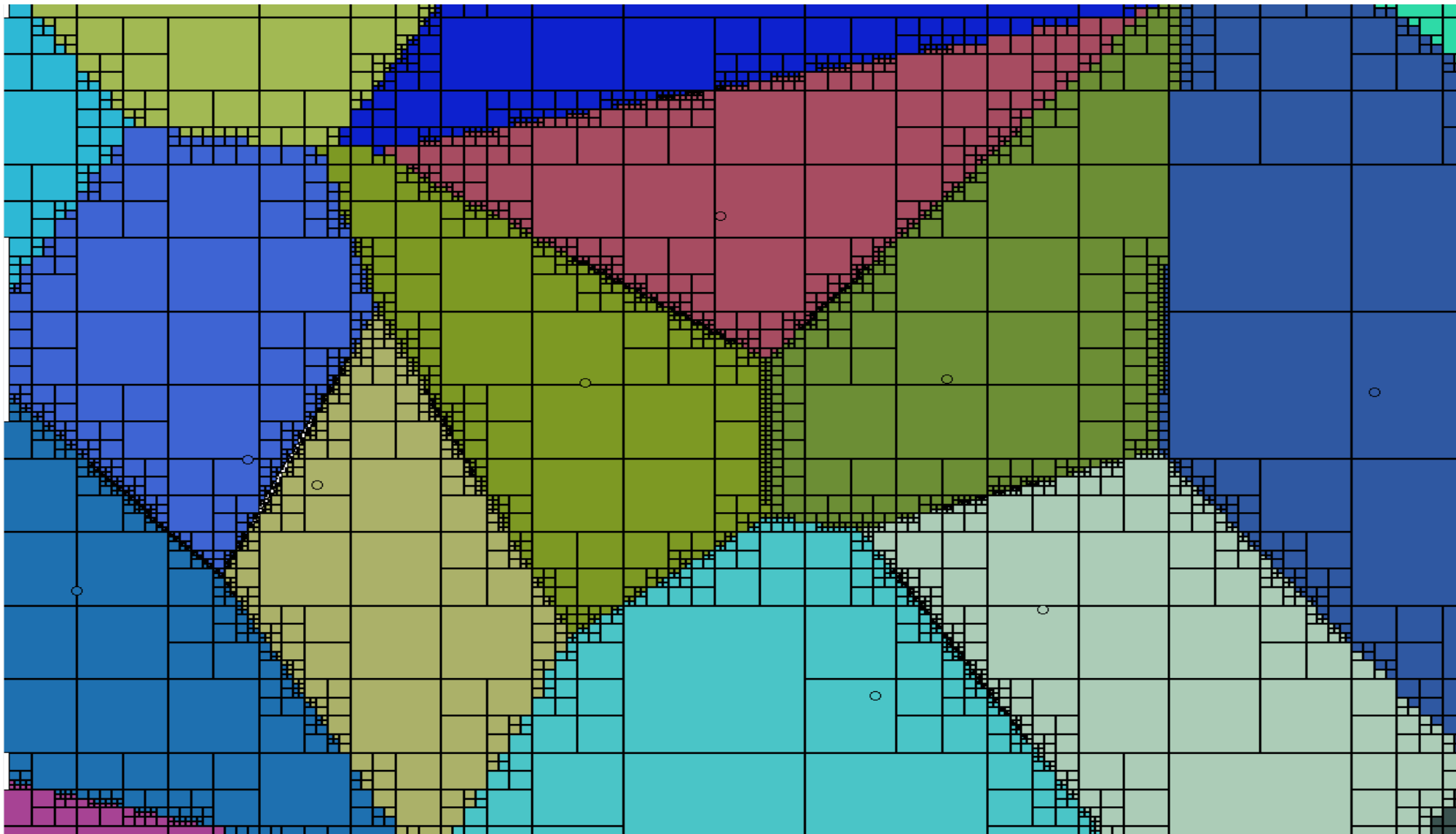


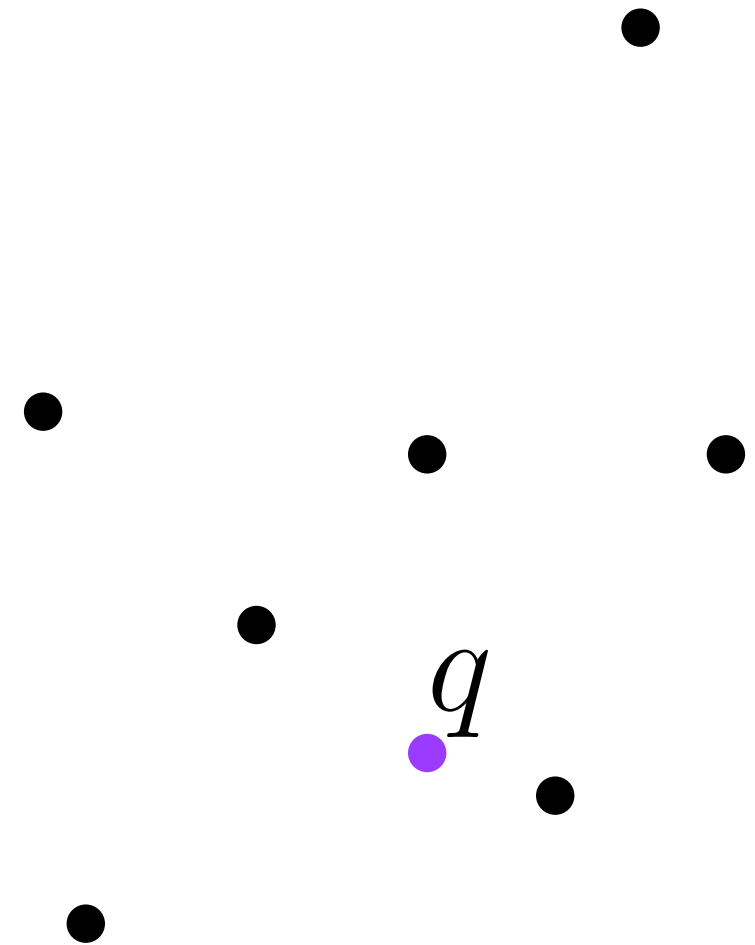
Approximate Voronoi Diagrams



Recap Point Location Among Balls

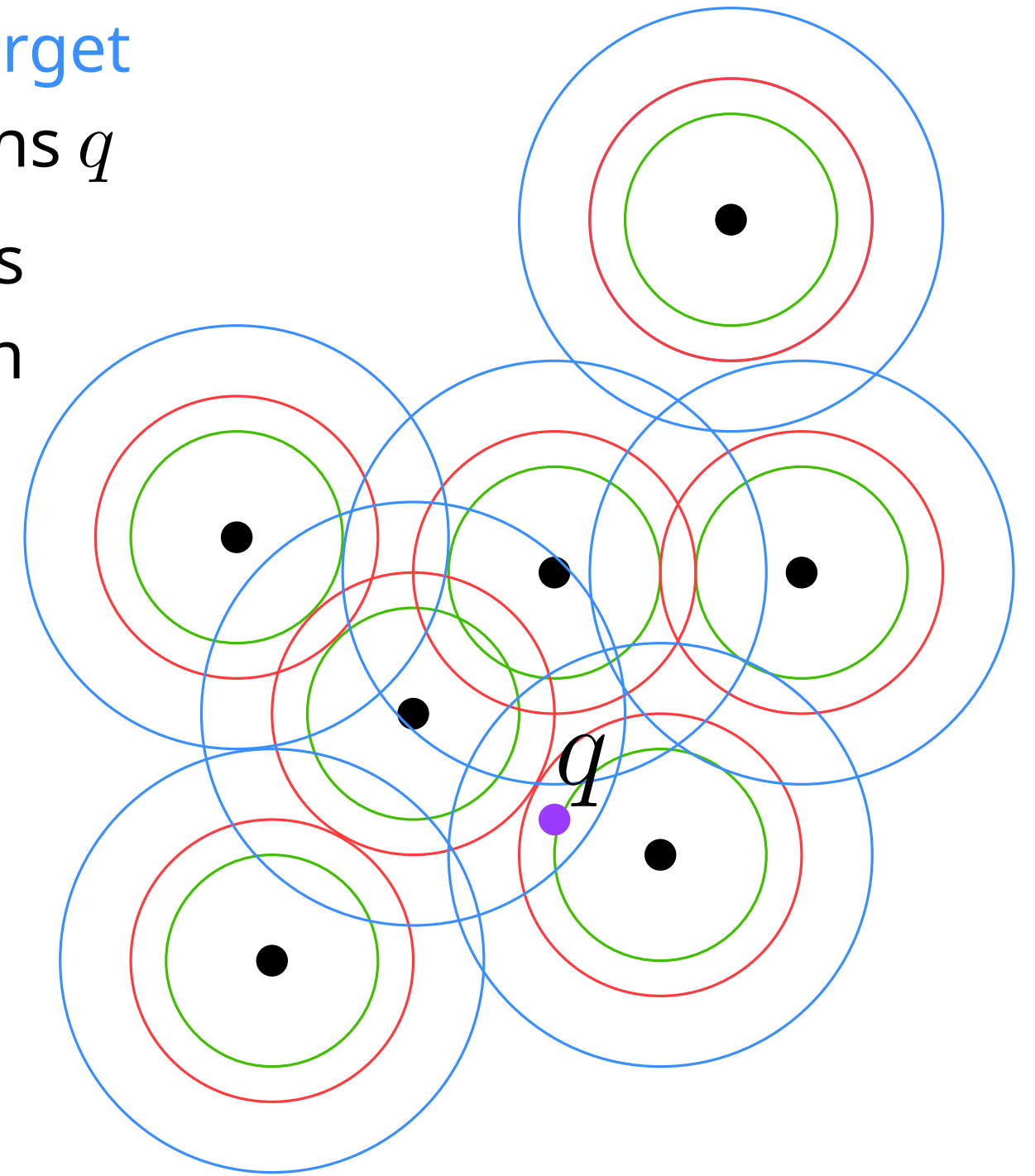
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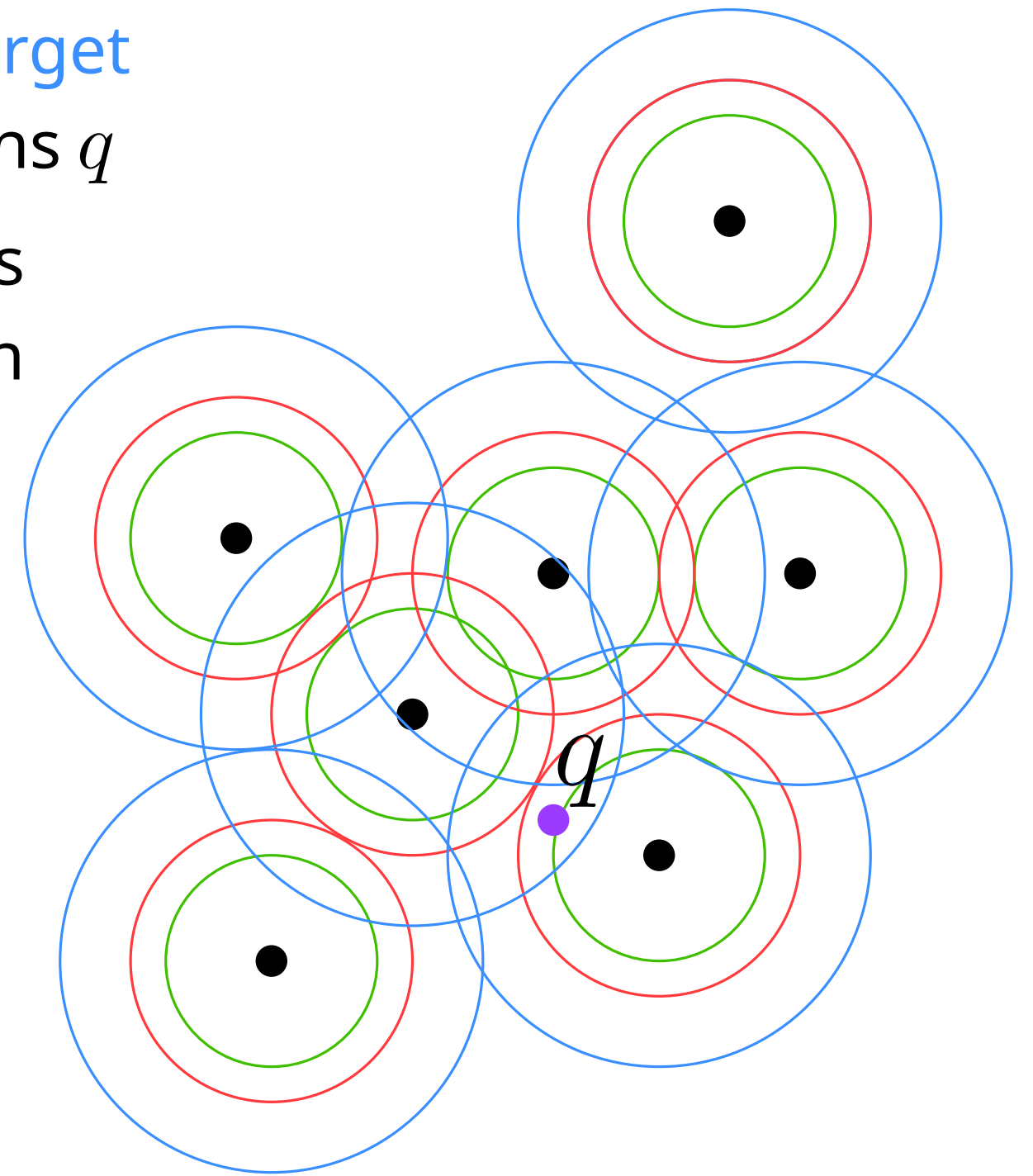
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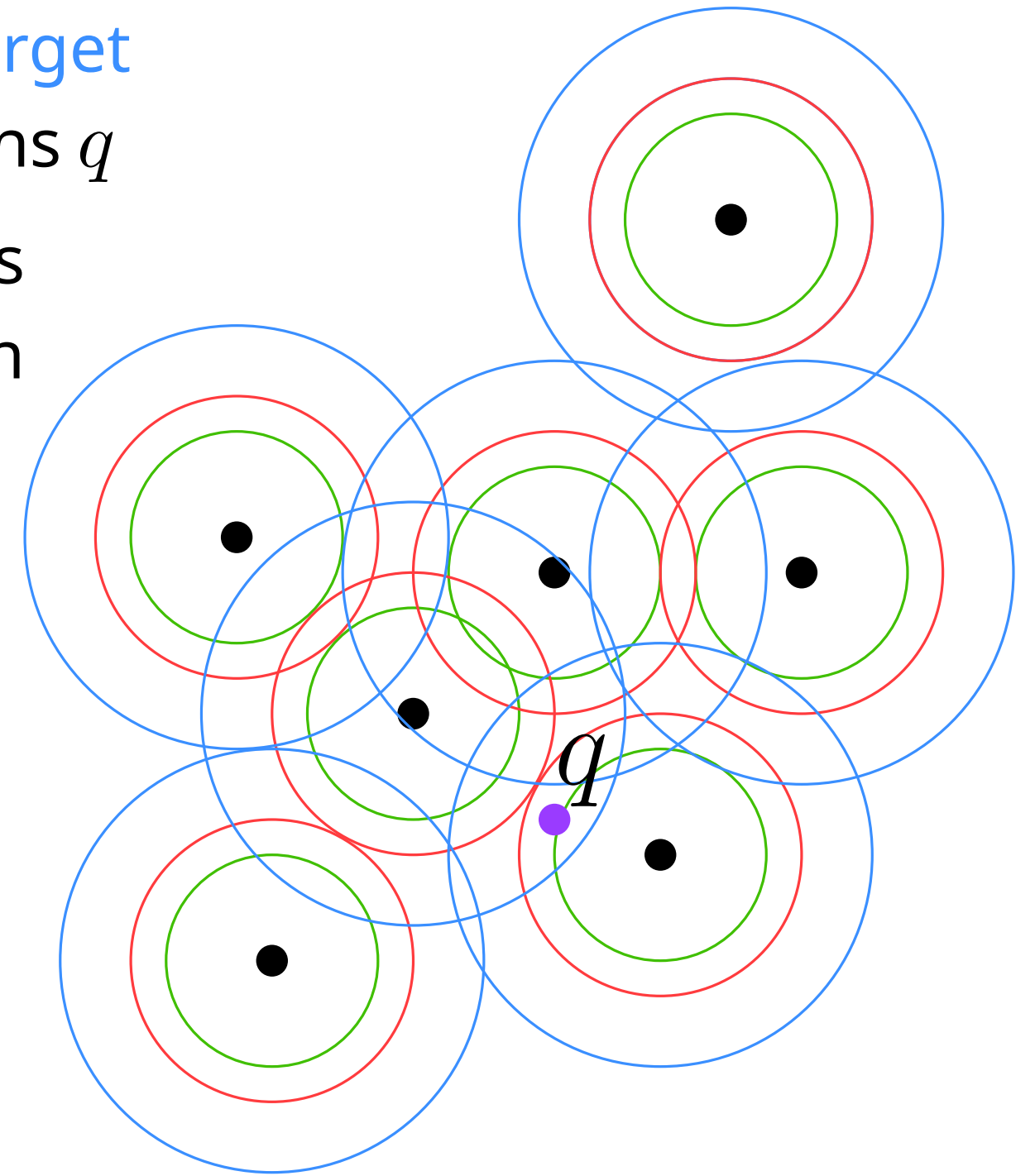
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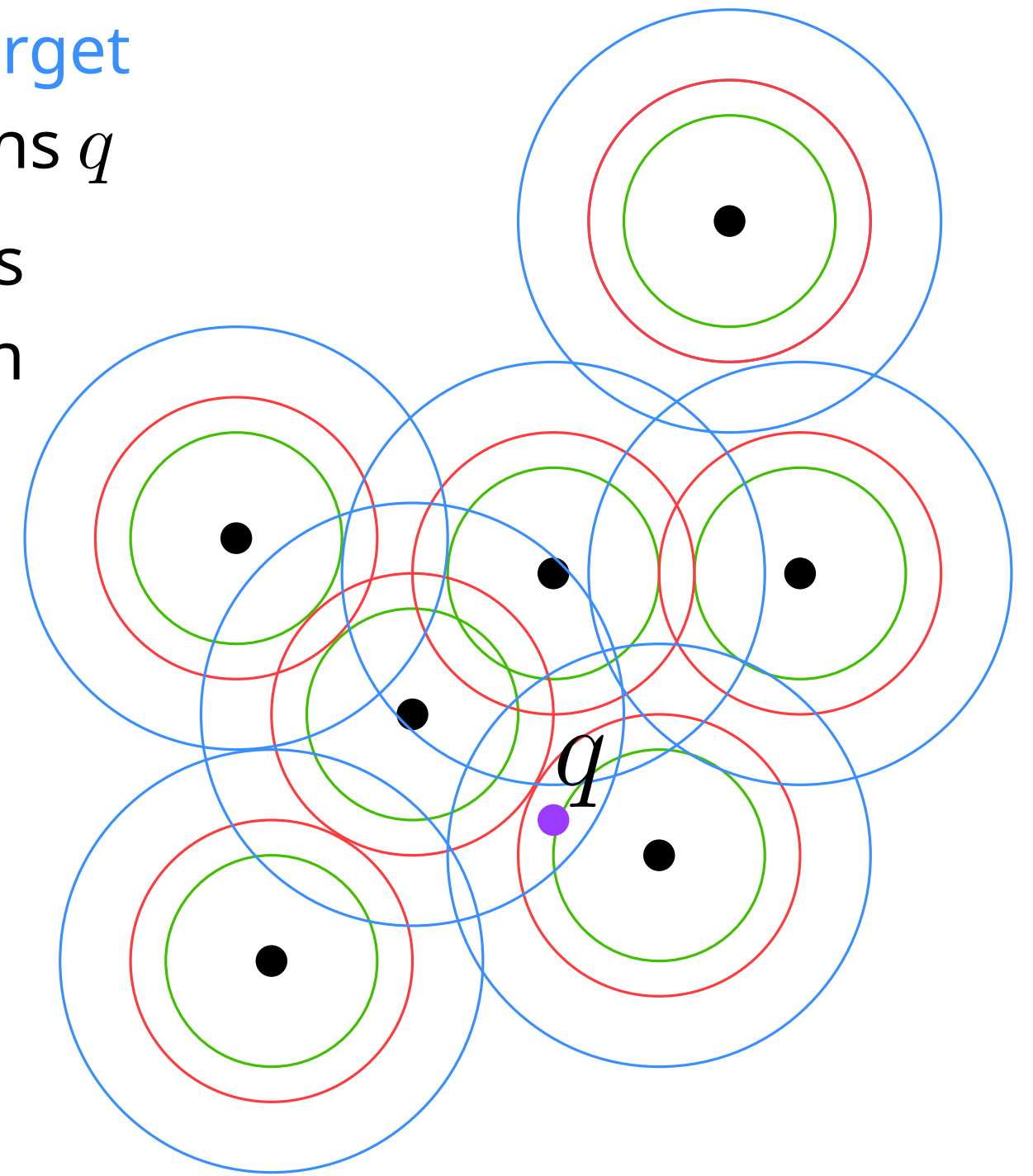
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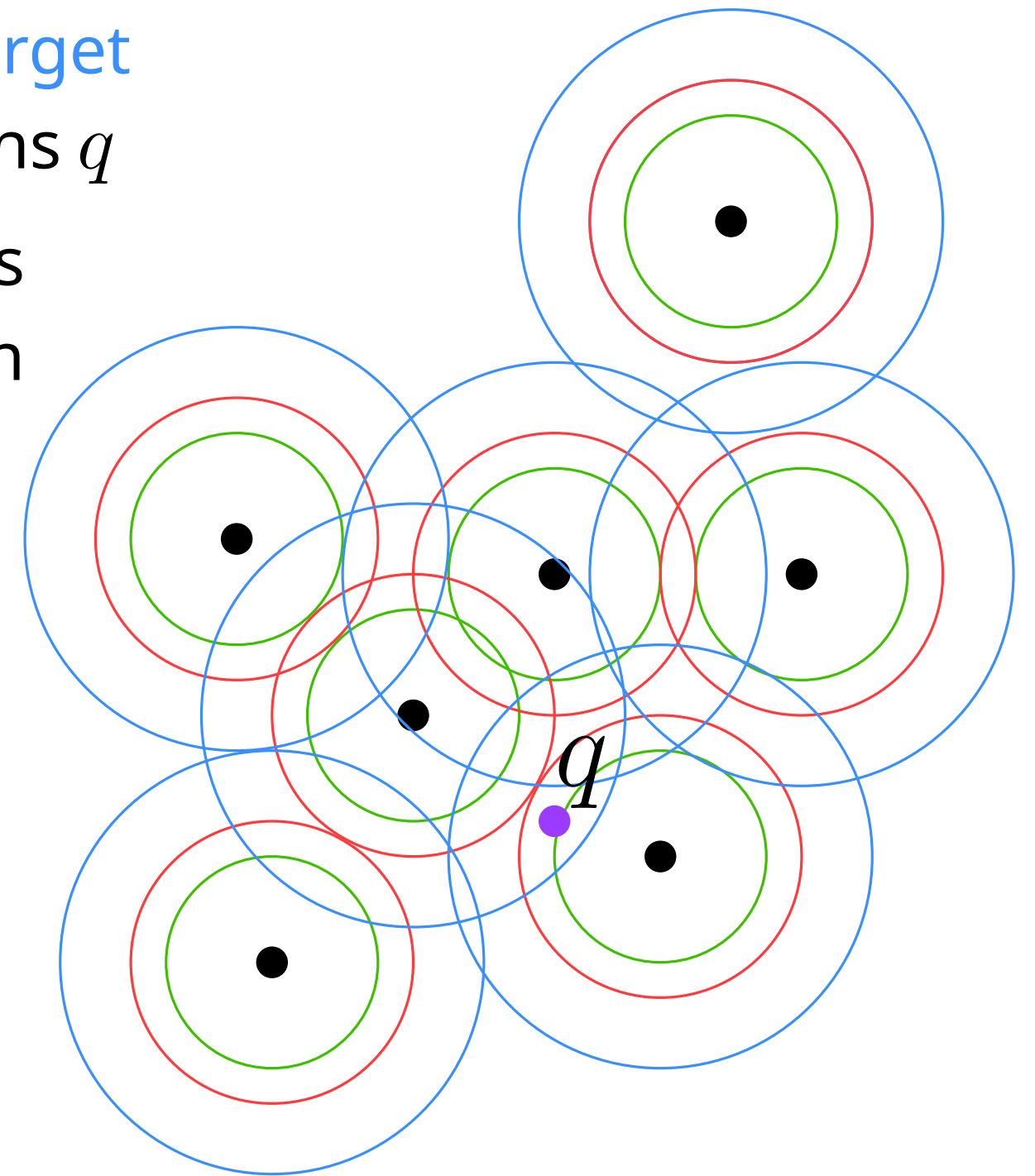


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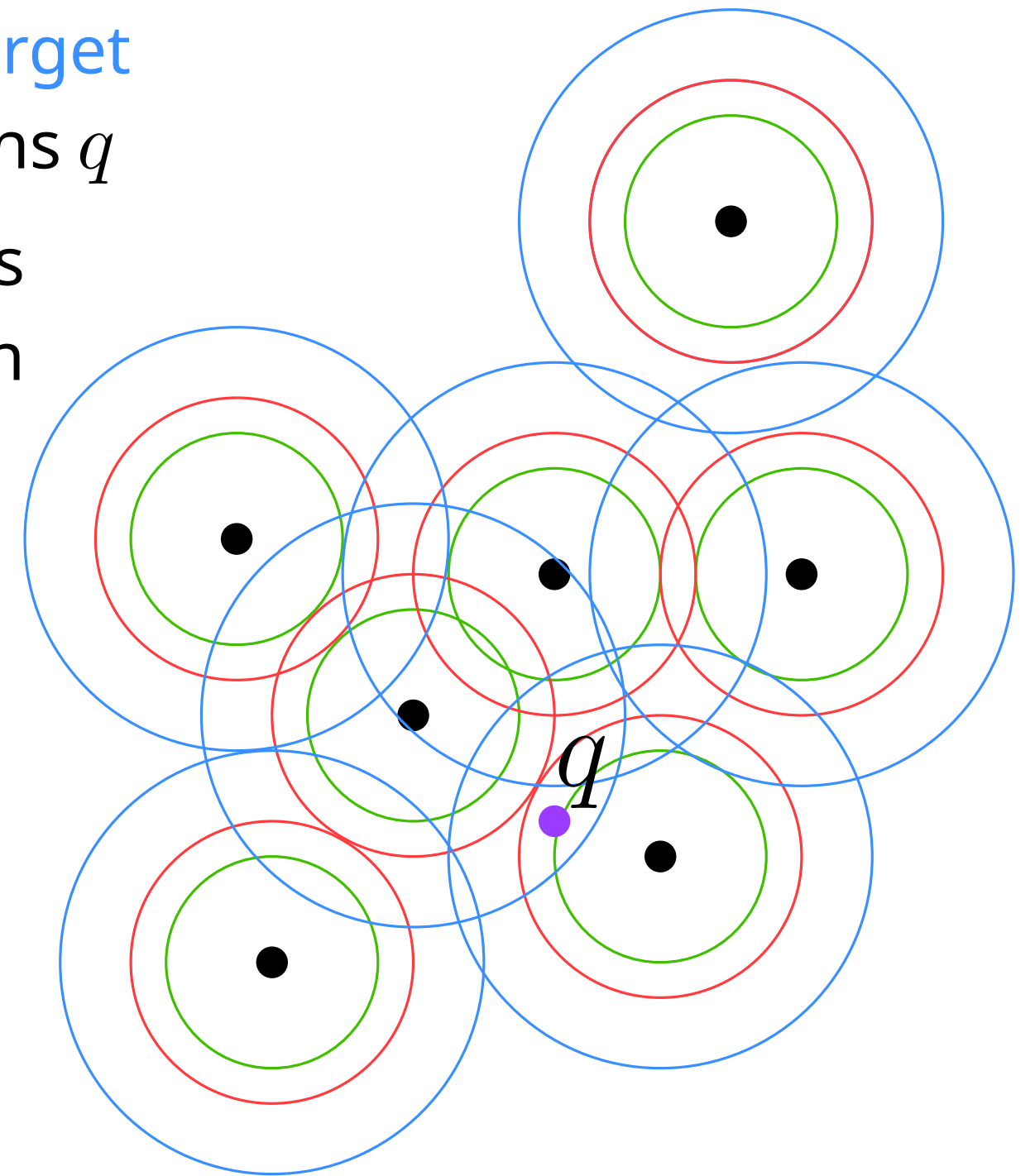


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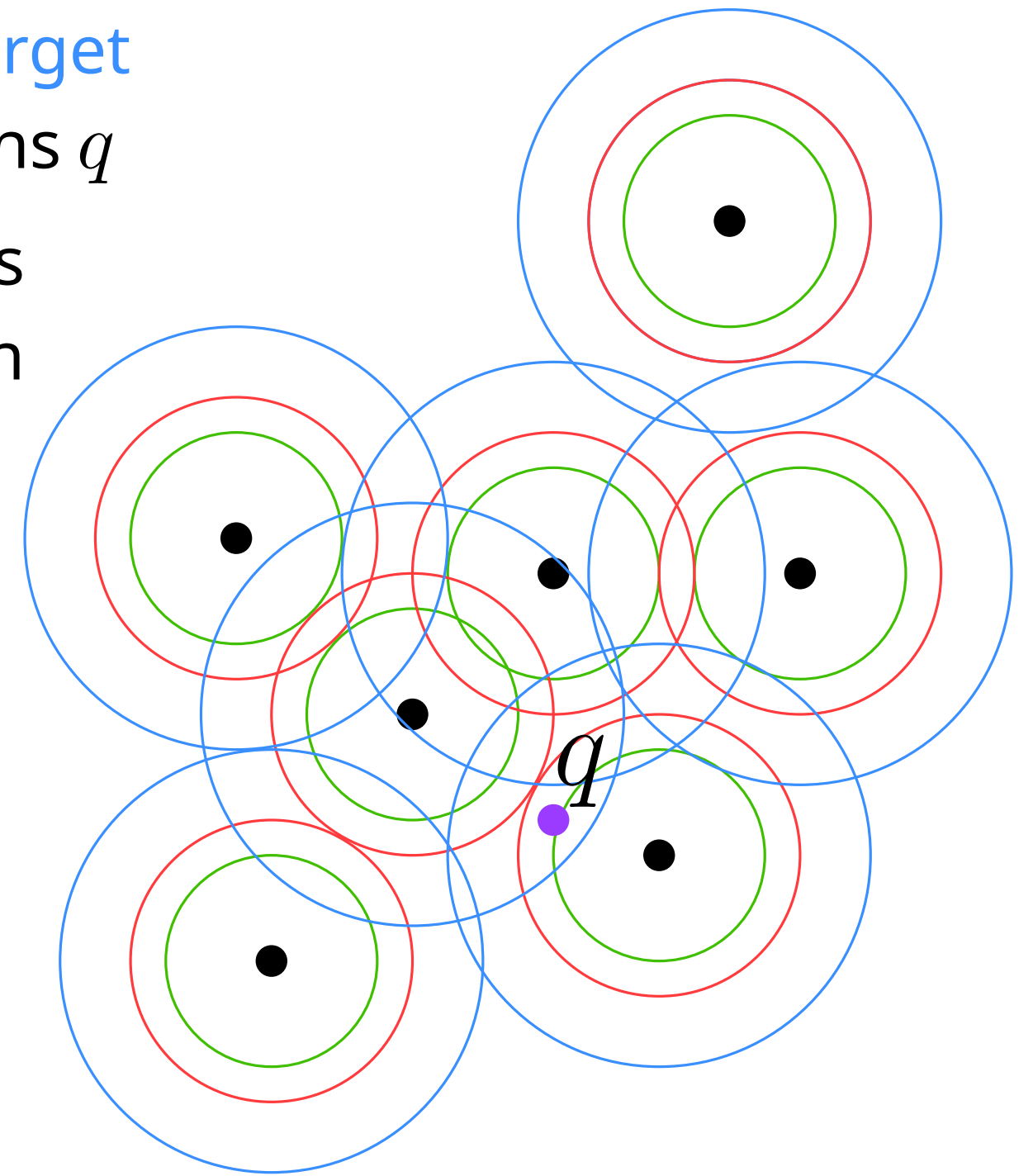
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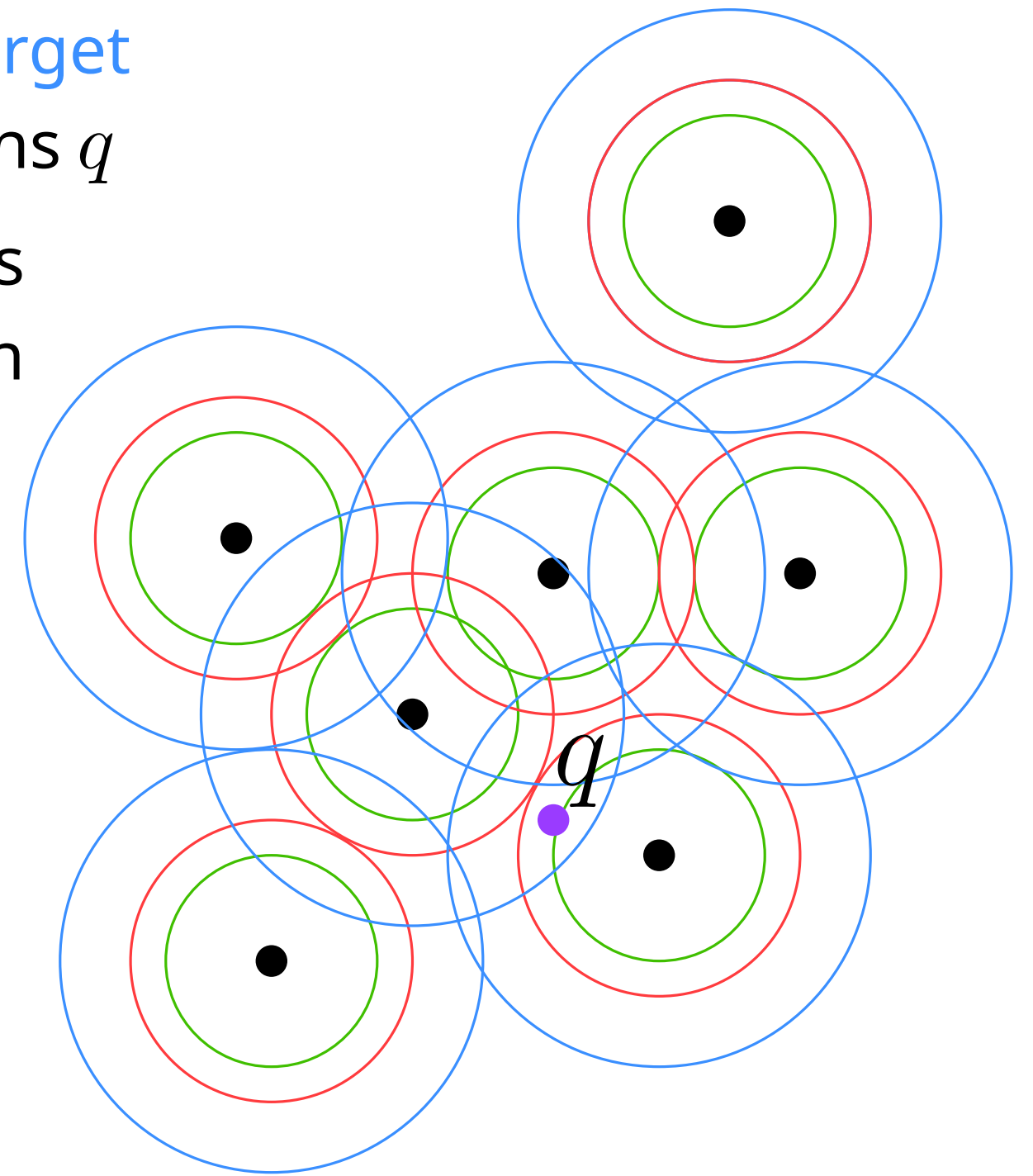


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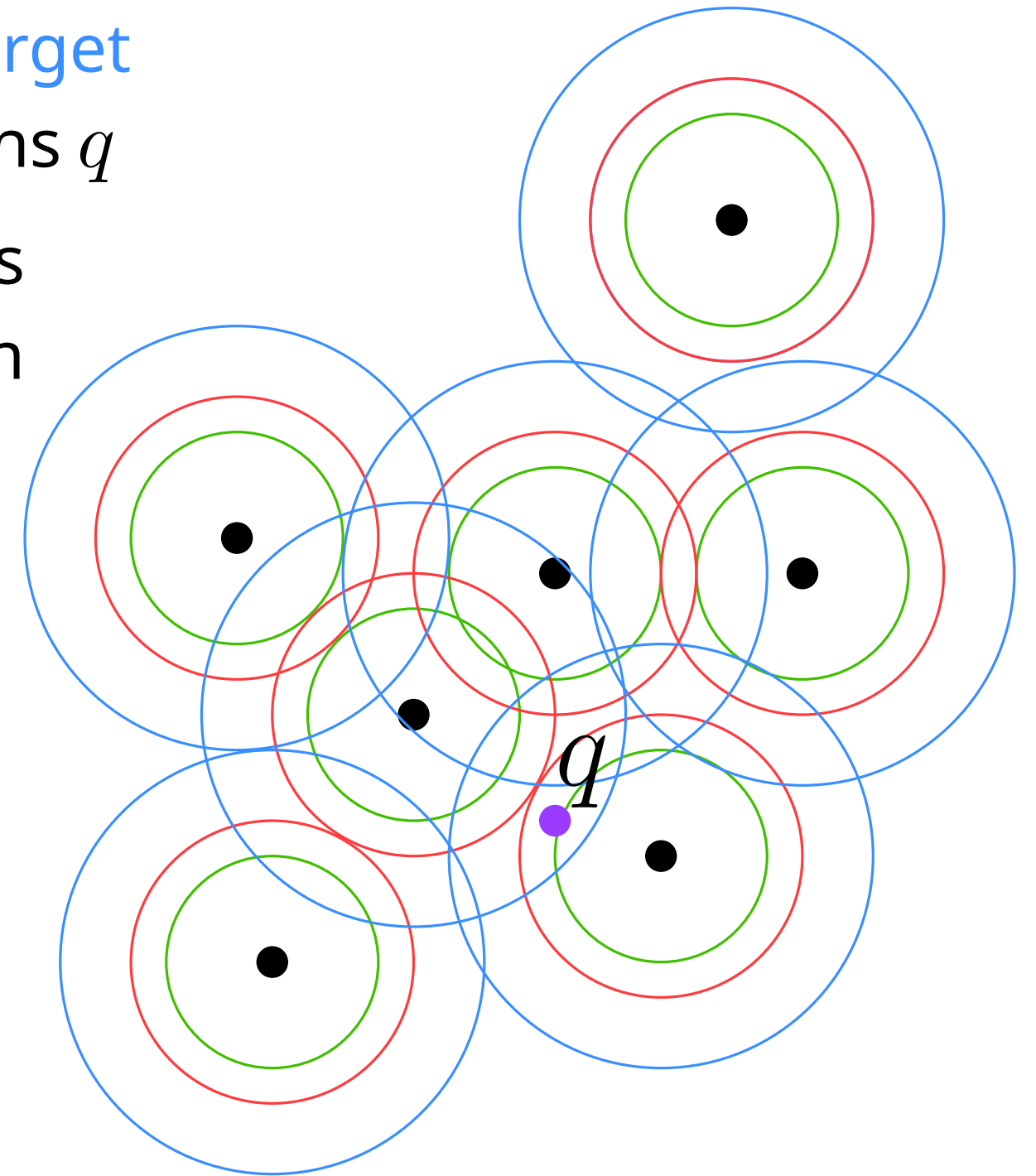
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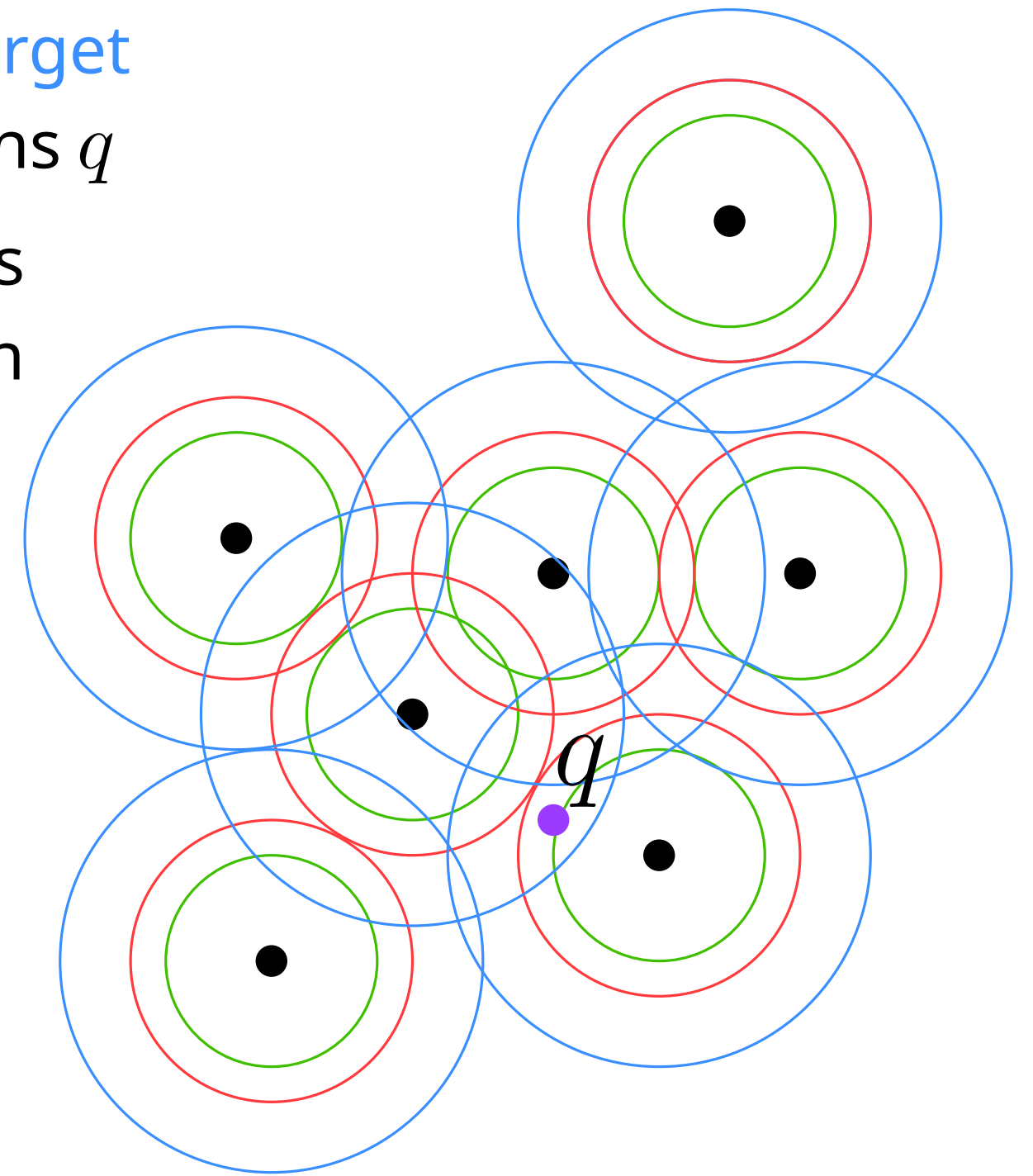
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points occur up to $\log n$ times



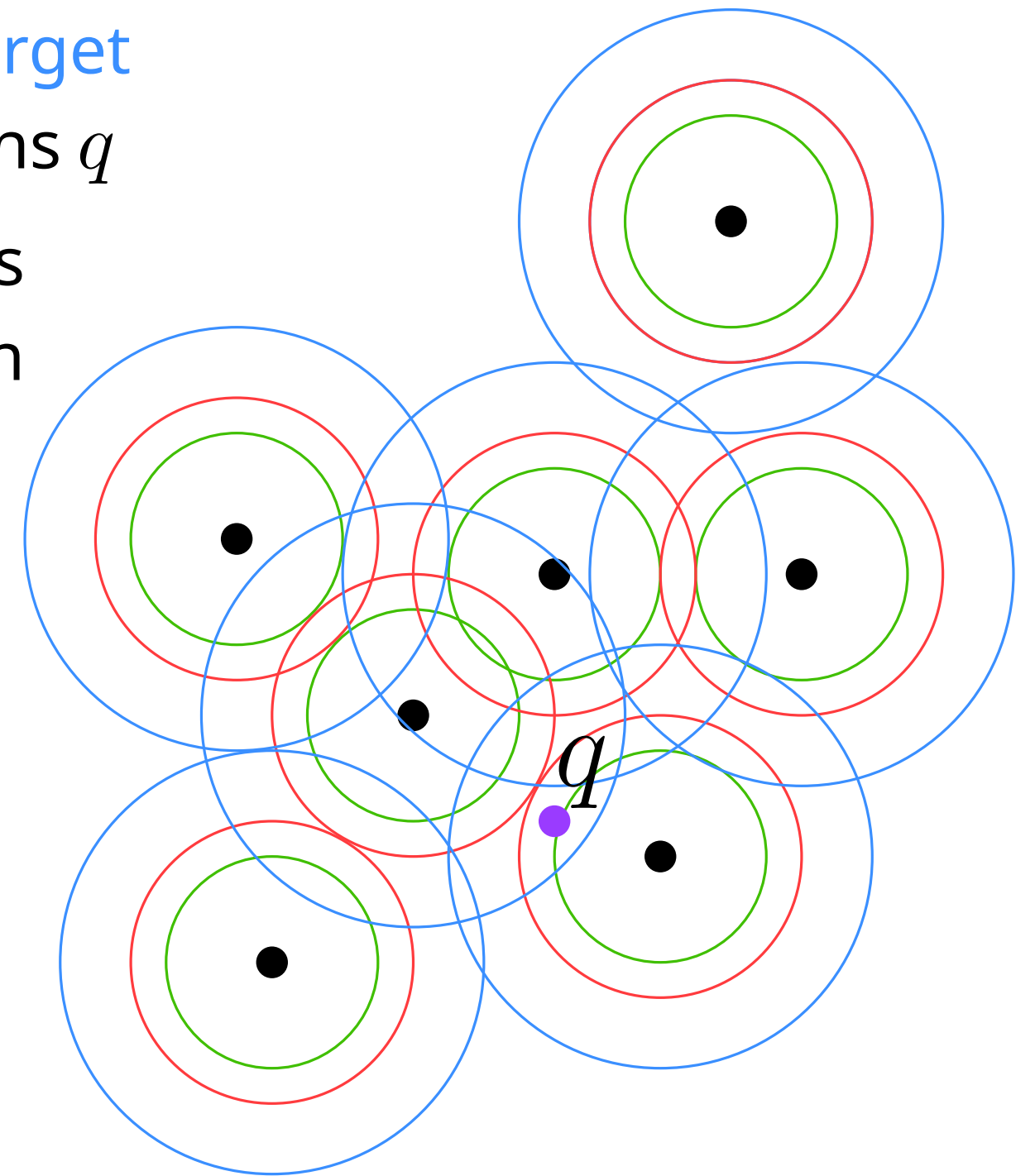
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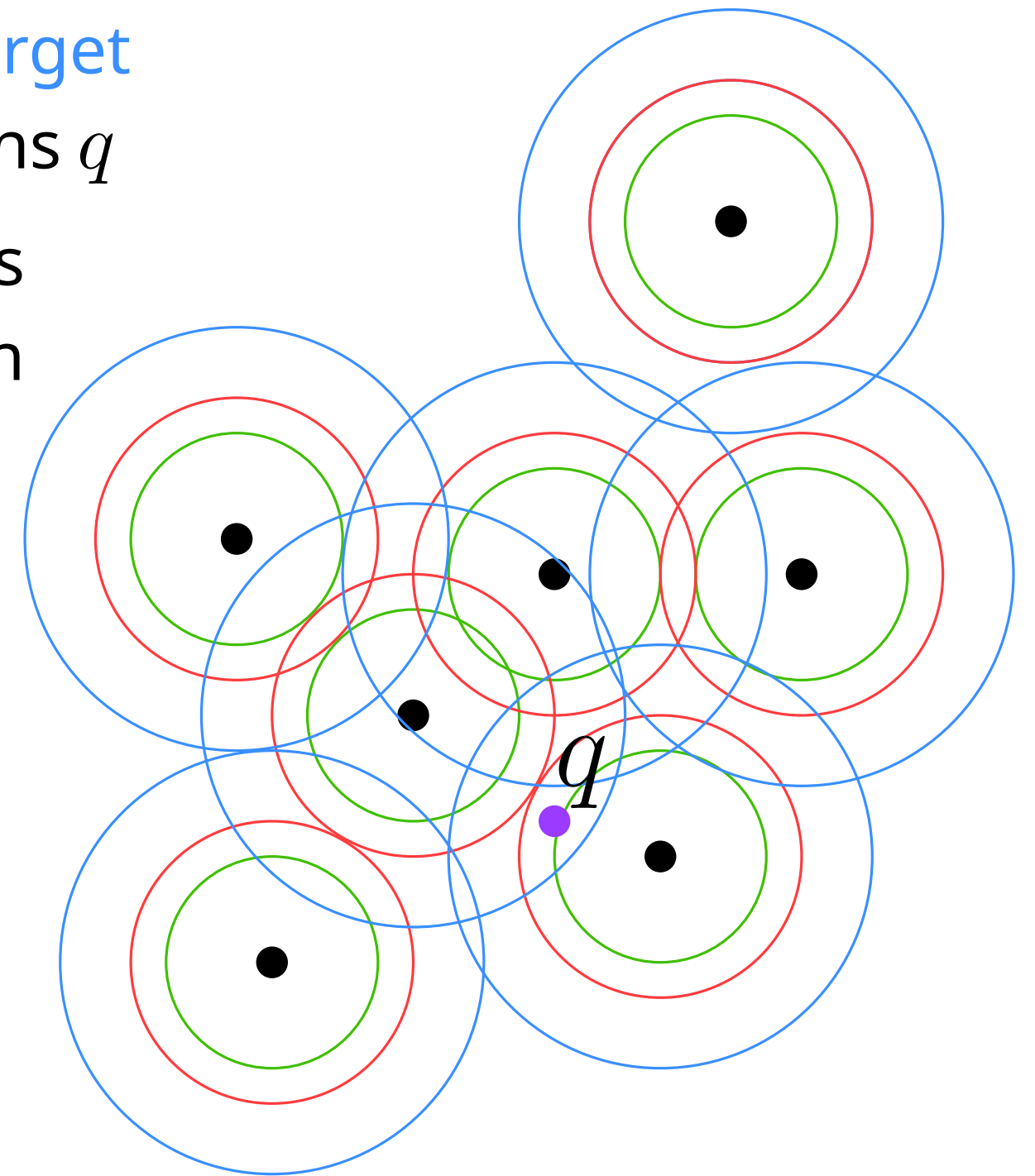
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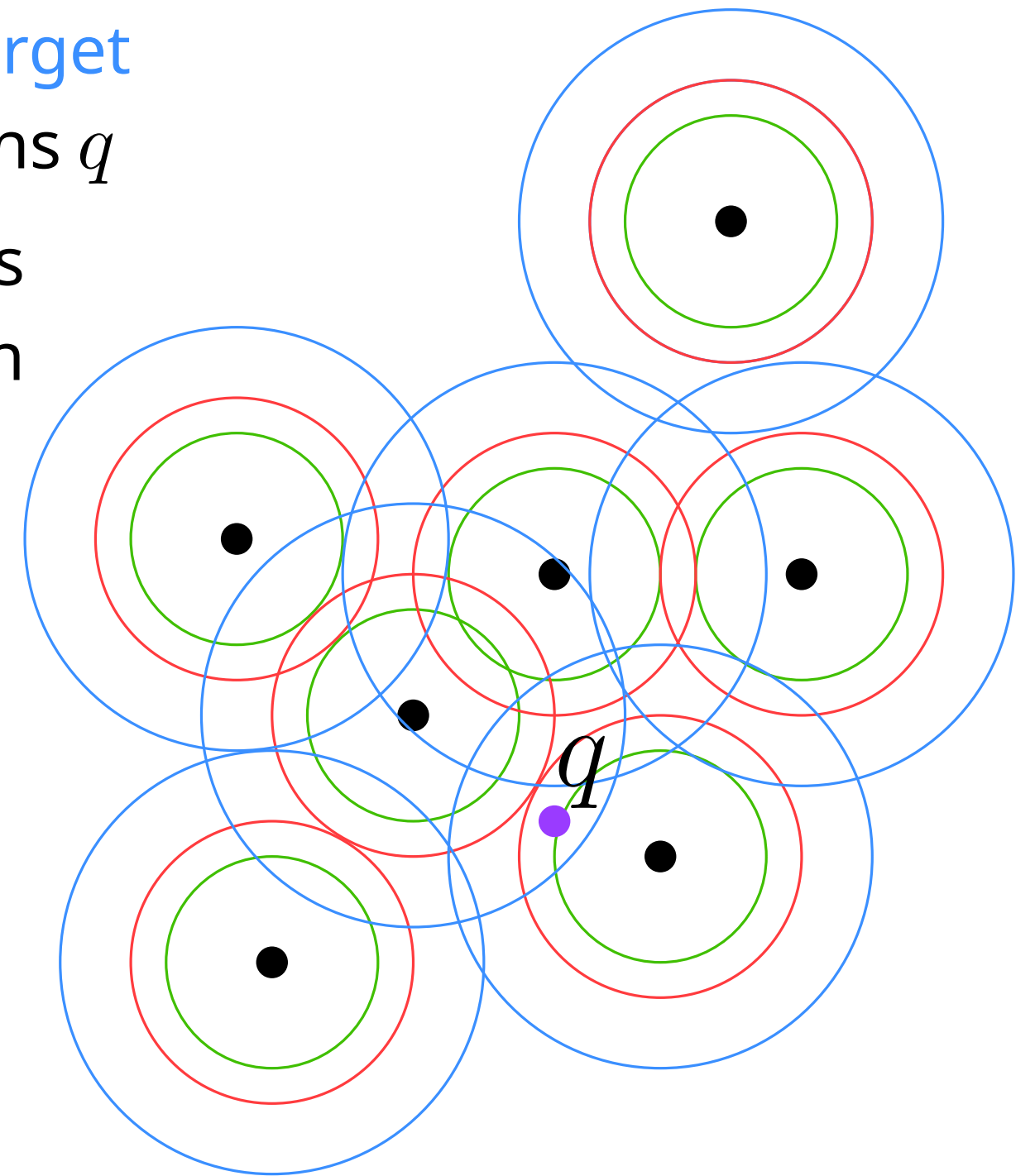
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$O(\log(n/\epsilon))$ queries

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Those queries are also hard ...

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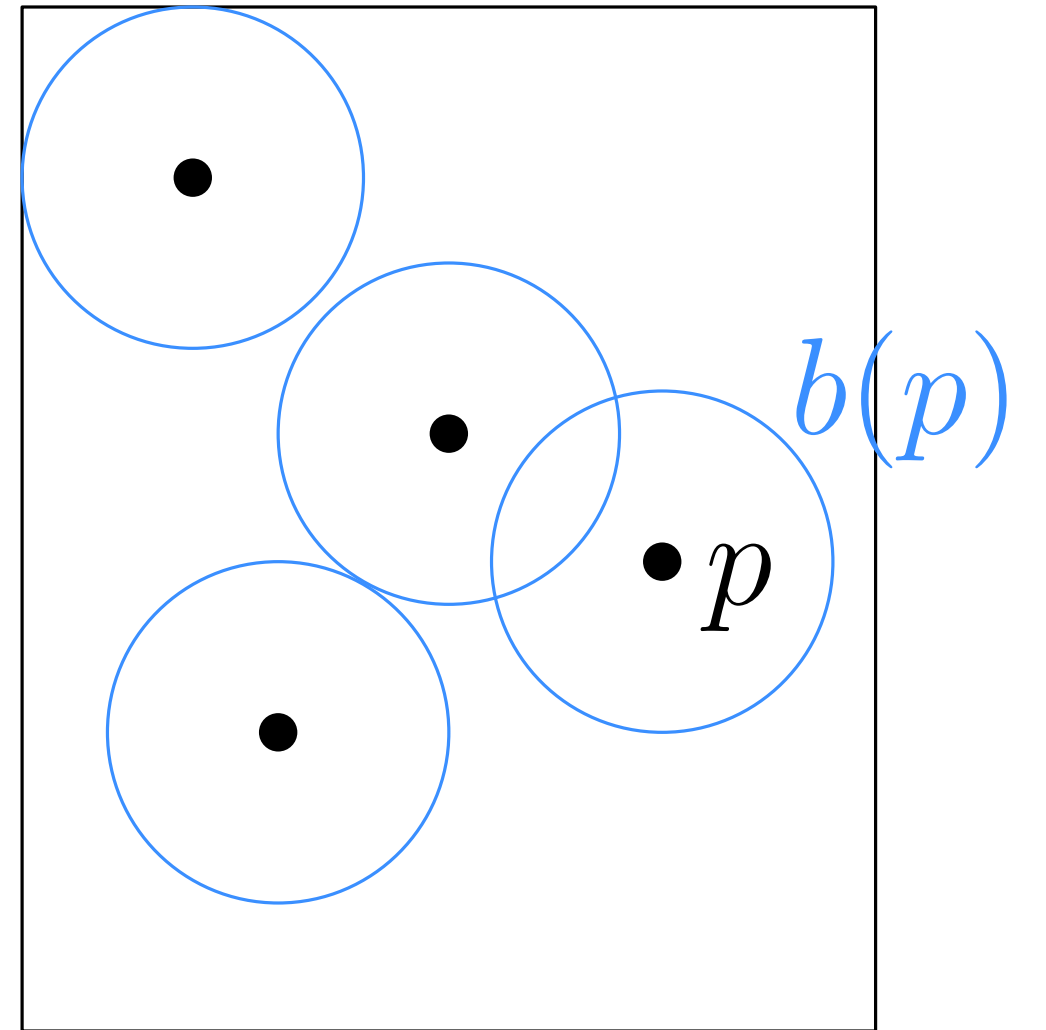
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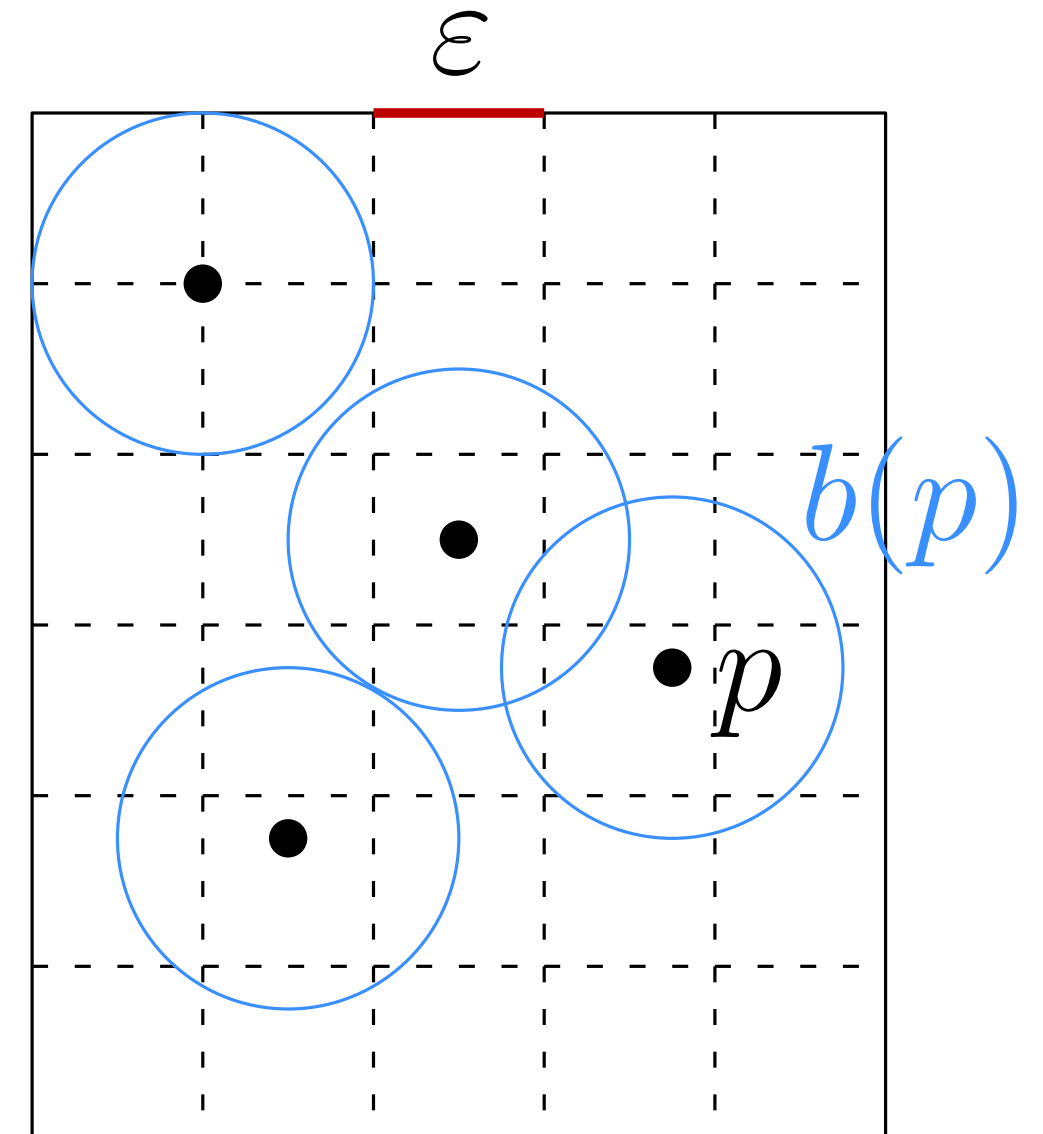
The power of grids!

Approximating the ball



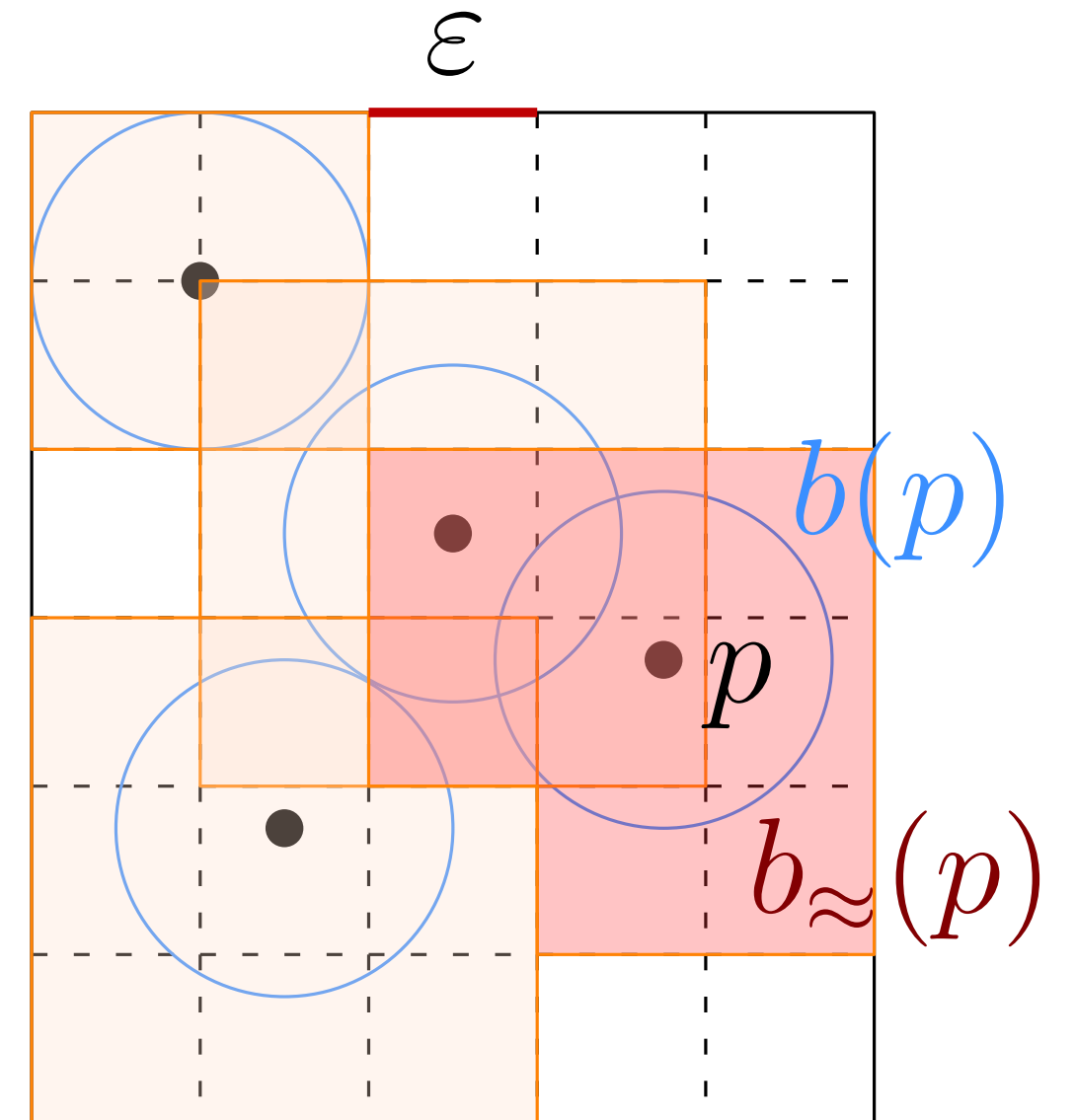
Approximating the ball

- Divide the space into a grid with sides ε



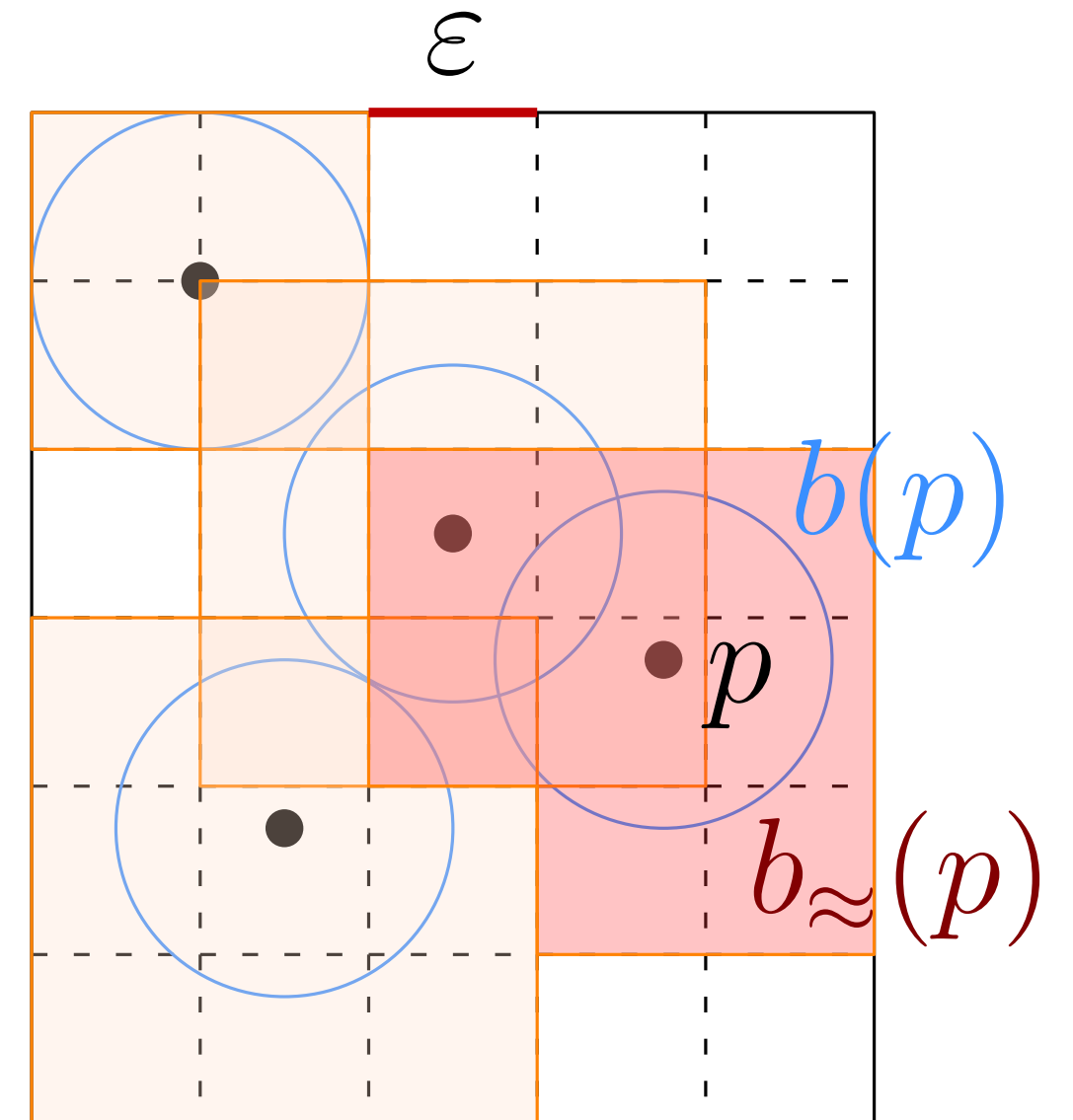
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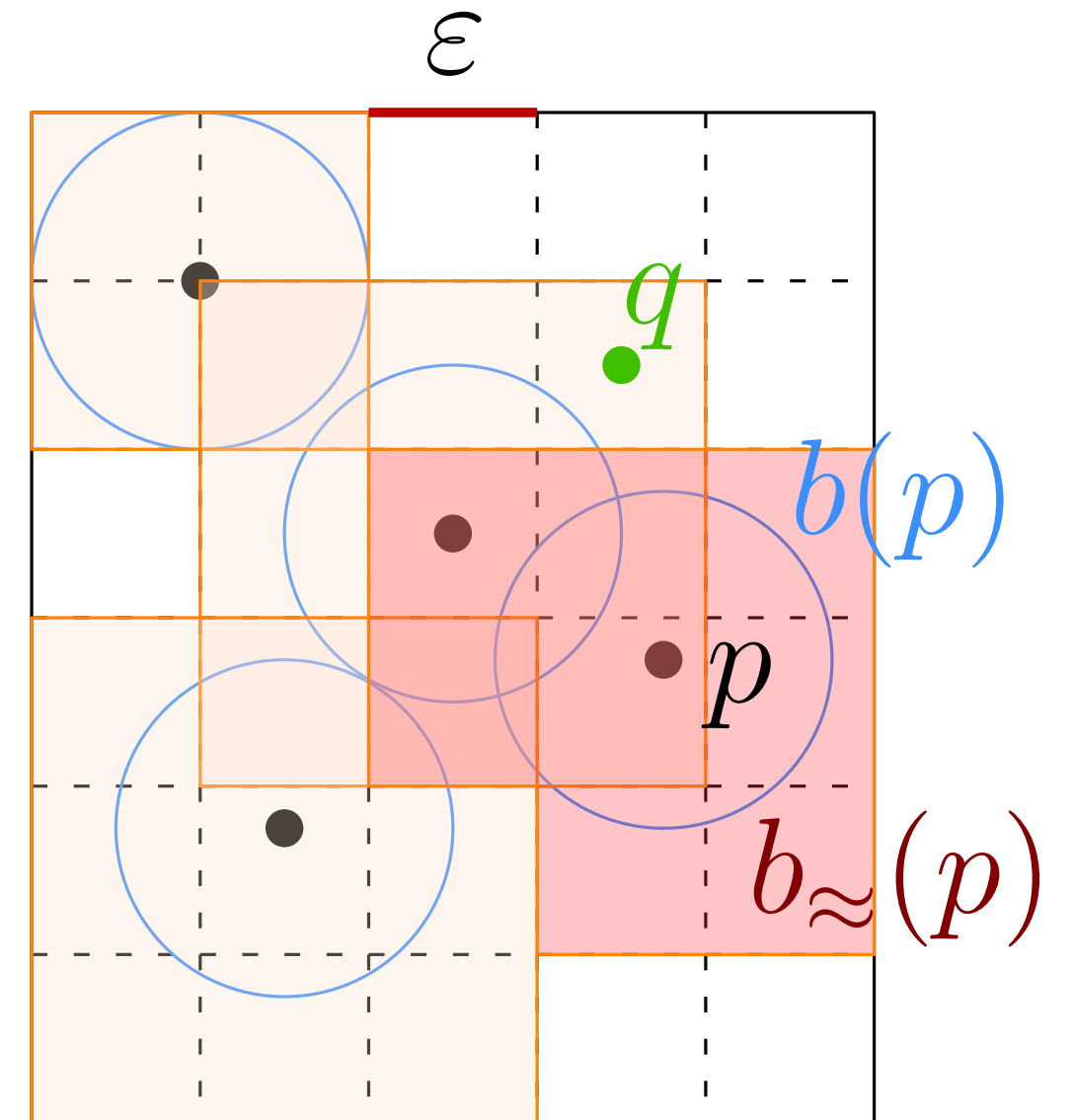
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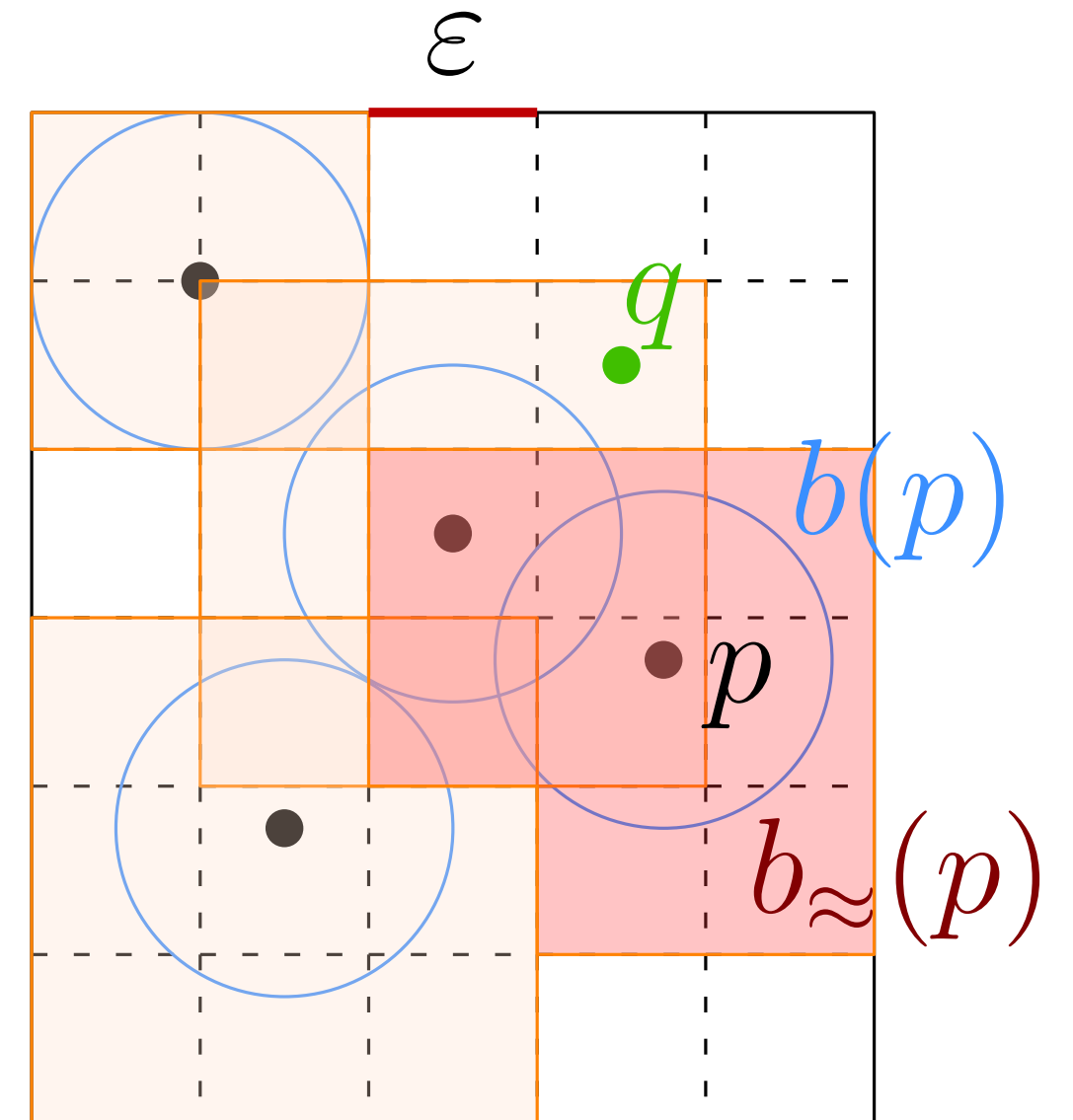
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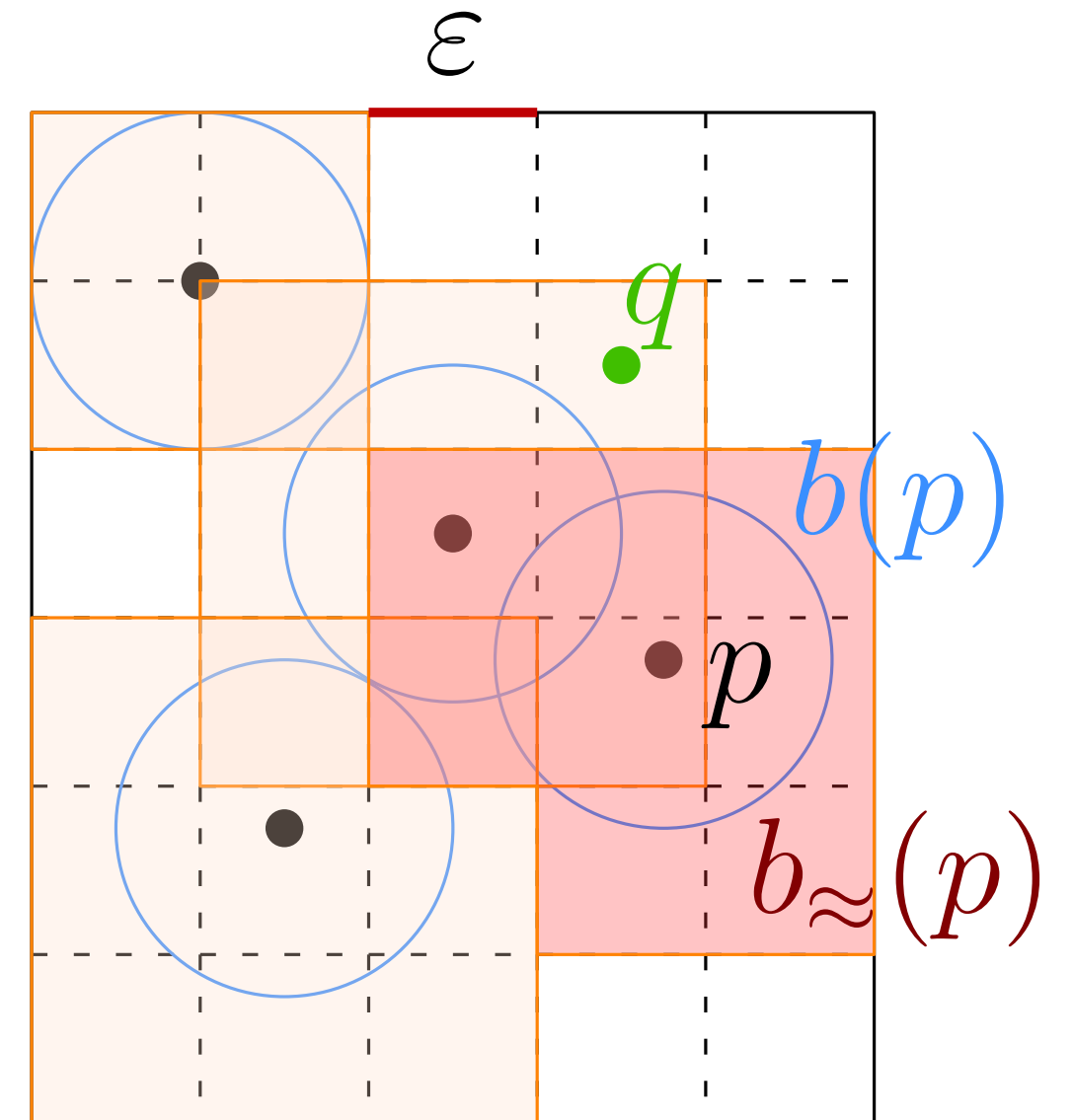
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But we don't have constant ball sizes...

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Approximation from using balls

Approximation from approximating the balls

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Substitute

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- s.t. answering $(1 + \varepsilon)$ -ANN queries on P can be answered by doing a single target query on \mathcal{B}
- Furthermore, if we $(1 + \varepsilon/16)$ -approximate each ball the target query becomes easier.

Improvements in low dimensions (for large ε)

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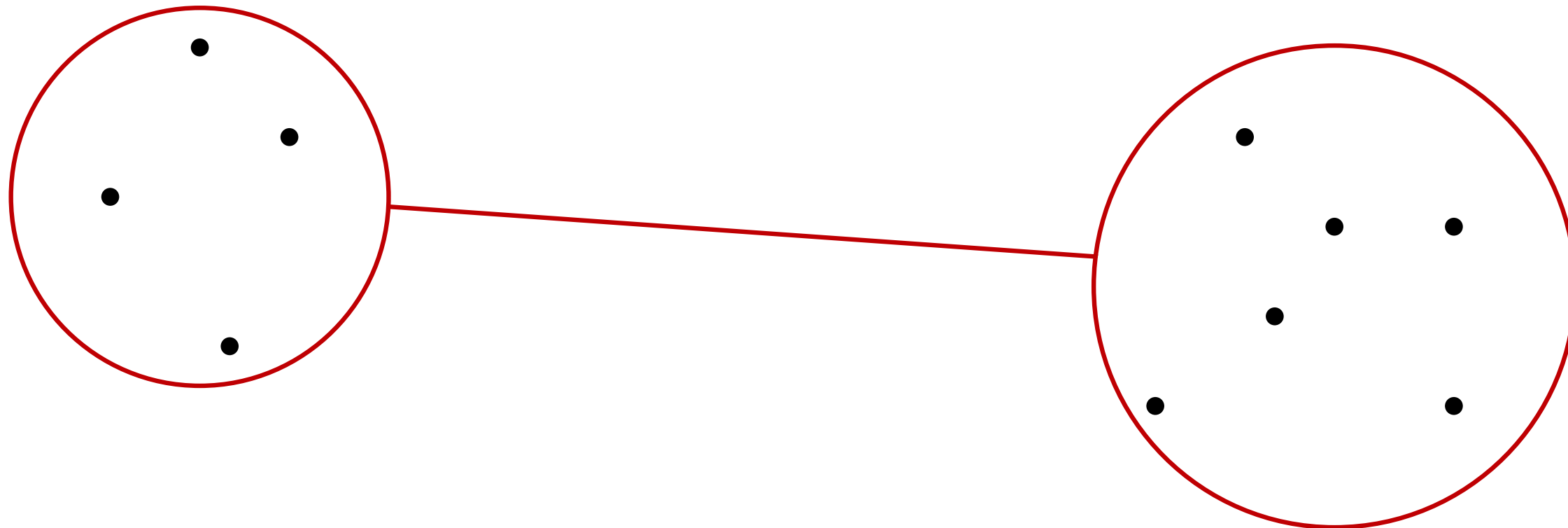
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Improvements in low dimensions

- Construct a (c/ε) -WSPD \mathcal{W} of P , where c is sufficiently large
- The number of pairs in a WSPD is $O(\frac{n}{\varepsilon^d})$
- For every pair $\{u, v\} \in \mathcal{W}$ compute $\mathcal{B}(rep_u, rep_v)$ and add it to \mathcal{B} where:

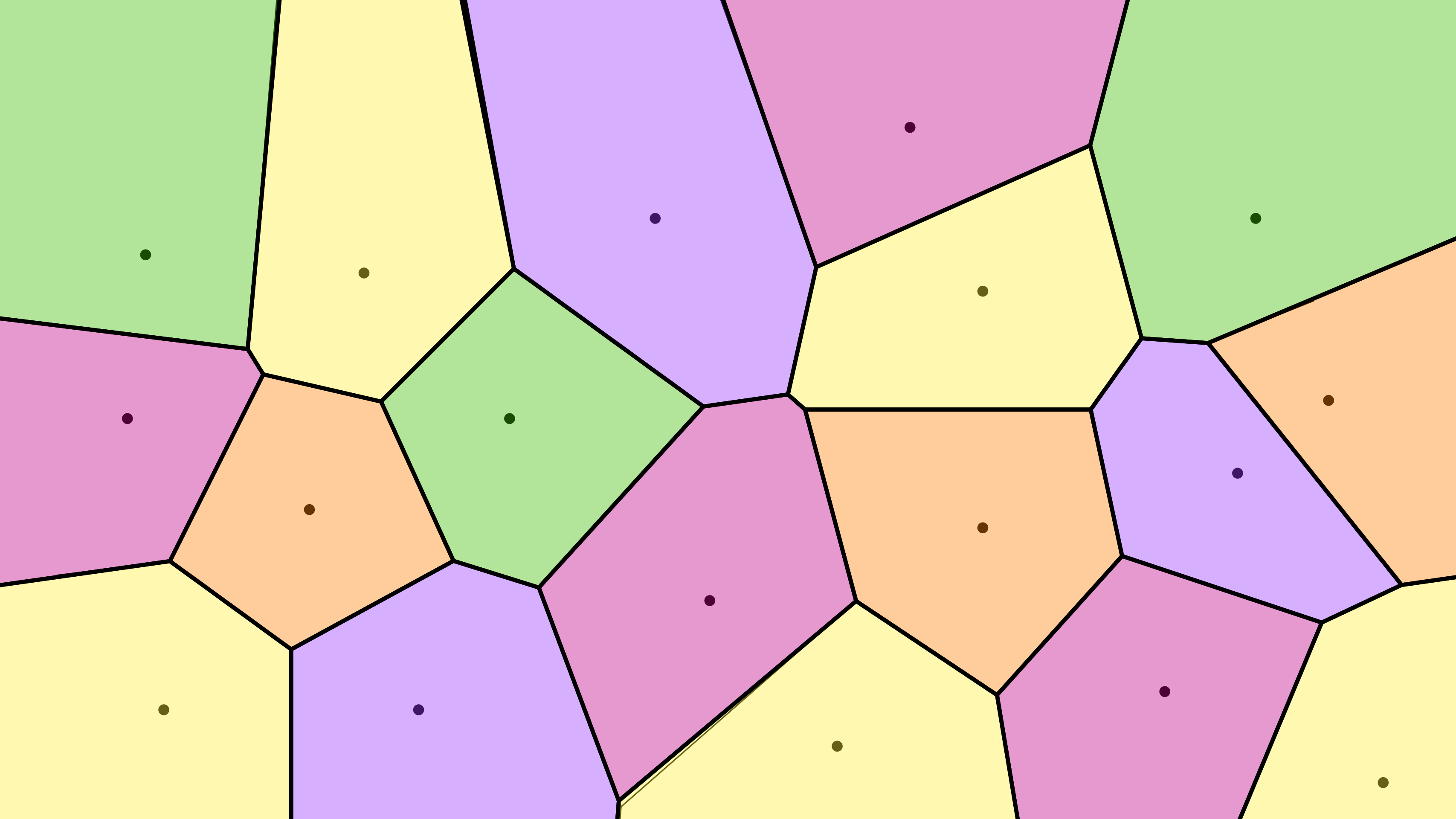
$$\mathcal{B}(rep_u, rep_v) = \{\mathbf{b}(rep_u, r), \mathbf{b}(rep_v, r) \mid r = (1 + \varepsilon/3)^i \in \mathcal{J}(u, v)\}$$

and

$$\mathcal{J}(u, v) = [\frac{1}{8}, \frac{4}{\varepsilon}] \cdot \|rep_u - rep_v\|$$

- We have $O(\frac{1}{\varepsilon} \log \frac{1}{\varepsilon})$ balls per pair
- $|\mathcal{B}| = O(\frac{n}{\varepsilon^{d+1}} \log \frac{1}{\varepsilon})$

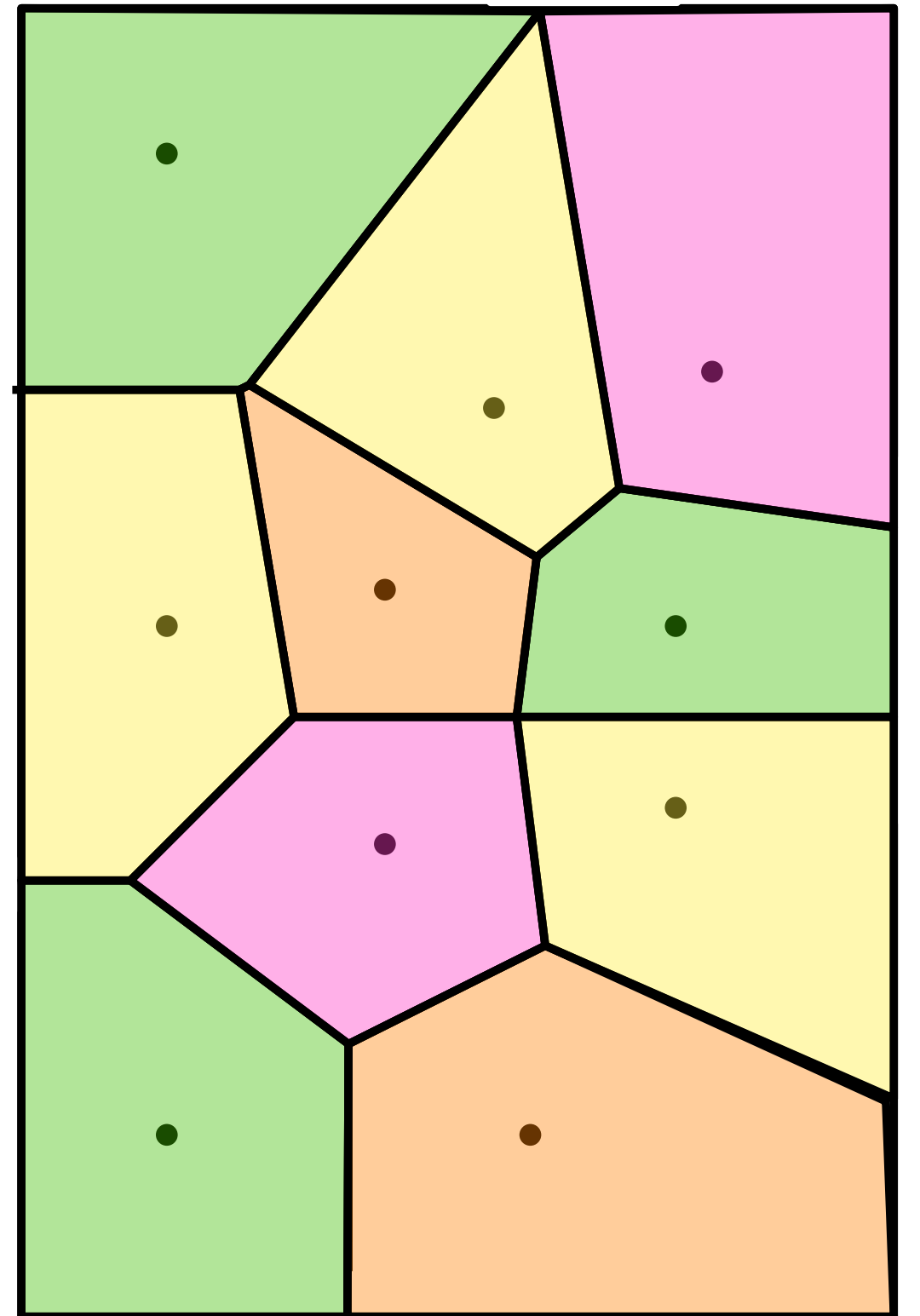
Correctness proof: as exercise



A colorful Voronoi diagram with a central text box. The diagram consists of several irregular polygons in shades of green, yellow, purple, pink, and orange. Each polygon contains a small, dark-colored dot, which is its seed point. The lines between the polygons represent the boundaries of the Voronoi cells. In the center, there is a white rectangular box with an orange border containing the text "What is this?".

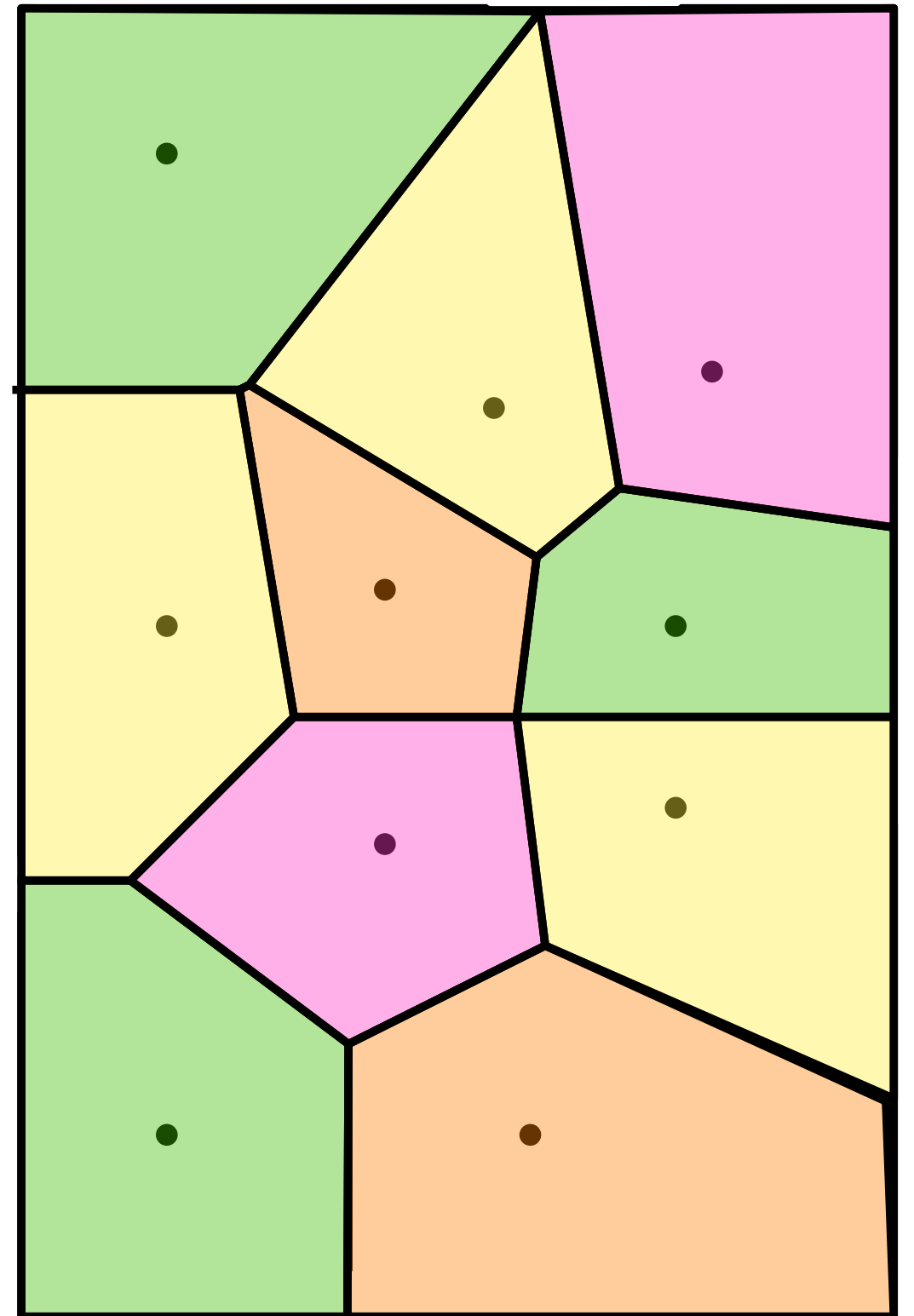
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Motivation



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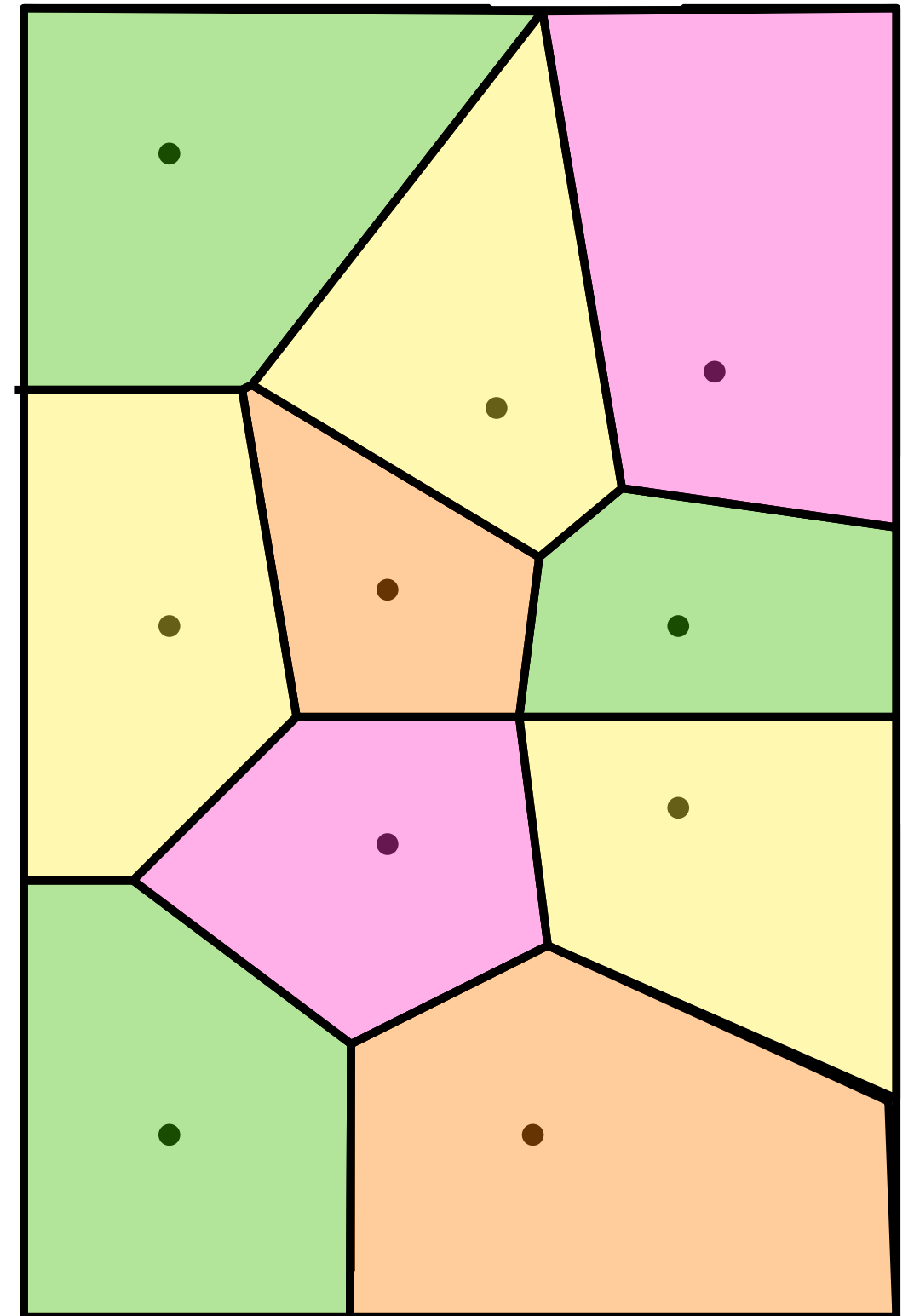
Voronoi diagrams have a multitude of uses:



Motivation

Voronoi diagrams have a multitude of uses:

- *Biology* Model biological structures like cells
- *Hydrology* Calculate the rainfall in an area based on point measurements
- *Aviation* Find the nearest safe landing zone in case of failure



What is a Voronoi Diagram?

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A **Voronoi diagram** V of a point set $P \subseteq \mathbb{R}^d$ is a partition of space into regions such that a cell of point $p \in P$ is:

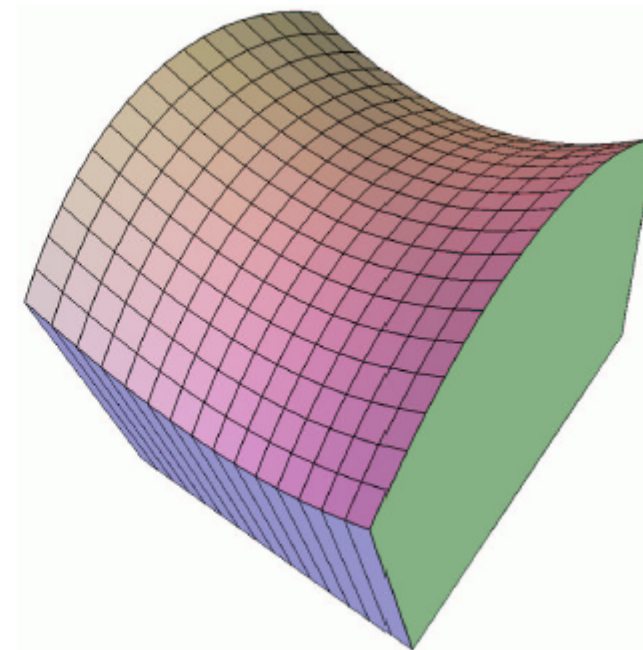
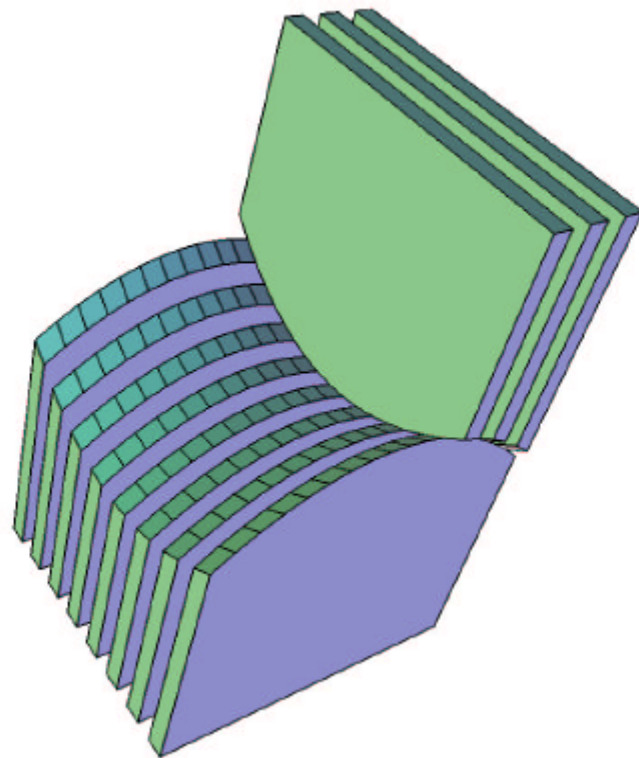
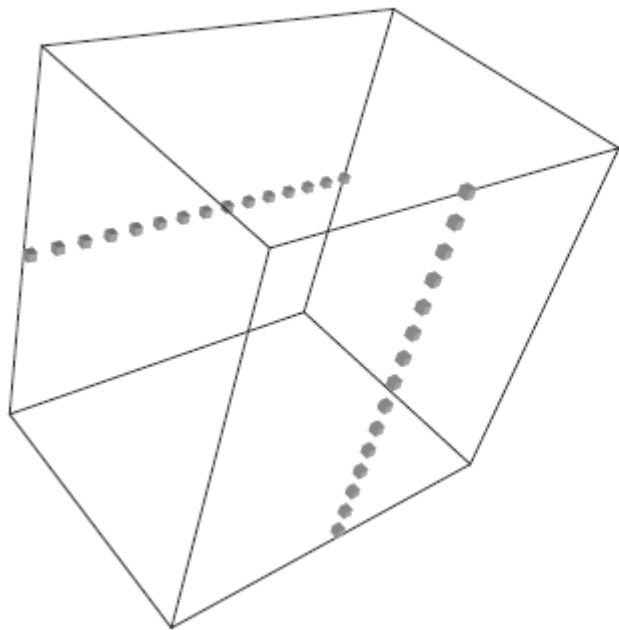
$$V(p, P) = \{s \in \mathbb{R}^d \mid \|s - p\| \leq \|s - p'\| \text{ for all } p' \in P\}$$

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However, it has complexity $O(n^{\lceil \frac{d}{2} \rceil})$ in \mathbb{R}^d in the worst case



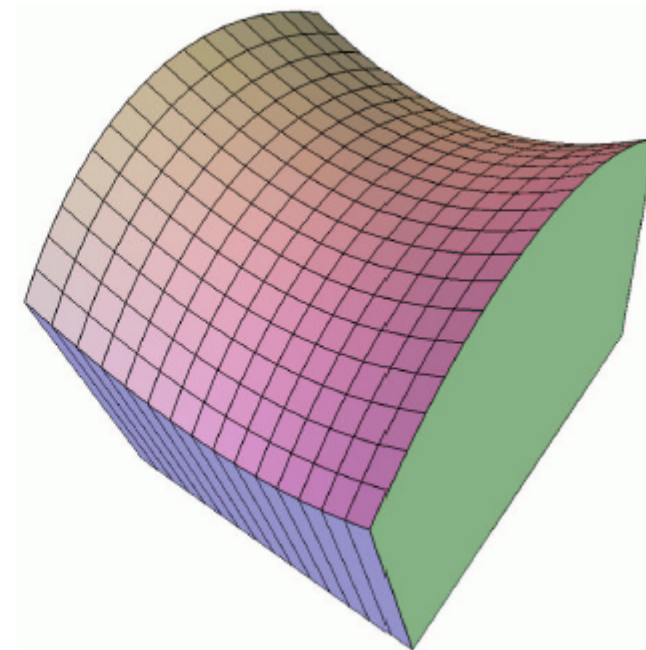
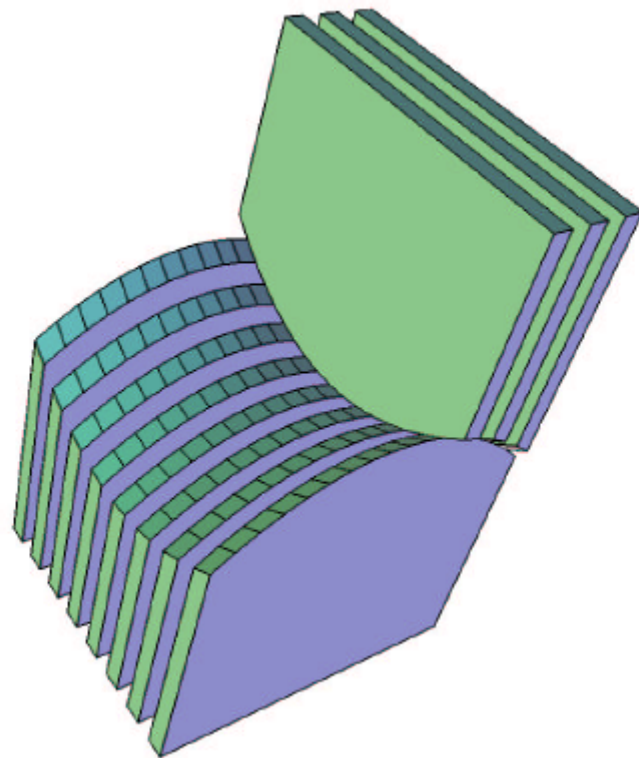
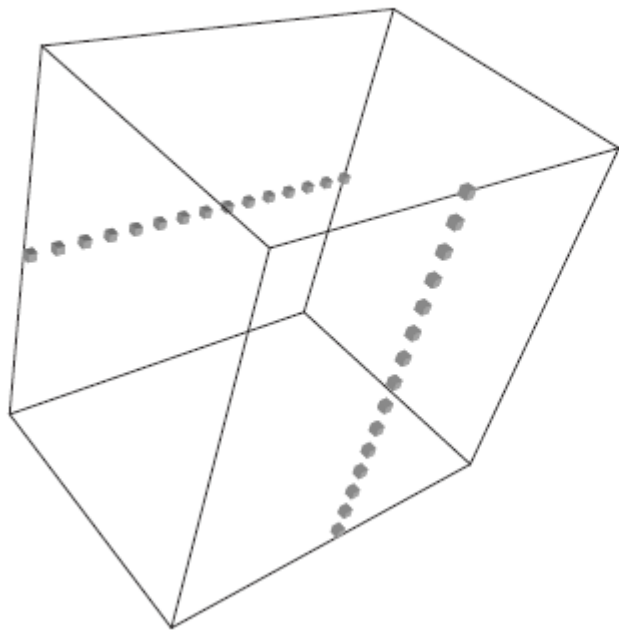
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Can we do better?



Approximate Voronoi diagrams

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Definition: **Approximate Voronoi Diagram**

Given a set P of n points in \mathbb{R}^d and parameter $\varepsilon > 0$, a $(1 + \varepsilon)$ -Approximated Voronoi Diagram (AVS) of P is a **partition** \mathcal{V} of \mathbb{R}^d into regions φ , s.t. for any region $\varphi \in \mathcal{V}$ we have that rep_φ is a $(1 + \varepsilon)$ -ANN for x , that is:

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$$\forall x \in \varphi \|x - rep_\varphi\| \leq (1 + \varepsilon)d(x, P)$$

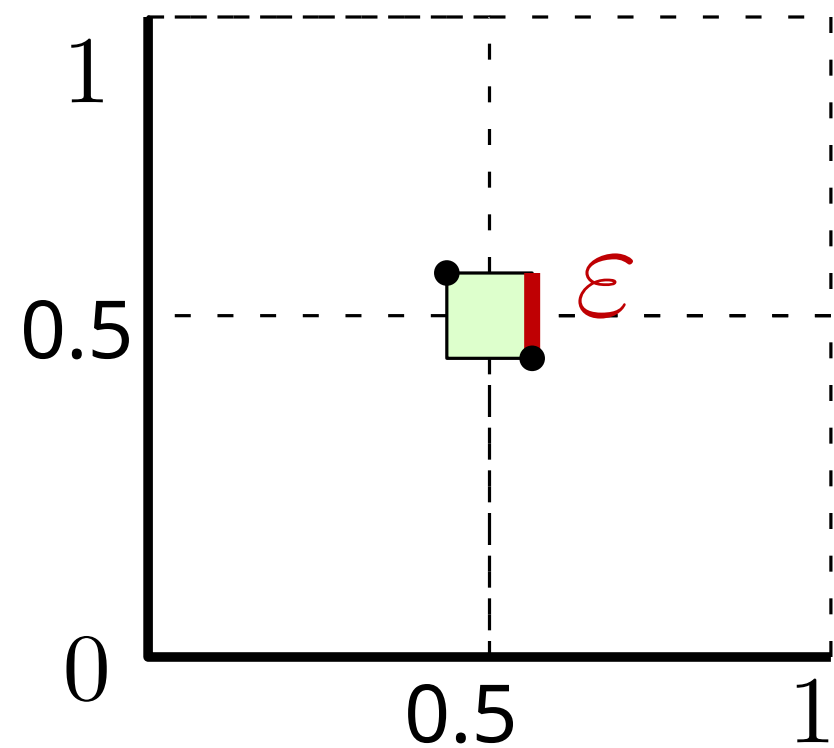
Approximate Nearest Neighbors in \mathbb{R}^d

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(now fast, using approximate Voronoi diagrams)

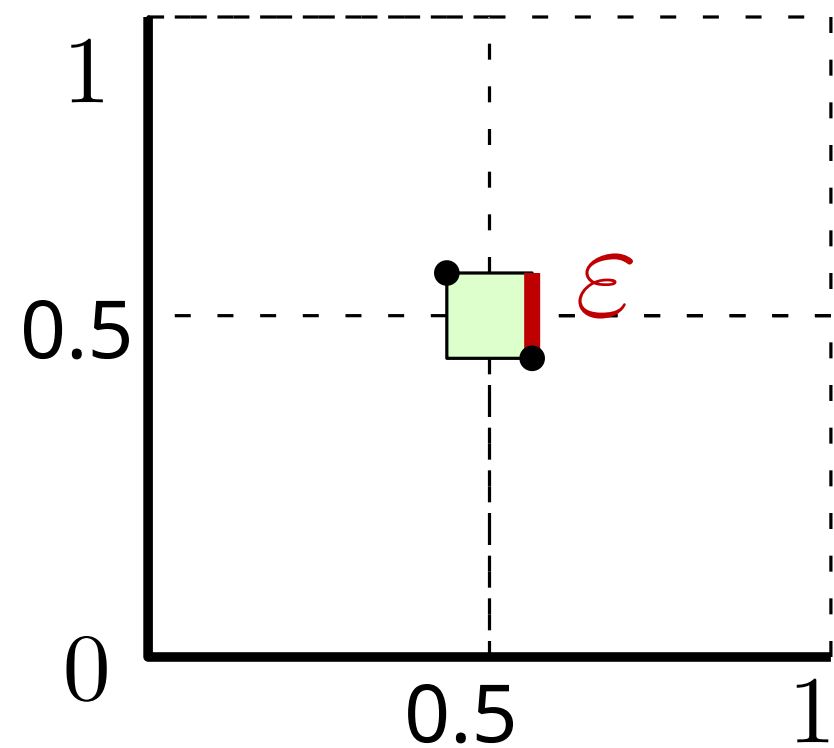
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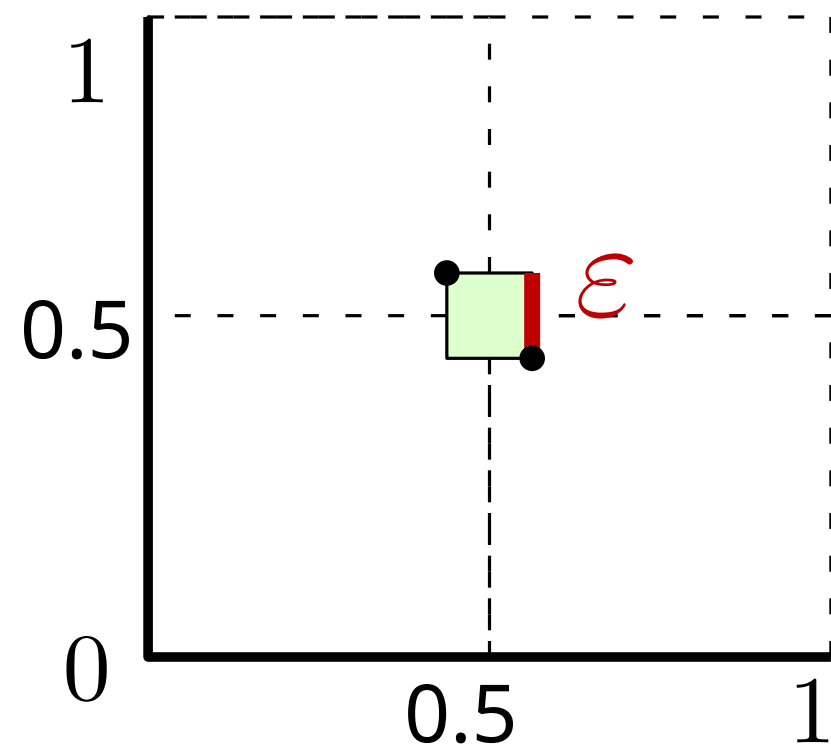
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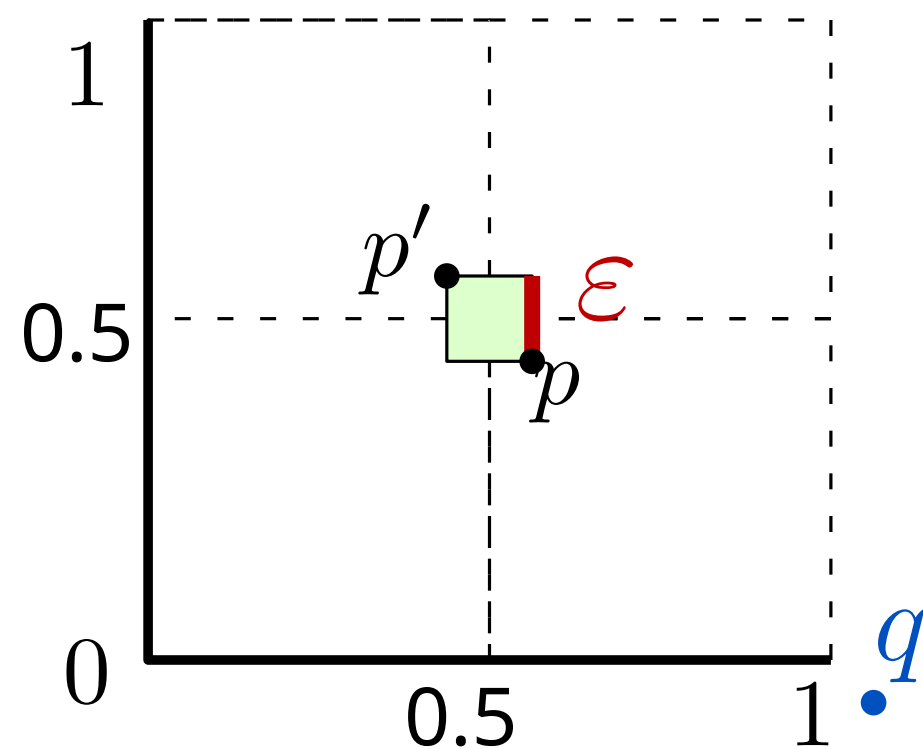
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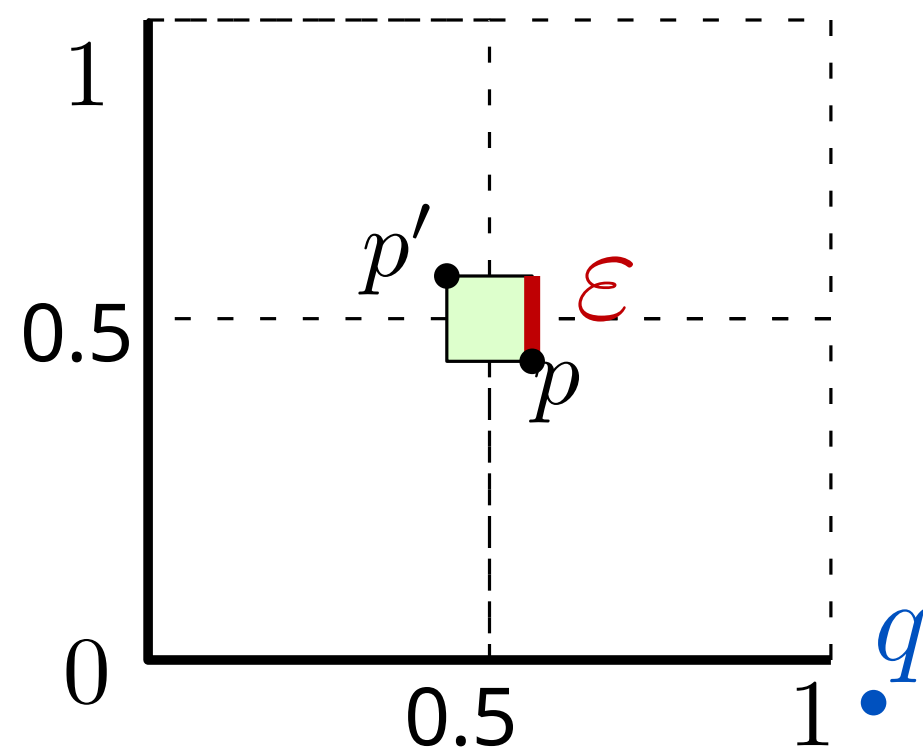
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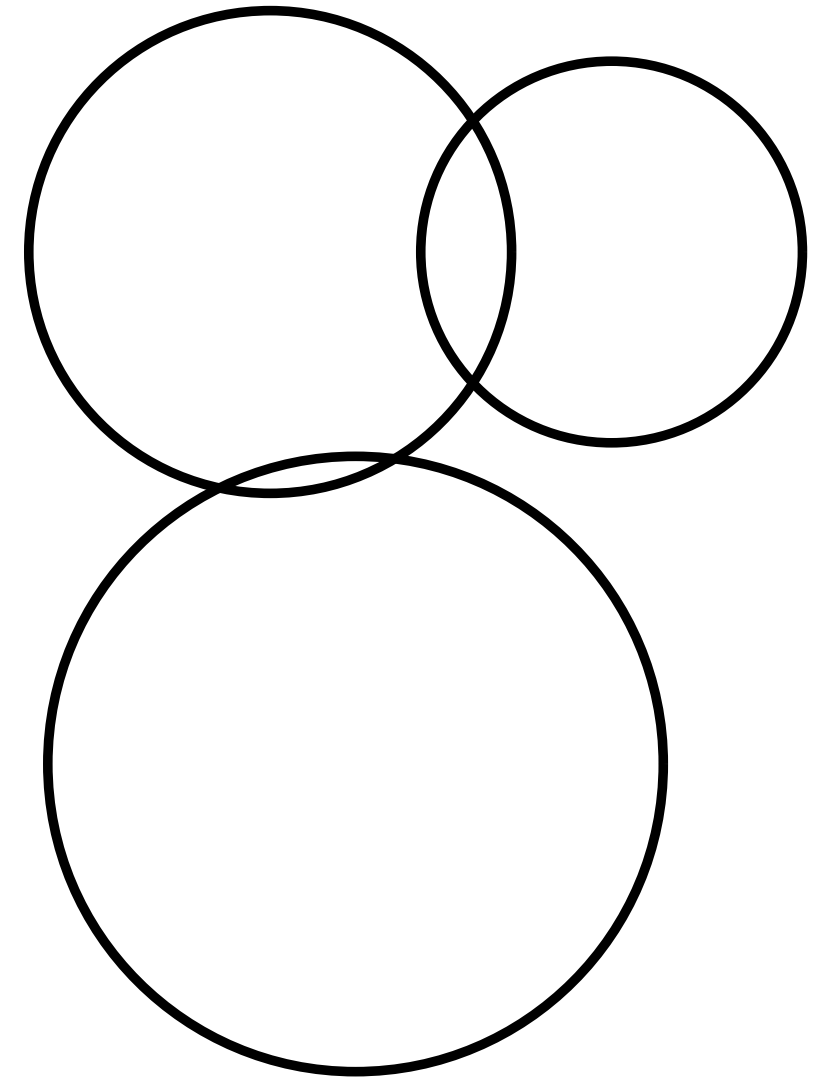
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Thus **only** consider ANN for points **inside** $[0, 1]^d$

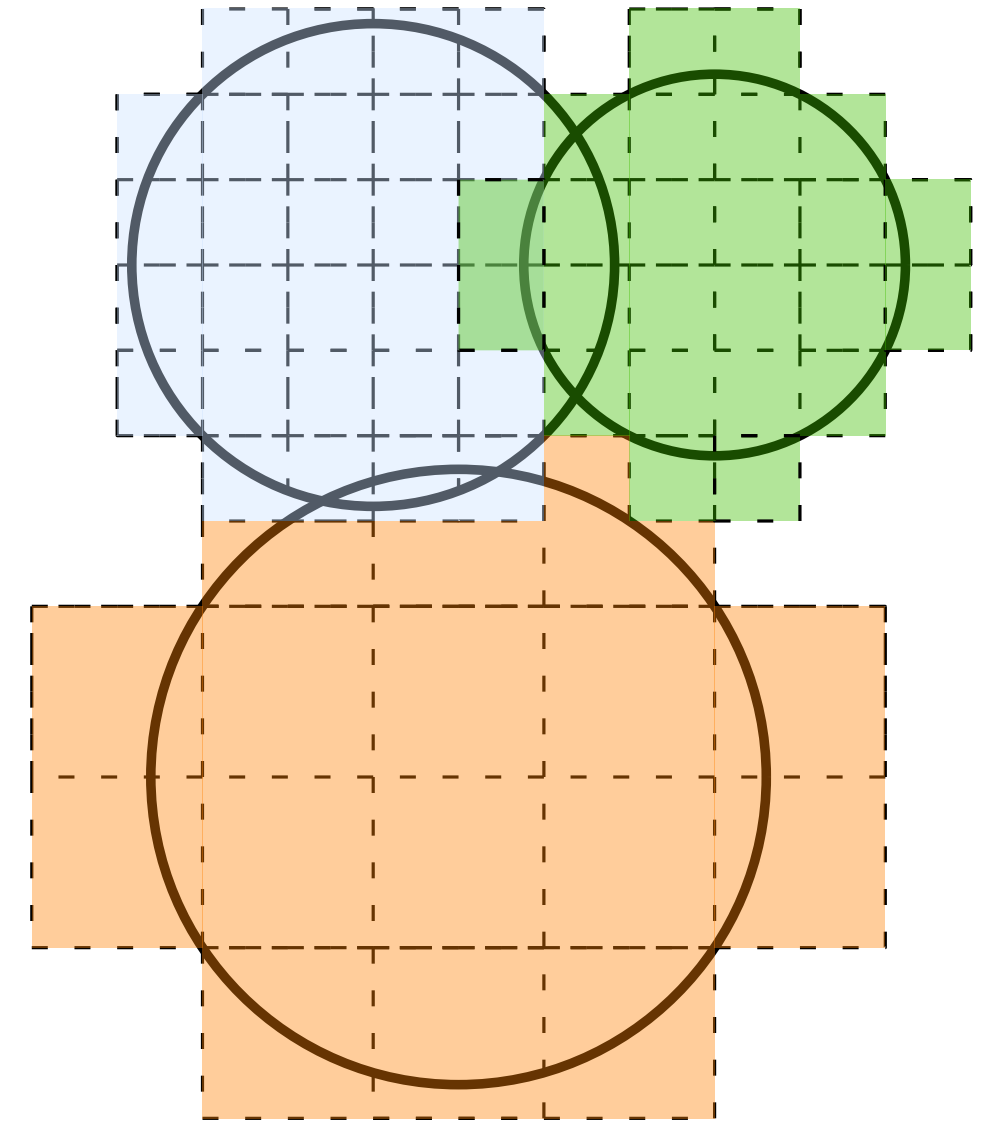
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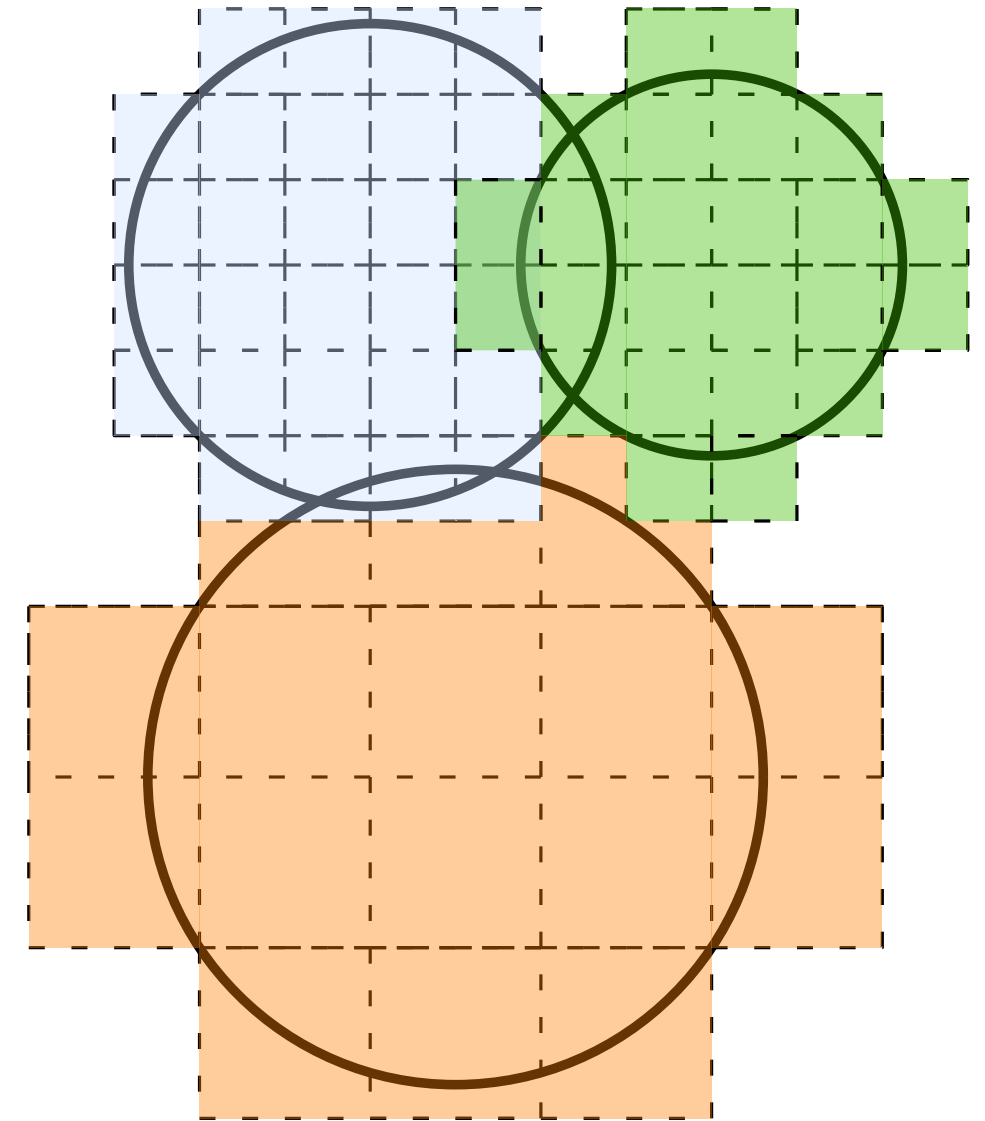
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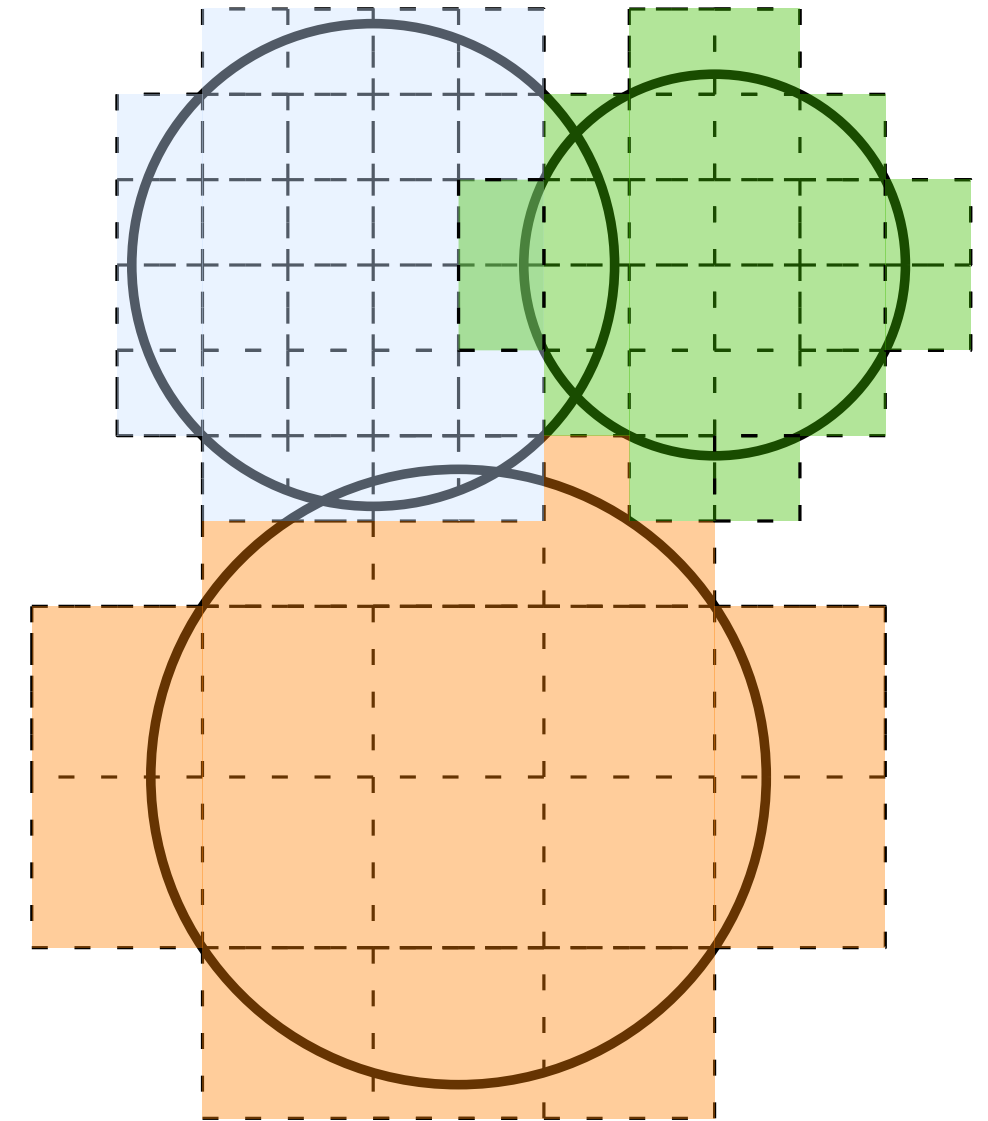
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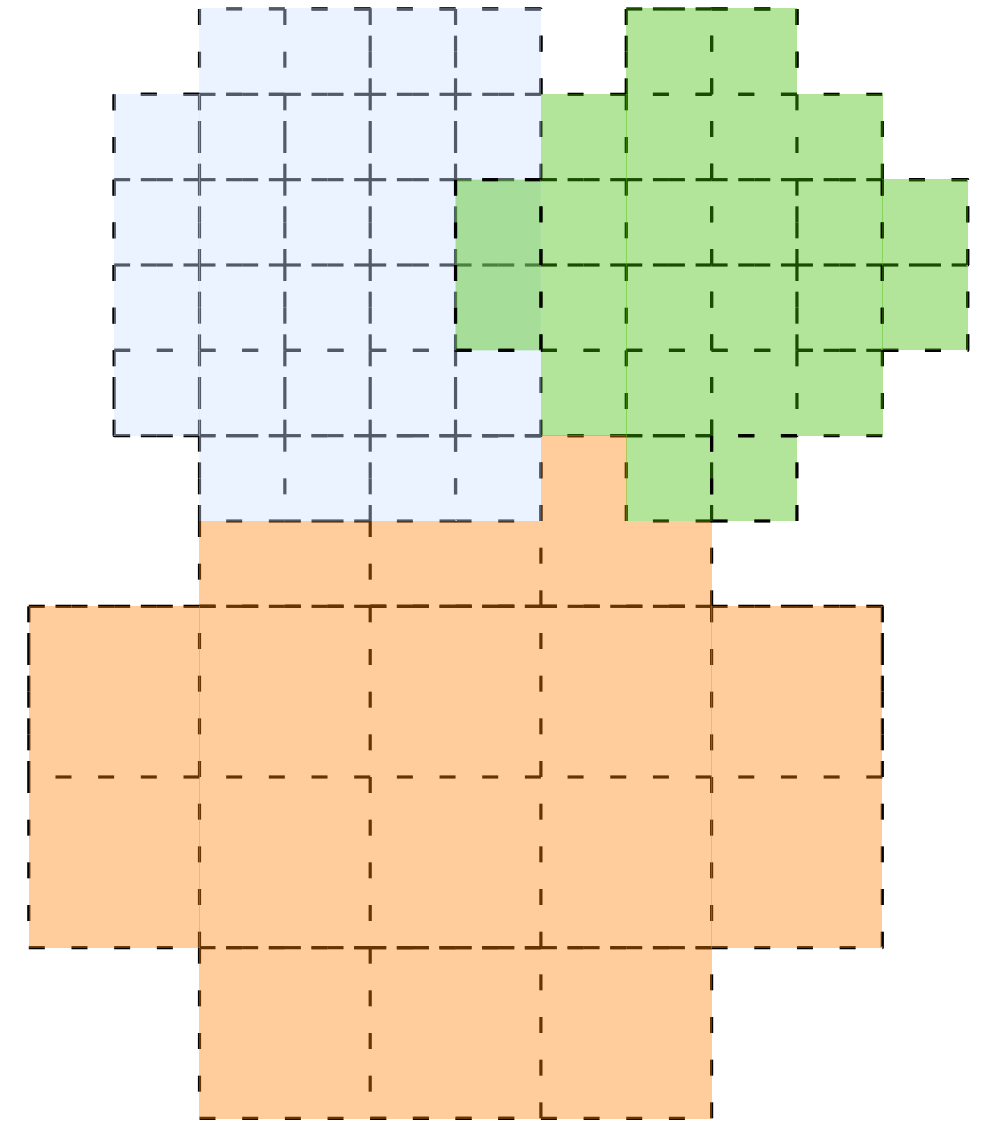
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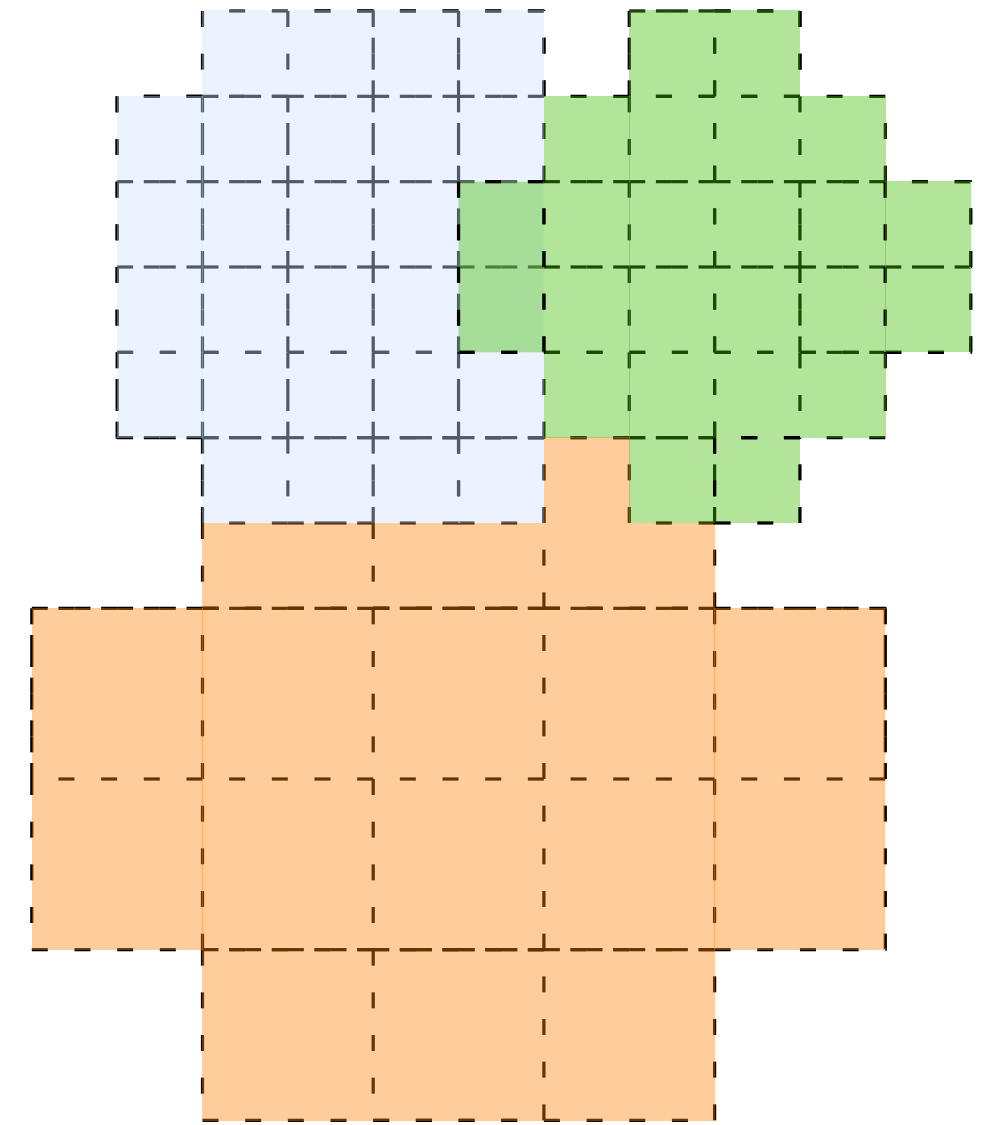
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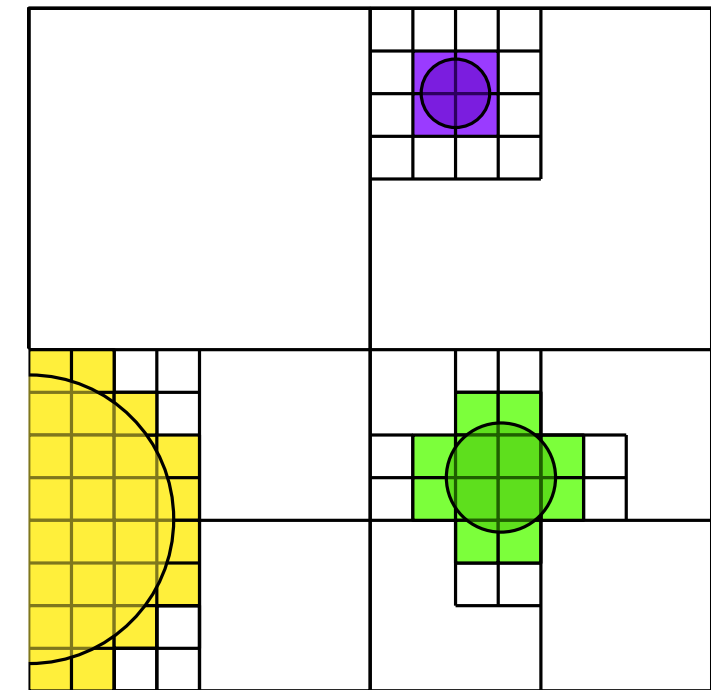


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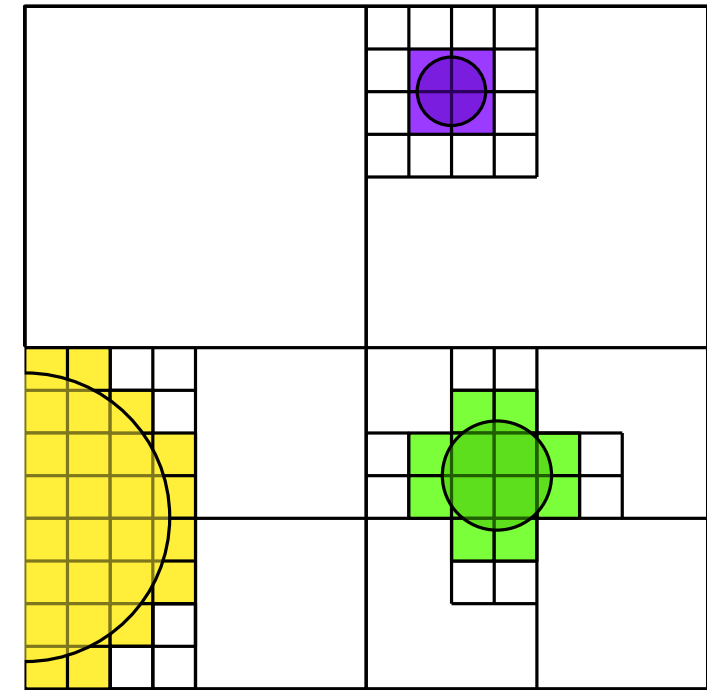


Point location on the grids



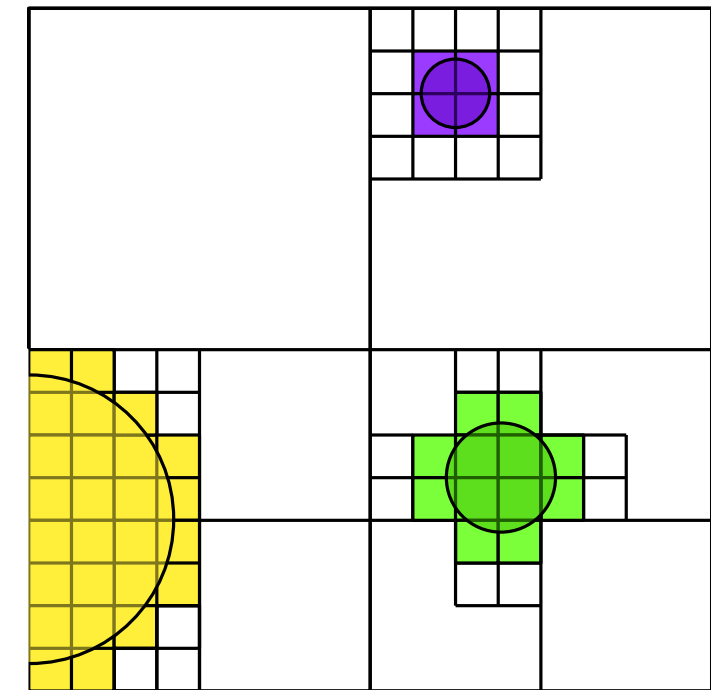
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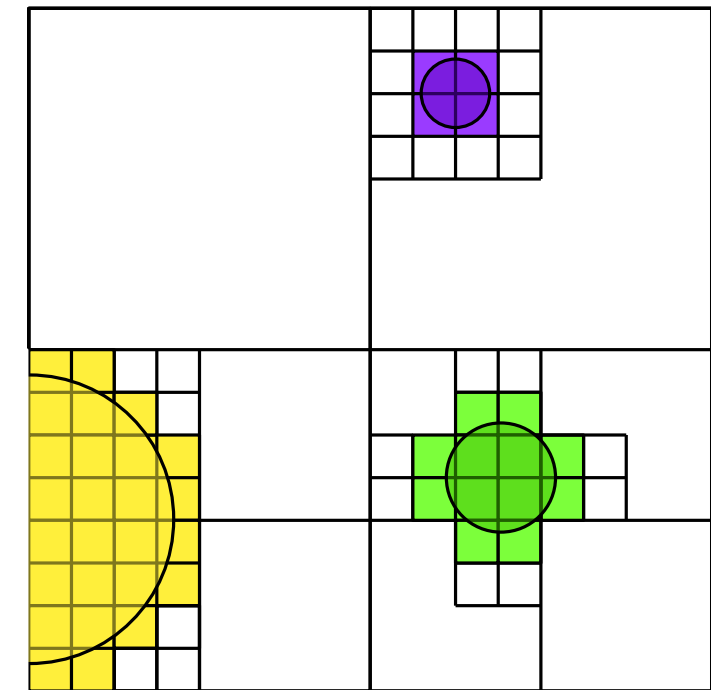
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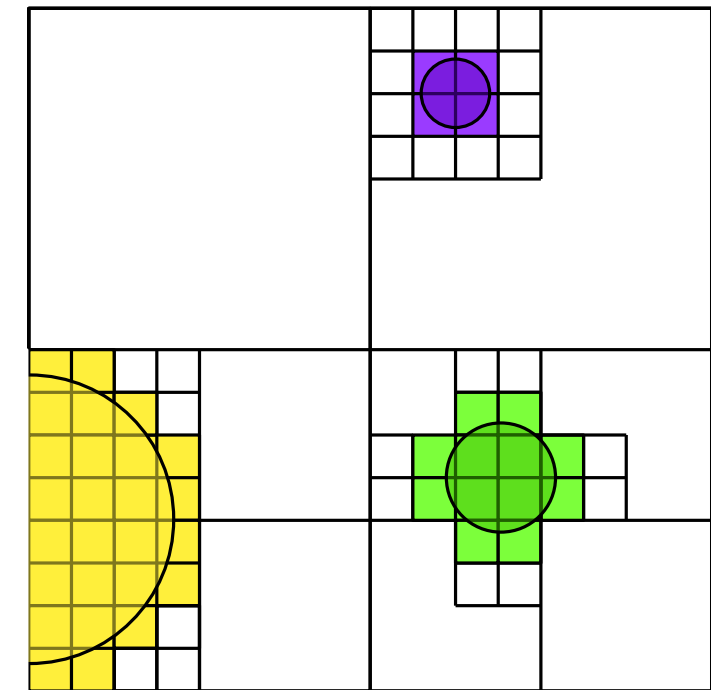
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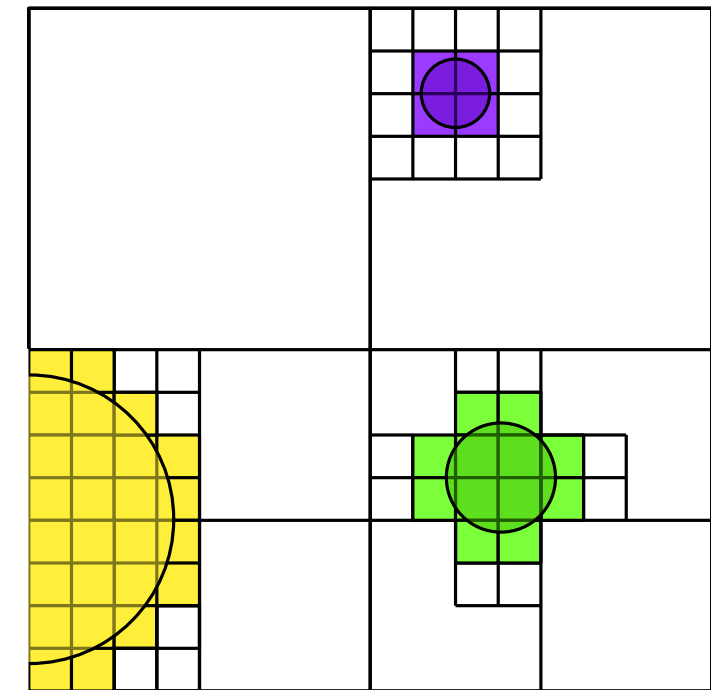
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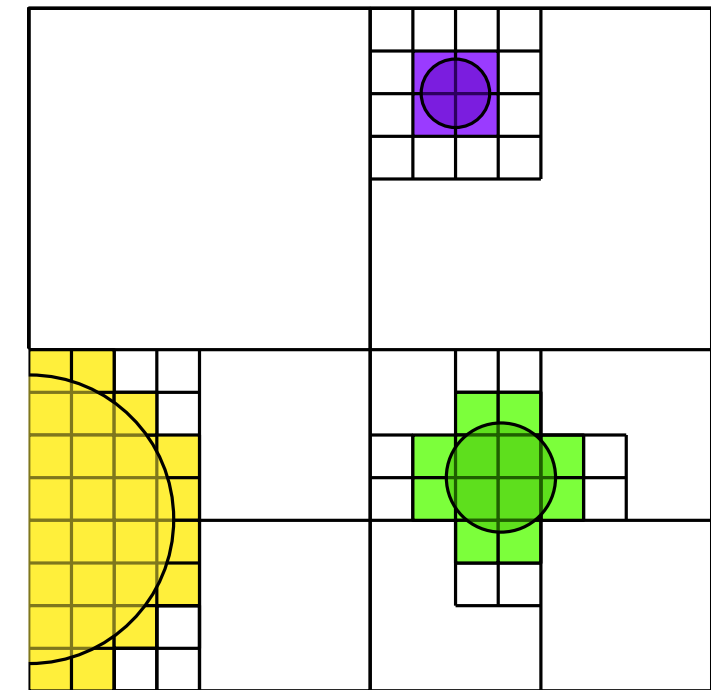
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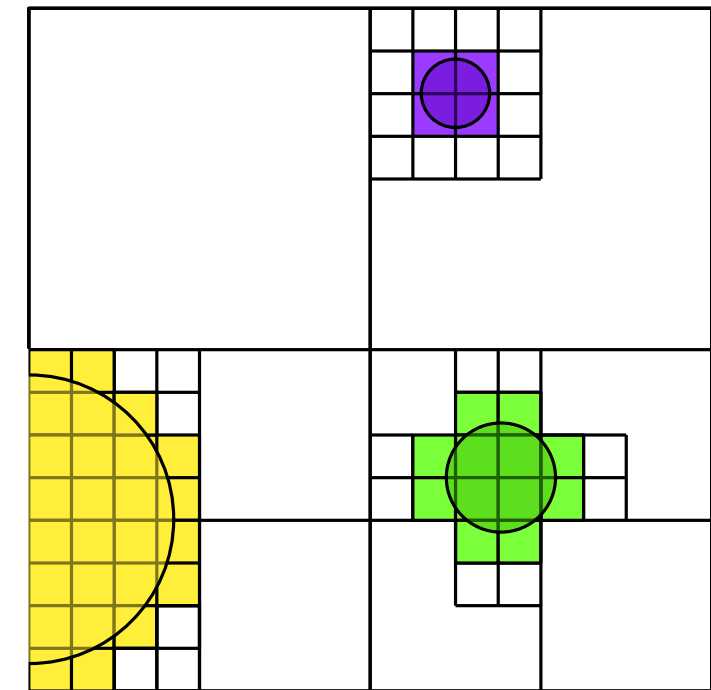
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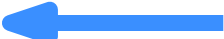
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Construction time: $O\left(\frac{n}{\varepsilon^{2d+1}} \log \frac{1}{\varepsilon} \log \frac{n}{\varepsilon}\right)$

- Building a compressed quadtree can be done in $O(|C| \log |C|)$ time

- $|C|$ is naively bound by $N = O\left(\frac{|\mathcal{B}|}{\varepsilon^d}\right)$

- $|C|$ can also be computed in that time

- $|\mathcal{B}| = O\left(\frac{n}{\varepsilon^{d+1}} \log \frac{1}{\varepsilon}\right)$

- $N = O\left(\frac{n}{\varepsilon^{2d+1}} \log \frac{1}{\varepsilon}\right)$

$$\log \frac{1}{\varepsilon} = O\left(\frac{1}{\varepsilon}\right)$$

- $\log N = \log \frac{n}{\varepsilon^{2d+1}} \log \frac{1}{\varepsilon} \leq \log \frac{n}{\varepsilon^{2d+2}}$

$$= \frac{1}{2d+2} \log \frac{n^{1/(2d+2)}}{\varepsilon}$$

$$n^{1/(2d+2)} \leq n$$

$$= O\left(\log \frac{n}{\varepsilon}\right)$$

- $O(N \log N) = O\left(\frac{n}{\varepsilon^{2d+1}} \log \frac{1}{\varepsilon} \log \frac{n}{\varepsilon}\right)$

Size: $O\left(\frac{n}{\varepsilon^{2d+1}} \log \frac{1}{\varepsilon}\right)$

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- Compressed quadtrees query time $O(\log |C|)$
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$$\begin{aligned} \bullet \log N &= \log \frac{n}{\epsilon^{2d+1}} \boxed{\log \frac{1}{\epsilon}} \leq \log \frac{n}{\epsilon^{2d+2}} && \log \frac{1}{\epsilon} = O\left(\frac{1}{\epsilon}\right) \\ &= \frac{1}{2d+2} \log \frac{n^{1/(2d+2)}}{\epsilon} \longrightarrow && n^{1/(2d+2)} \leq n \\ &= O\left(\log \frac{n}{\epsilon}\right) \end{aligned}$$

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- Recap point-location among balls

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- WSPD for size reduction
- Approximate Voronoi diagrams with proofs on the bounds