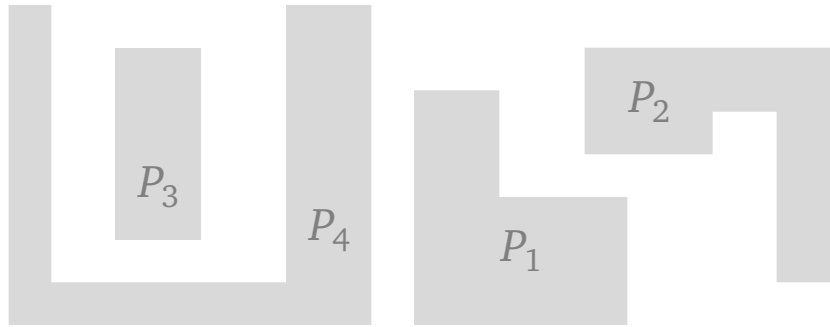




Touring a Sequence of Orthogonal Polygons

Katrin Casel

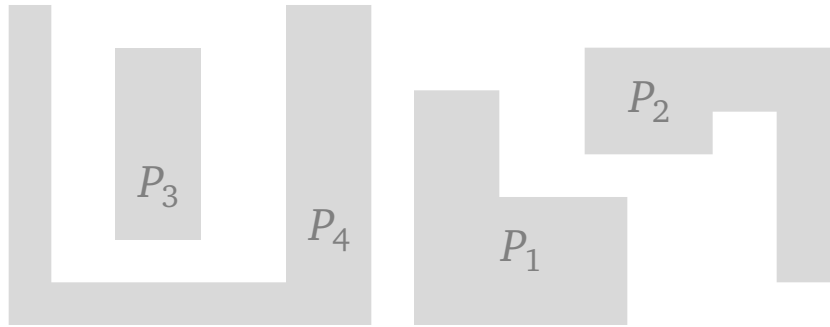
Sándor Kisfaludi-Bak

Linda Kleist

Jeroen S.K. Lamme

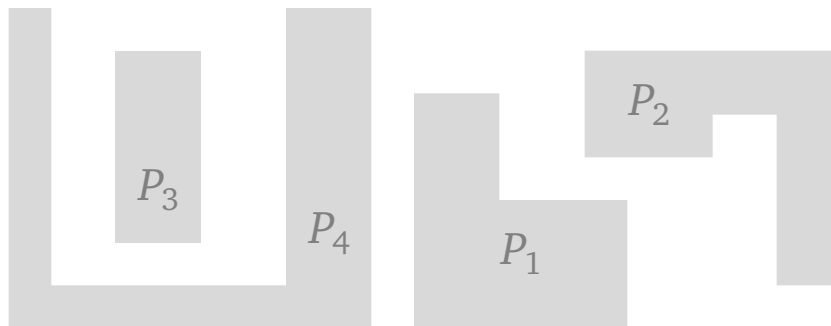
Eunjin Oh

Yanheng Wang



Disjoint orthogonal polygons $P_1, \dots, P_k$ (order is given)

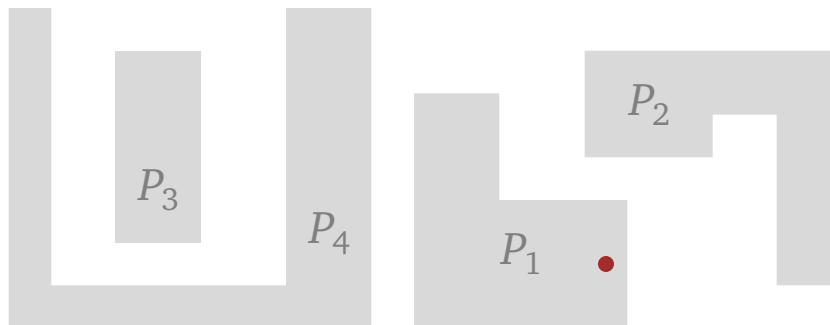
Total number of vertices = n



Disjoint orthogonal polygons $P_1, \dots, P_k$ (order is given)

Total number of vertices $= n$

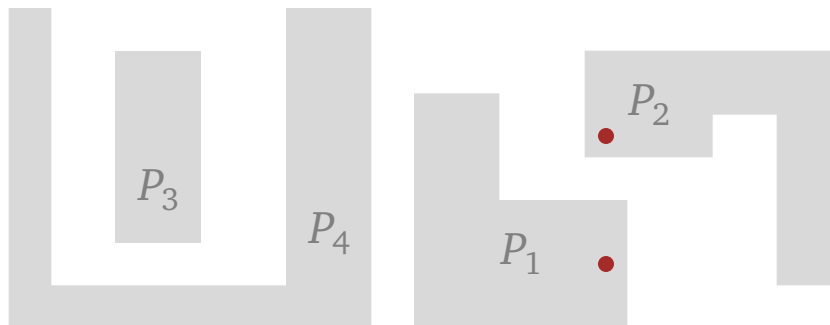
Pick $p_i \in P_i$ to minimize $\|p_1 - p_2\| + \|p_2 - p_3\| + \dots + \|p_{k-1} - p_k\|$



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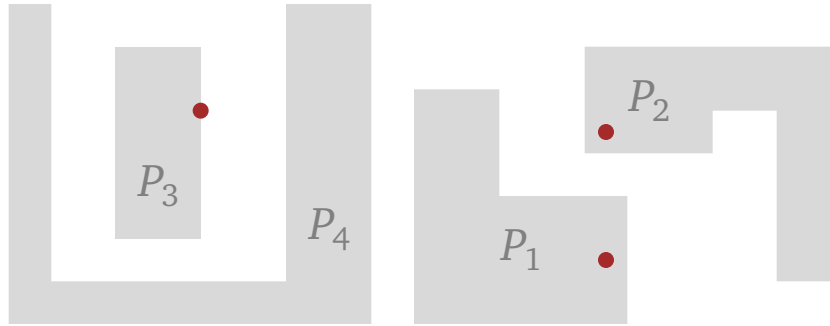
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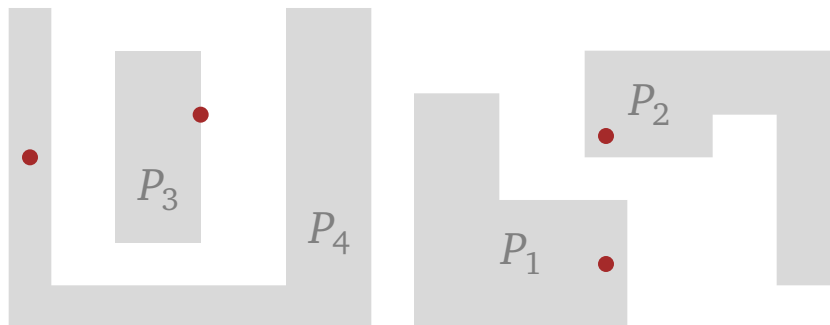
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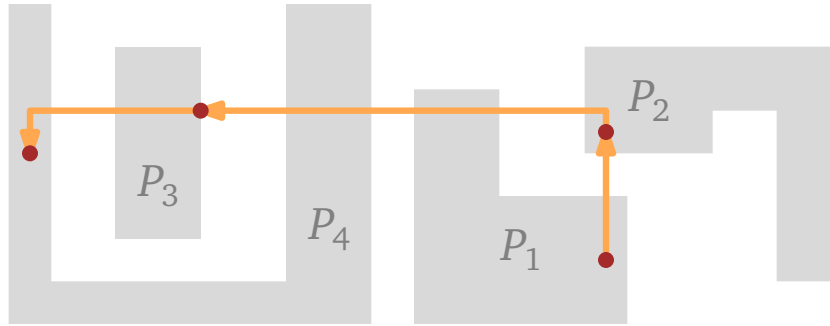
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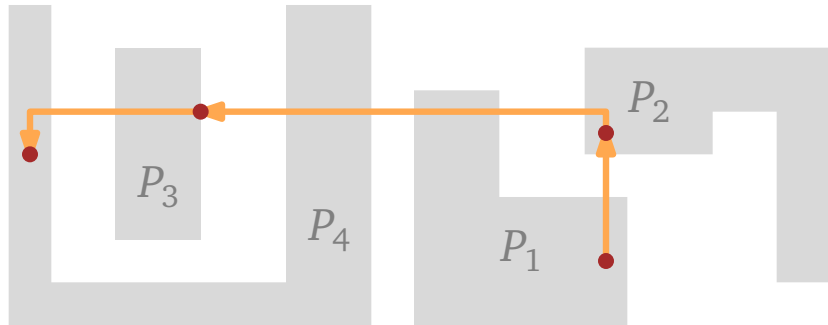
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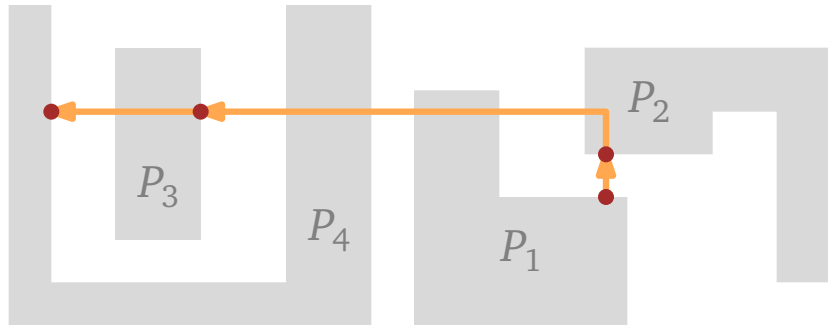


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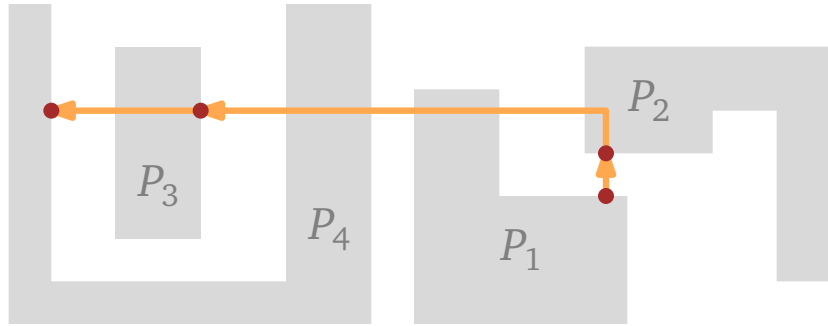


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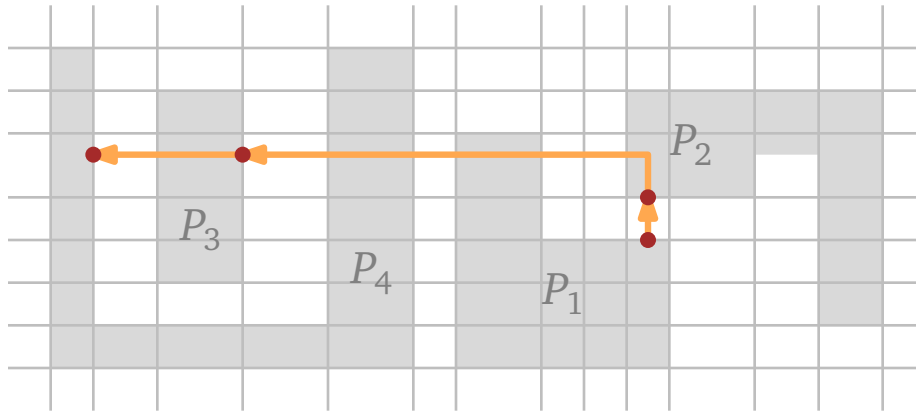
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may snap to the grid



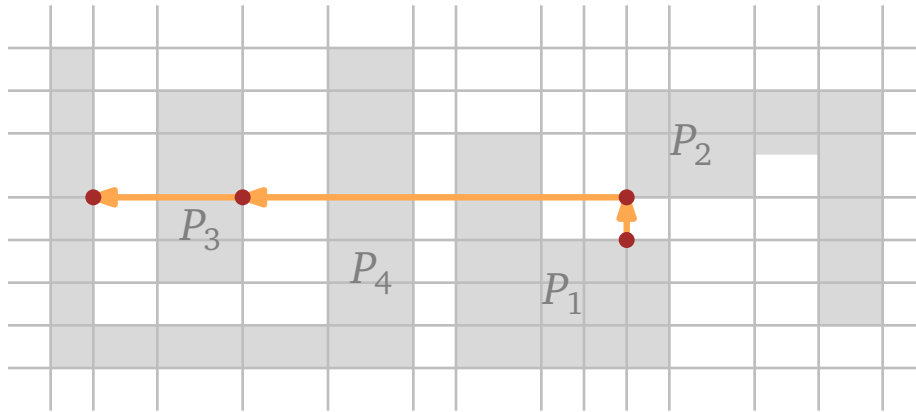
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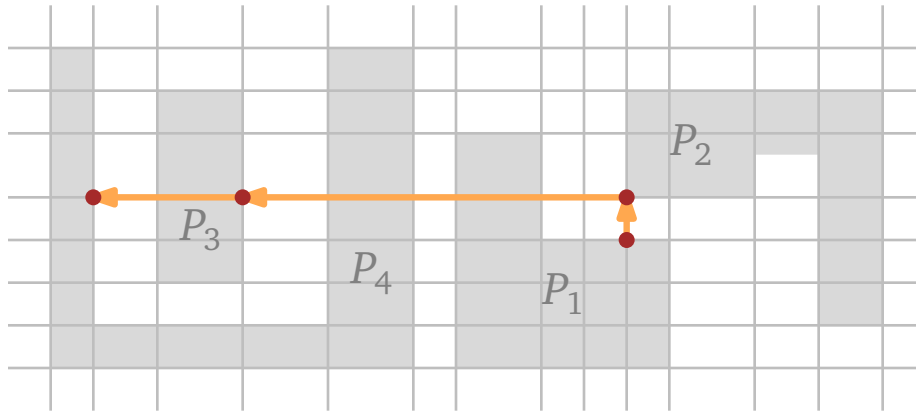
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$\left. \begin{array}{l} \text{may assume } p_i \in \partial P_i \\ \text{may snap to the grid} \end{array} \right\} \text{portal}_i := \partial P_i \cap \text{grid}$

Dynamic Programming

$k := \# \text{polygons}$

$n := \# \text{vertices in total}$

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$\tilde{O}\left(\sum_{i=1}^k |\text{portal}_i|\right) = \tilde{O}(n^2)$ time via Voronoi diagram

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↑
tight



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Can we break the quadratic barrier?
(assume each P_i has exactly s vertices)



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tight

Can we break the quadratic barrier?
(assume each P_i has exactly s vertices)

- Case $s \leq n^{0.8}$
- Case $s > n^{0.8}$ (and thus $k < n^{0.2}$)



Case $s \leq n^{0.8}$

$k := \# \text{polygons}$

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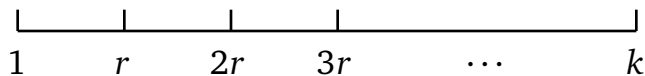
$n := ks$

$\text{portal}_i := \partial P_i \cap \text{grid}$

$f_i(p): P_1 \rightarrow \cdots \rightarrow P_i \rightarrow p$

Case $s \leq n^{0.8}$

Idea: time localization



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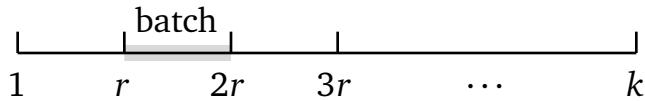
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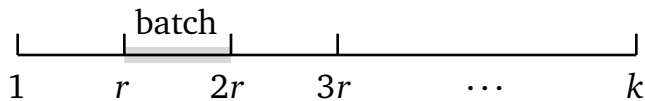
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Idea: time localization



$\text{terminal}_i := \partial P_i \cap \text{grid of the batch}$

$k := \# \text{polygons}$

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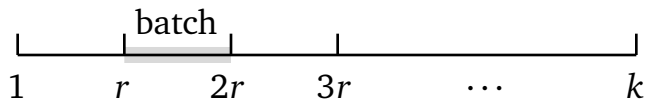
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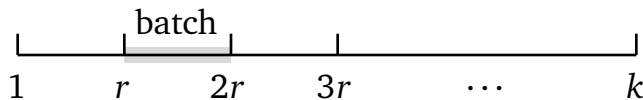
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$$\sum_{i \in \text{batch}} |\text{terminal}_i| \leq (rs)^2$$

Case $s \leq n^{0.8}$

Idea: time localization



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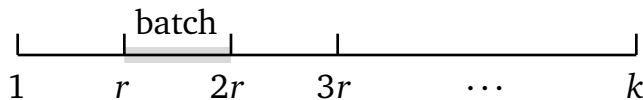
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If shortest path visits terminals only, then can DP in time $\tilde{O}((rs)^2)$.

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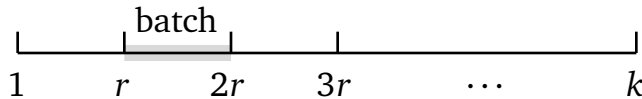
If shortest path visits terminals only, *then* can DP in time $\tilde{O}((rs)^2)$.

But...



Case $s \leq n^{0.8}$

Idea: time localization



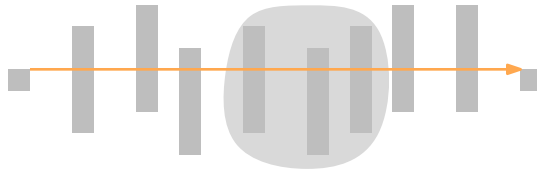
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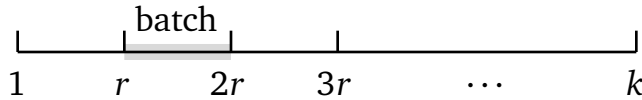
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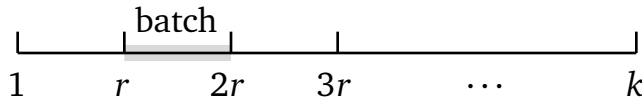
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Lemma. Fix $a = jr$ and $p \in \text{portal}_{a+r}$. There is a shortest path visiting $P_1, \dots, P_{a+r}, p$ with one of the following properties:

- it visits $\text{portal}_1, \dots, \text{portal}_{a-1}, \text{terminal}_a, \dots, \text{terminal}_{a+r}, p$;
- it visits $\text{portal}_1, \dots, \text{portal}_{a-1}$ and is horizontal afterwards;
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Case $s \leq n^{0.8}$

Idea: time localization



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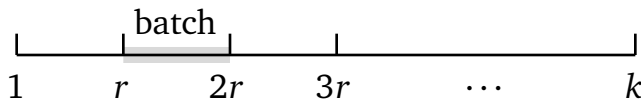
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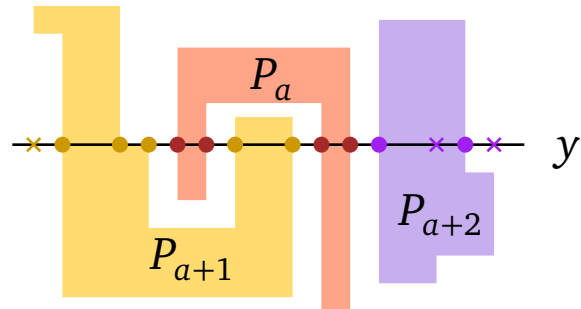
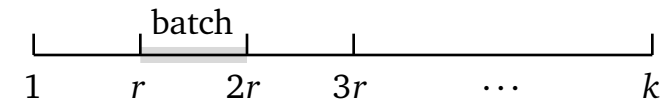
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Case $s \leq n^{0.8}$

Idea: time localization



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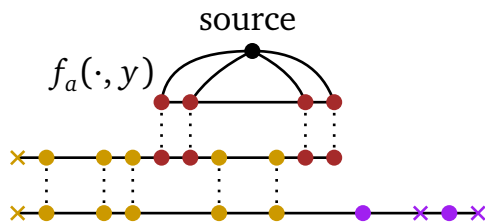
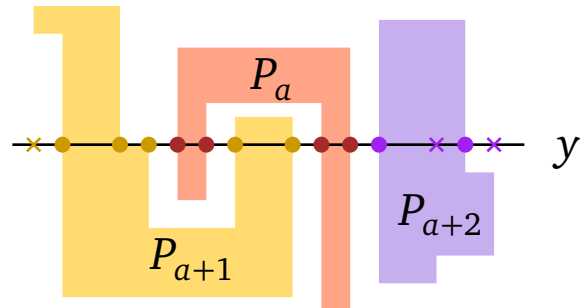
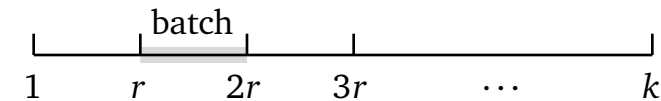
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Case $s \leq n^{0.8}$

Idea: time localization

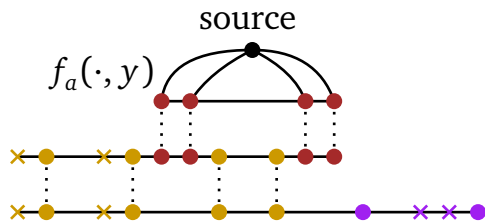
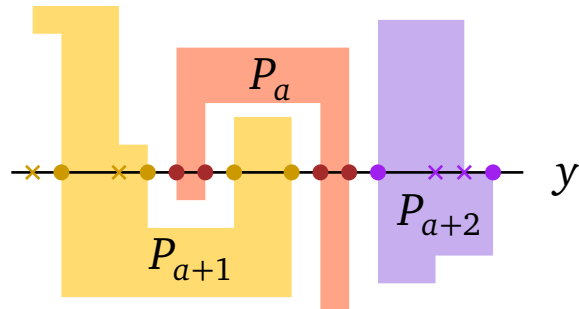
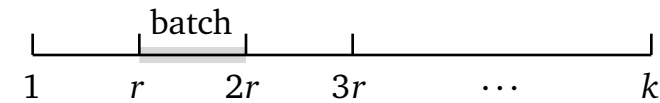
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Case $s \leq n^{0.8}$

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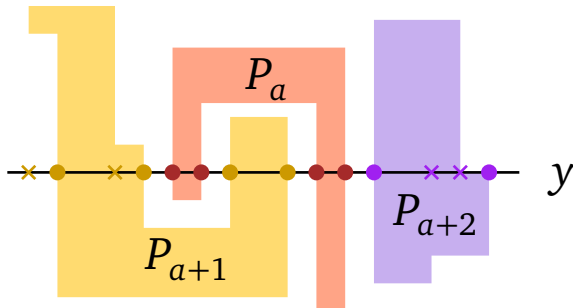
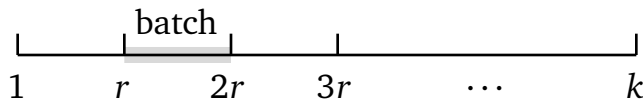
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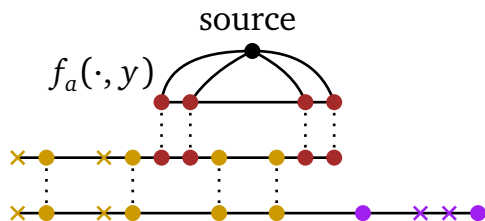
Case $s \leq n^{0.8}$

Idea: time localization

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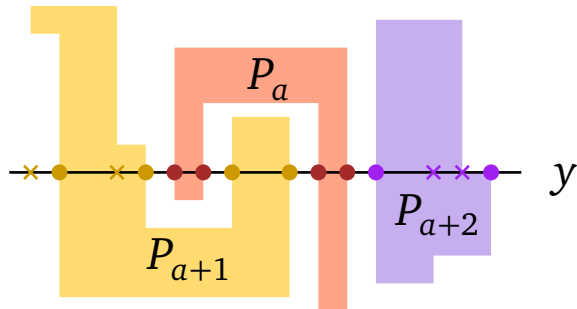
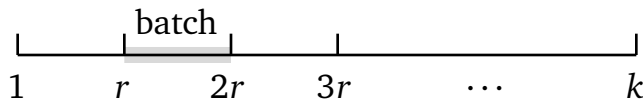
Sweep the line for n steps



Case $s \leq n^{0.8}$

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 $f_i(p): P_1 \rightarrow \dots \rightarrow P_i \rightarrow p$

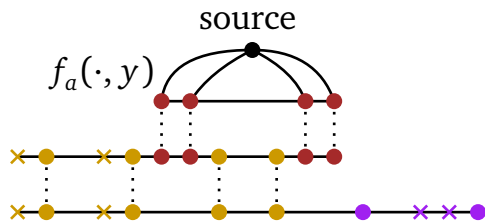


Sweep the line for n steps

$\# \text{insertions/deletions} = O(rs)$

$\# \text{weight updates} = O(ns)$

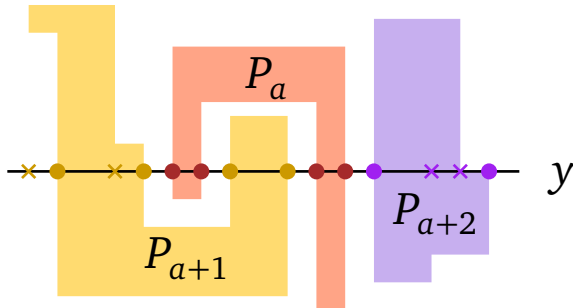
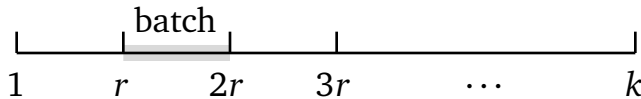
$\# \text{queries} = O(ns)$



Case $s \leq n^{0.8}$

Idea: time localization

$k := \# \text{polygons}$
 $s := \# \text{vertices of each polygon}$
 $n := ks$
 $\text{portal}_i := \partial P_i \cap \text{grid}$
 $f_i(p): P_1 \rightarrow \dots \rightarrow P_i \rightarrow p$

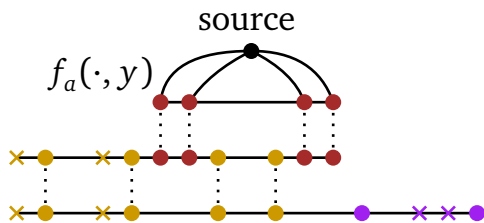


Sweep the line for n steps

$\# \text{insertions/deletions} = O(rs)$

$\# \text{weight updates} = O(ns)$

$\# \text{queries} = O(ns)$



Dynamic planar SSSP

[Das, Probst Gutenberg, Wulff-Nilsen 2022]

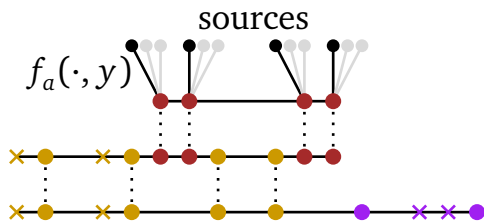
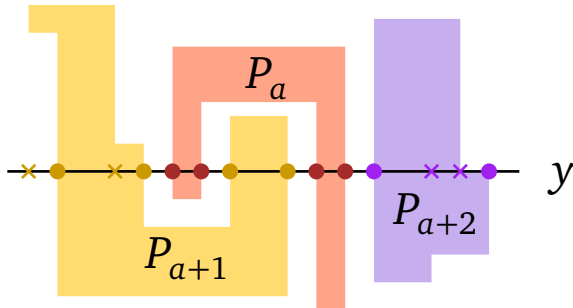
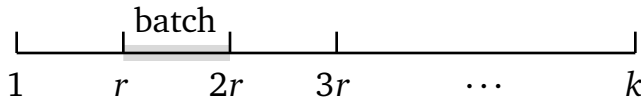
update time $\tilde{O}(N^{1/2})$

query time $\tilde{O}(N^{1/2})$

Case $s \leq n^{0.8}$

Idea: time localization

$k := \# \text{polygons}$
 $s := \# \text{vertices of each polygon}$
 $n := ks$
 $\text{portal}_i := \partial P_i \cap \text{grid}$
 $f_i(p): P_1 \rightarrow \dots \rightarrow P_i \rightarrow p$



Sweep the line for n steps

$\# \text{insertions/deletions} = O(rs)$

~~$\# \text{weight updates} = O(ns)$~~

$\# \text{queries} = O(ns)$

Dynamic planar MSSP

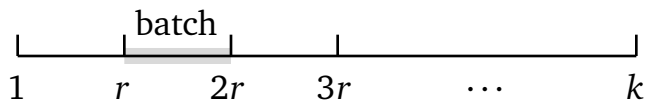
[Charalampopoulos, Karczmarz 2020]

update time $\tilde{O}(N^{4/5} + N^{3/4}s^{1/4})$

query time $\tilde{O}(1)$

Case $s \leq n^{0.8}$

Idea: time localization



$k := \# \text{polygons}$

$s := \# \text{vertices of each polygon}$

$n := ks$

$\text{portal}_i := \partial P_i \cap \text{grid}$

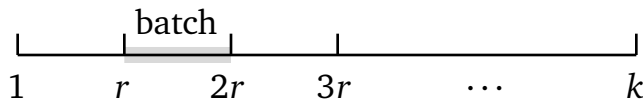
$f_i(p): P_1 \rightarrow \cdots \rightarrow P_i \rightarrow p$

Running time:

$$\text{each batch } \tilde{O}\left(\underbrace{(rs)^2}_{\text{DP}} + \underbrace{n^{9/5} + n^{7/4}s^{1/4} + ns}_{\text{line sweep}}\right)$$

Case $s \leq n^{0.8}$

Idea: time localization



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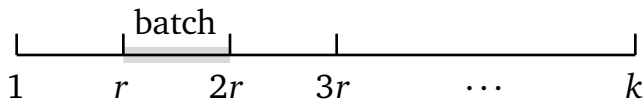
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choose $r := n^{0.98}/s$

Case $s \leq n^{0.8}$

Idea: time localization



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choose $r := n^{0.98}/s$

$$\text{overall } \tilde{O}(n^{1.96}) \cdot n^{0.02} = \tilde{O}(n^{1.98})$$

Case $s > n^{0.8}$

$k := \# \text{polygons}$

$s := \# \text{vertices of each polygon}$

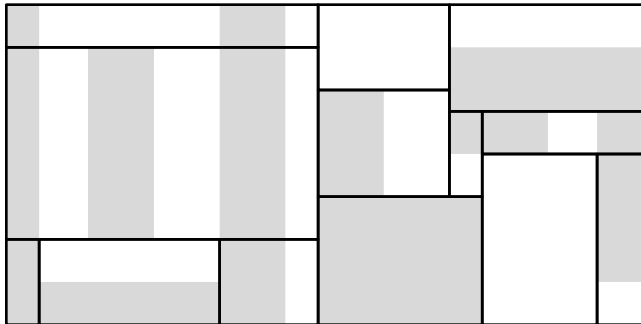
$n := ks$

$\text{portal}_i := \partial P_i \cap \text{grid}$

$f_i(p): P_1 \rightarrow \cdots \rightarrow P_i \rightarrow p$

Case $s > n^{0.8}$

Idea: space localization



$k := \# \text{polygons}$

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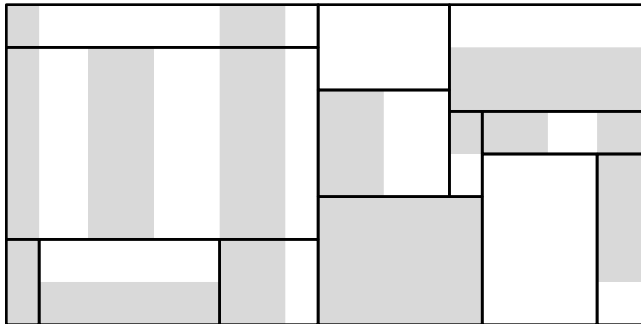
$n := ks$

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Case $s > n^{0.8}$

Idea: space localization



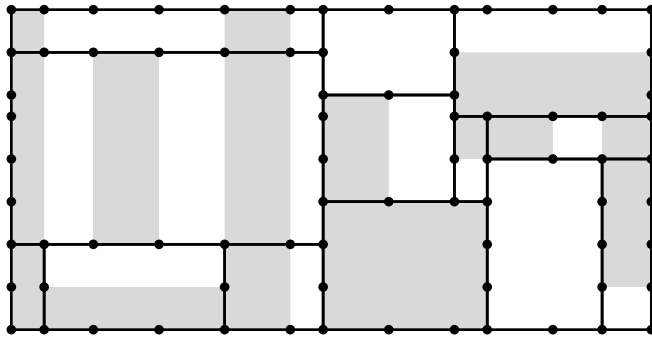
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rectangle partition with
small stabbing number

[De Berg, Van Kreveld 1993]

Case $s > n^{0.8}$

Idea: space localization



“hubs”

$k := \# \text{polygons}$

$s := \# \text{vertices of each polygon}$

$n := ks$

$\text{portal}_i := \partial P_i \cap \text{grid}$

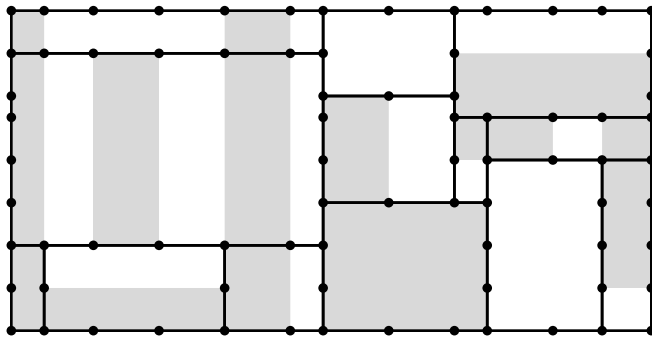
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[De Berg, Van Kreveld 1993]

Case $s > n^{0.8}$

Idea: space localization



#“hubs” = $O(n^{1.5})$

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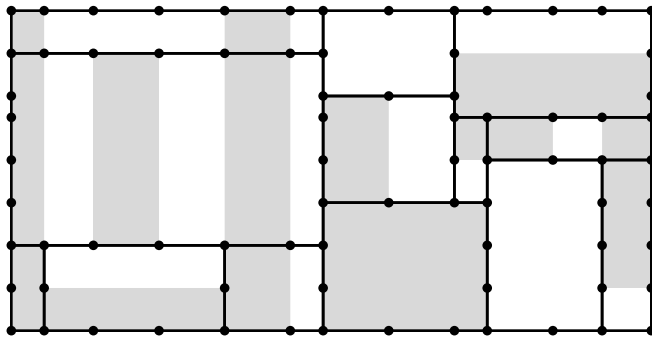
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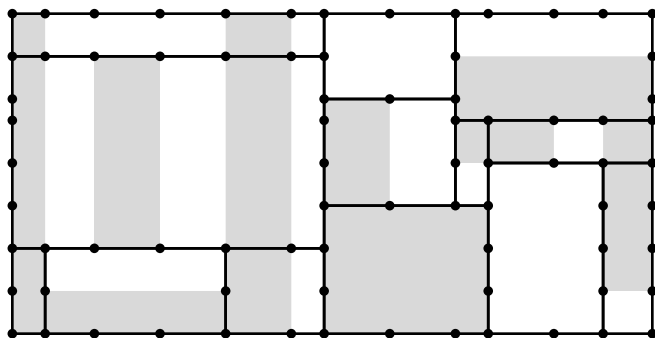
[De Berg, Van Kreveld 1993]

$\# \text{“hubs”} = O(n^{1.5})$

precompute costs inside rectangles, then DP on hubs

Case $s > n^{0.8}$

Idea: space localization



$k := \# \text{polygons}$

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[De Berg, Van Kreveld 1993]

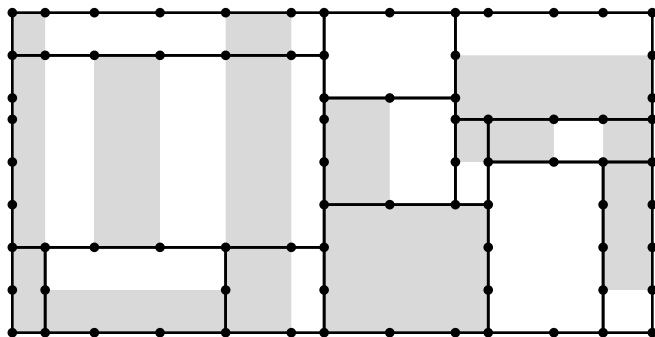
$\# \text{“hubs”} = O(n^{1.5})$

precompute costs inside rectangles, then DP on hubs

running time = $\tilde{O}(n^{1.5}k^2)$

Case $s > n^{0.8}$

Idea: space localization



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precompute costs inside rectangles, then DP on hubs

running time $= \tilde{O}(n^{1.5}k^2) \leq \tilde{O}(n^{1.9})$

What Have We Shown?

In the sparse case $s \leq n^{0.8}$, can solve in time $\tilde{O}(n^{1.98})$

In the dense case $s > n^{0.8}$, can solve in time $\tilde{O}(n^{1.9})$

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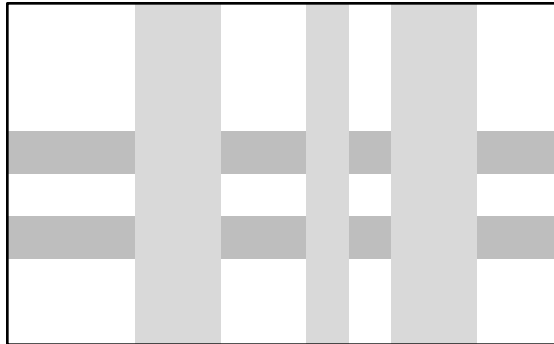
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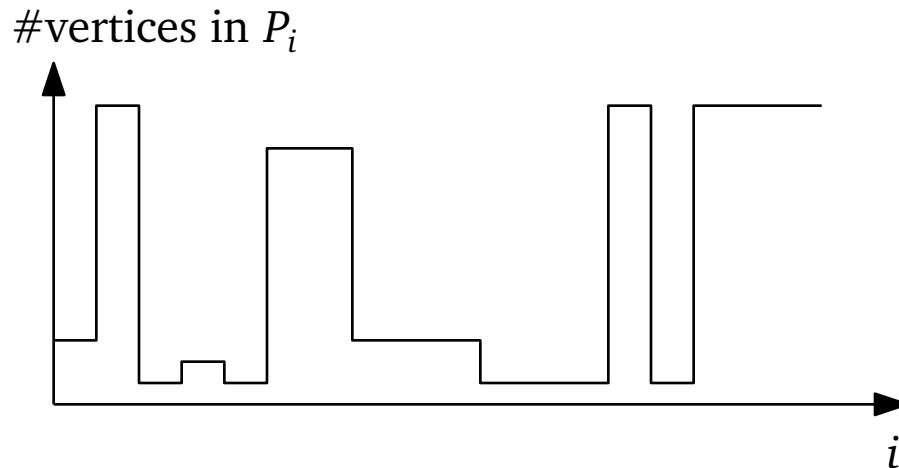
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varying

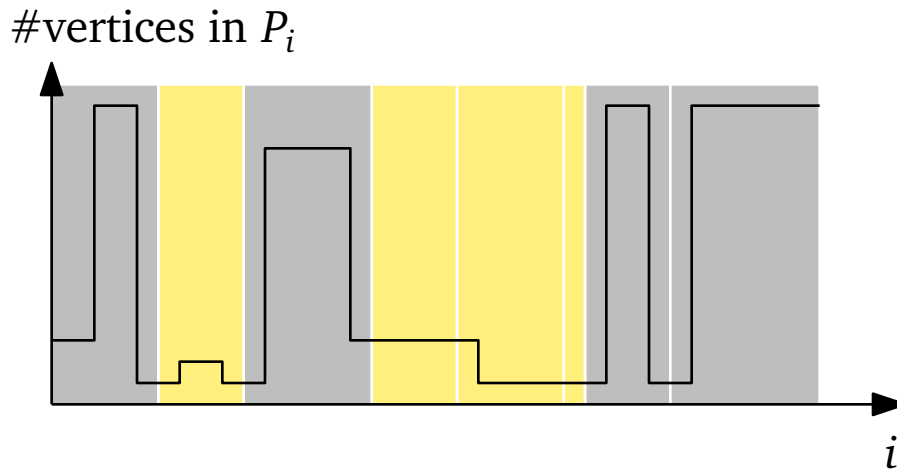


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step-disjoint varying

Open Problems

Intersecting polygons?

Faster dynamic planar MSSP?

Superlinear lower bound?

Euclidean distance?

$\tilde{O}(n^2)$ time for disjoint convex polygons [Dror, Efrat, Lubiw, Mitchell 2003]