

# Efficient Spanner Construction for Disk Transmission Graphs

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Wolfgang Mulzer (Freie Universität Berlin)

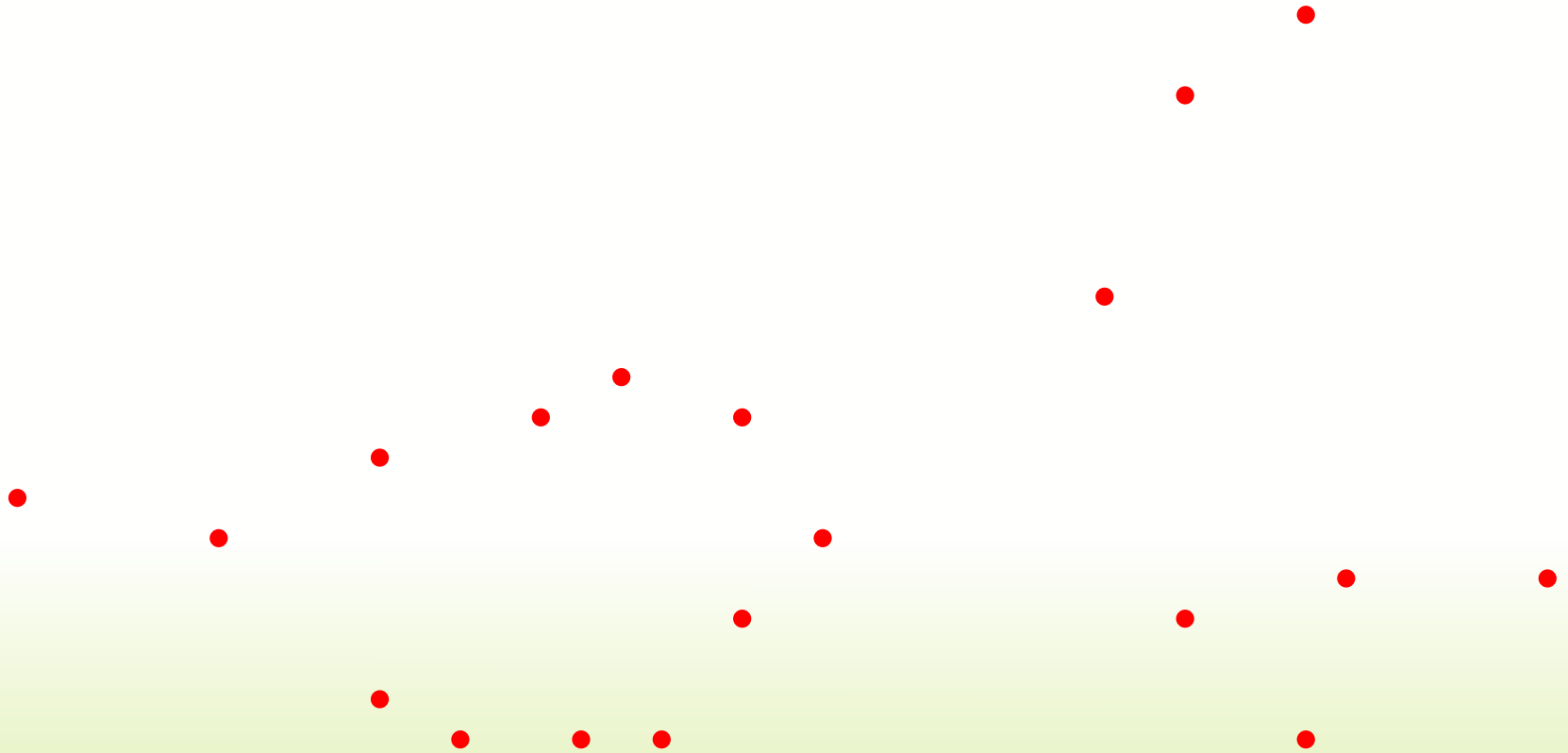
Liam Roditty (Bar-Ilan University)

Paul Seiferth (Freie Universität Berlin)

# Transmission Graphs & Spanners

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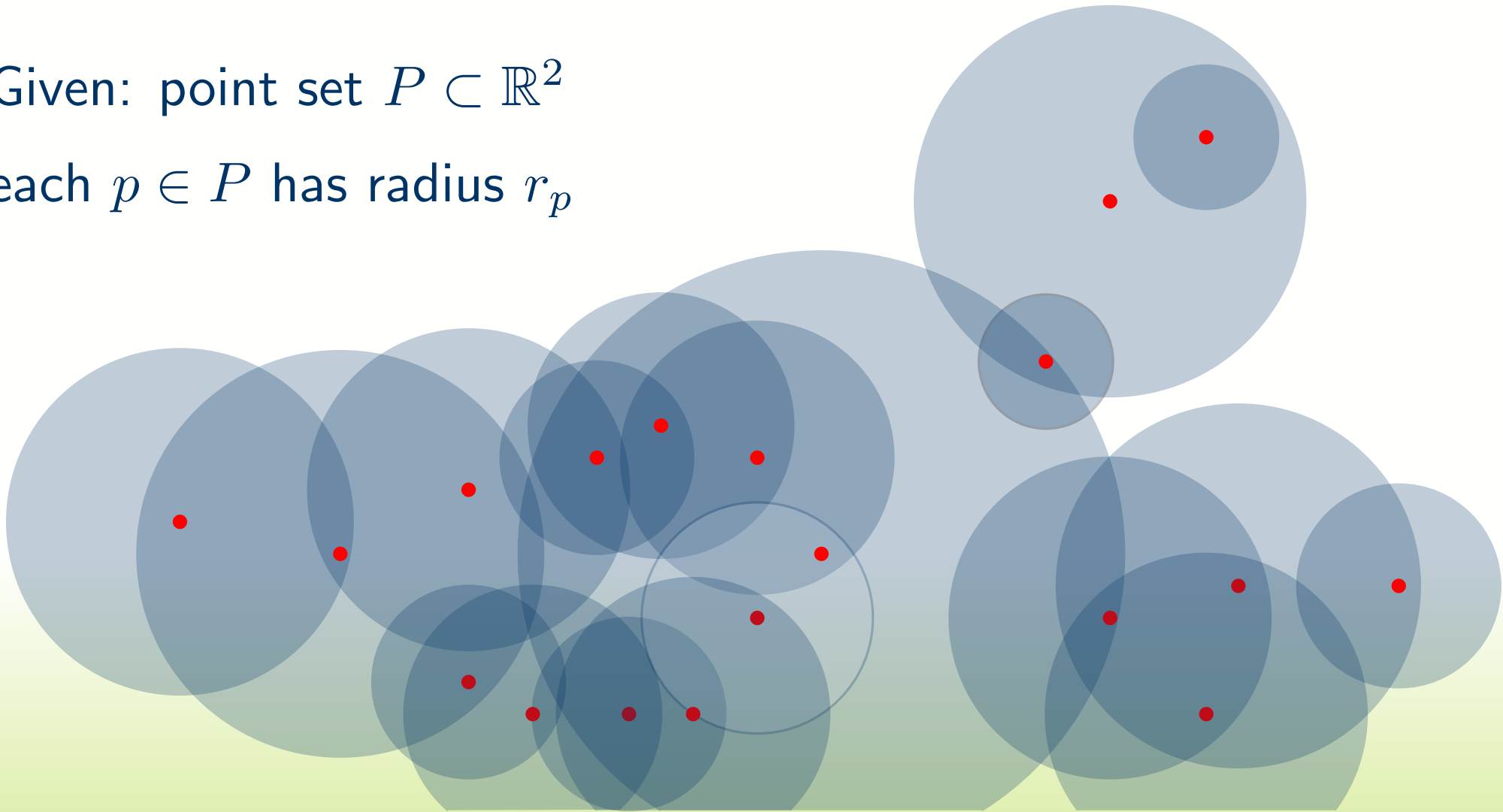
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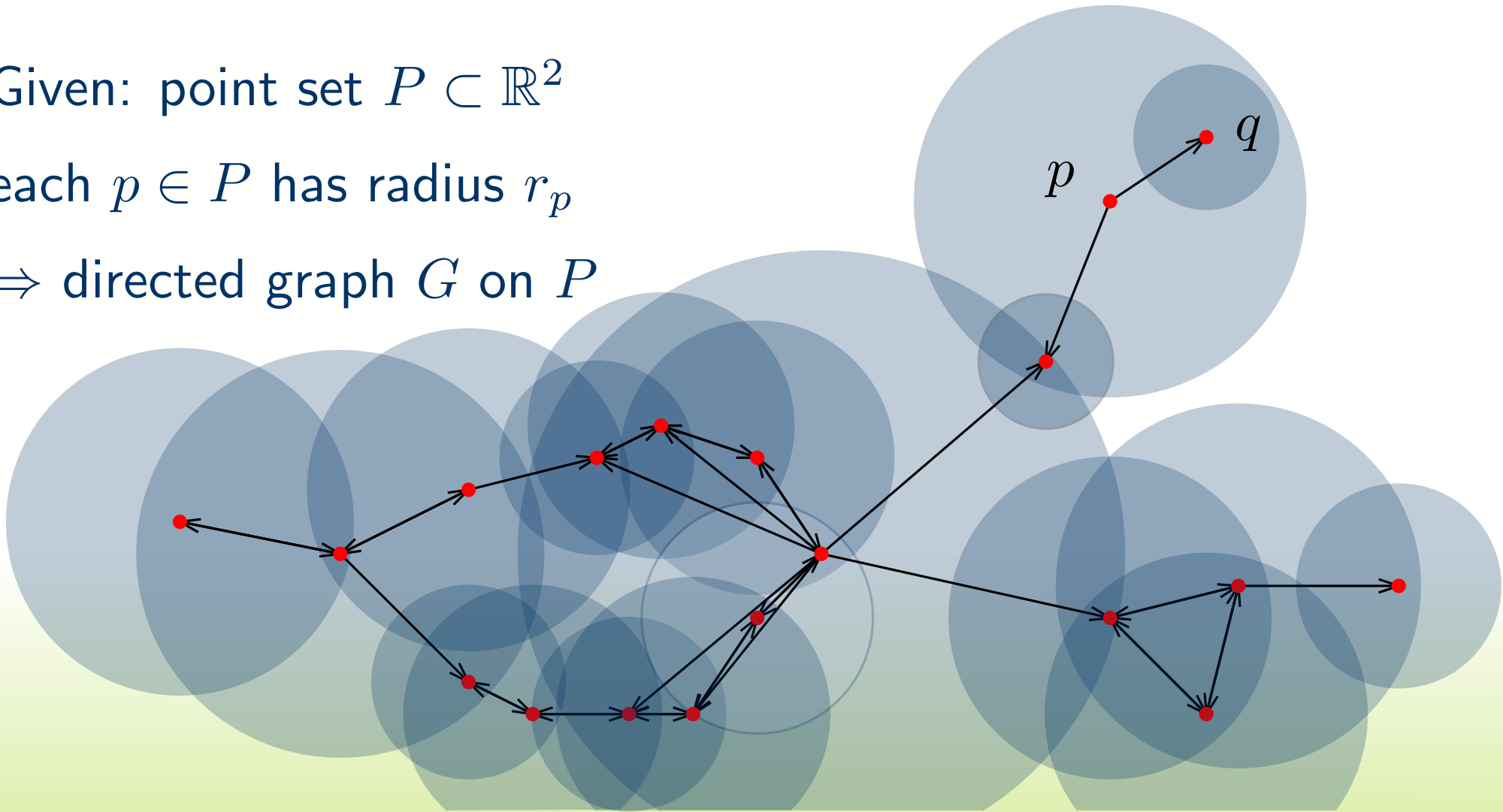


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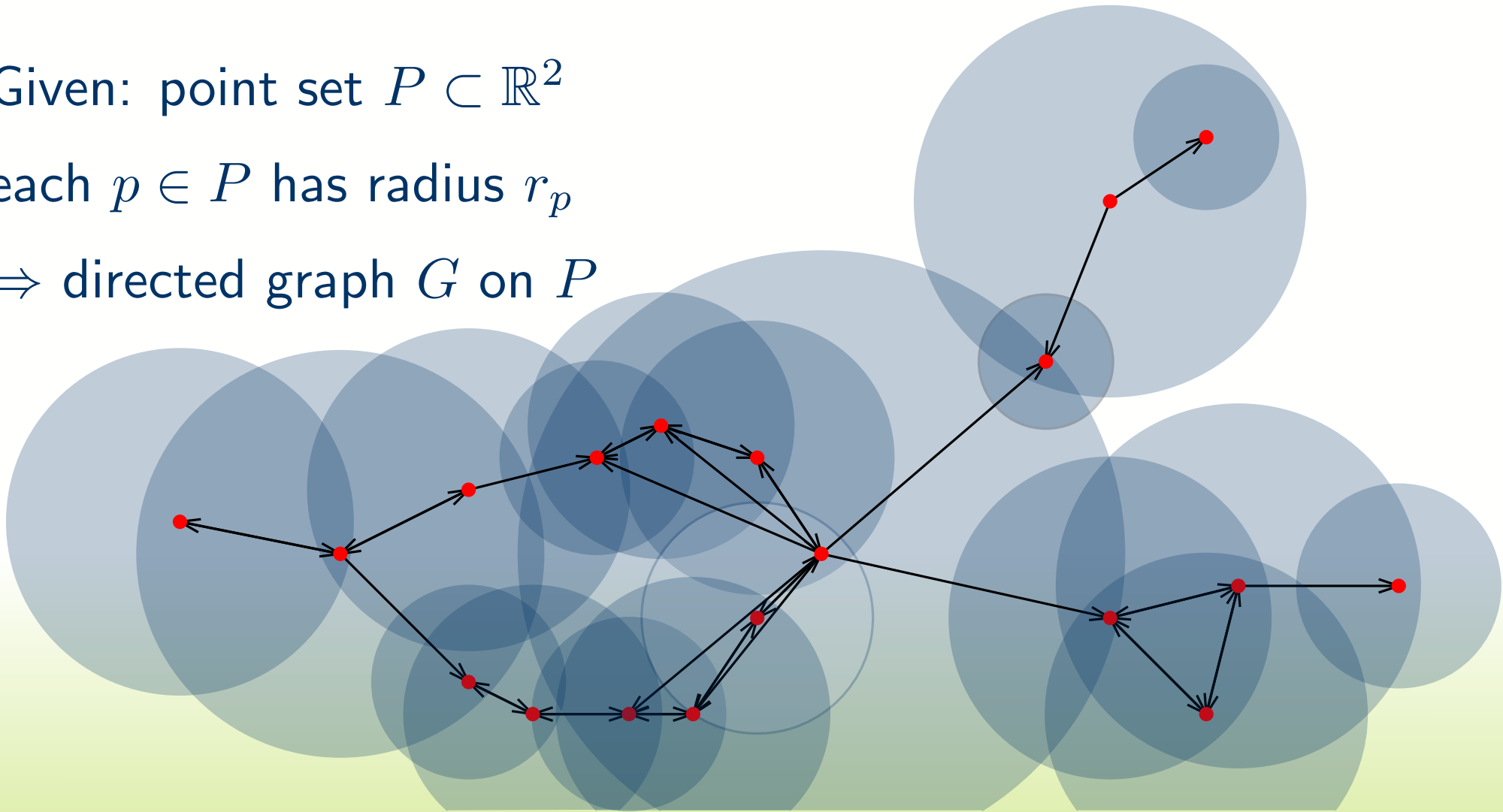


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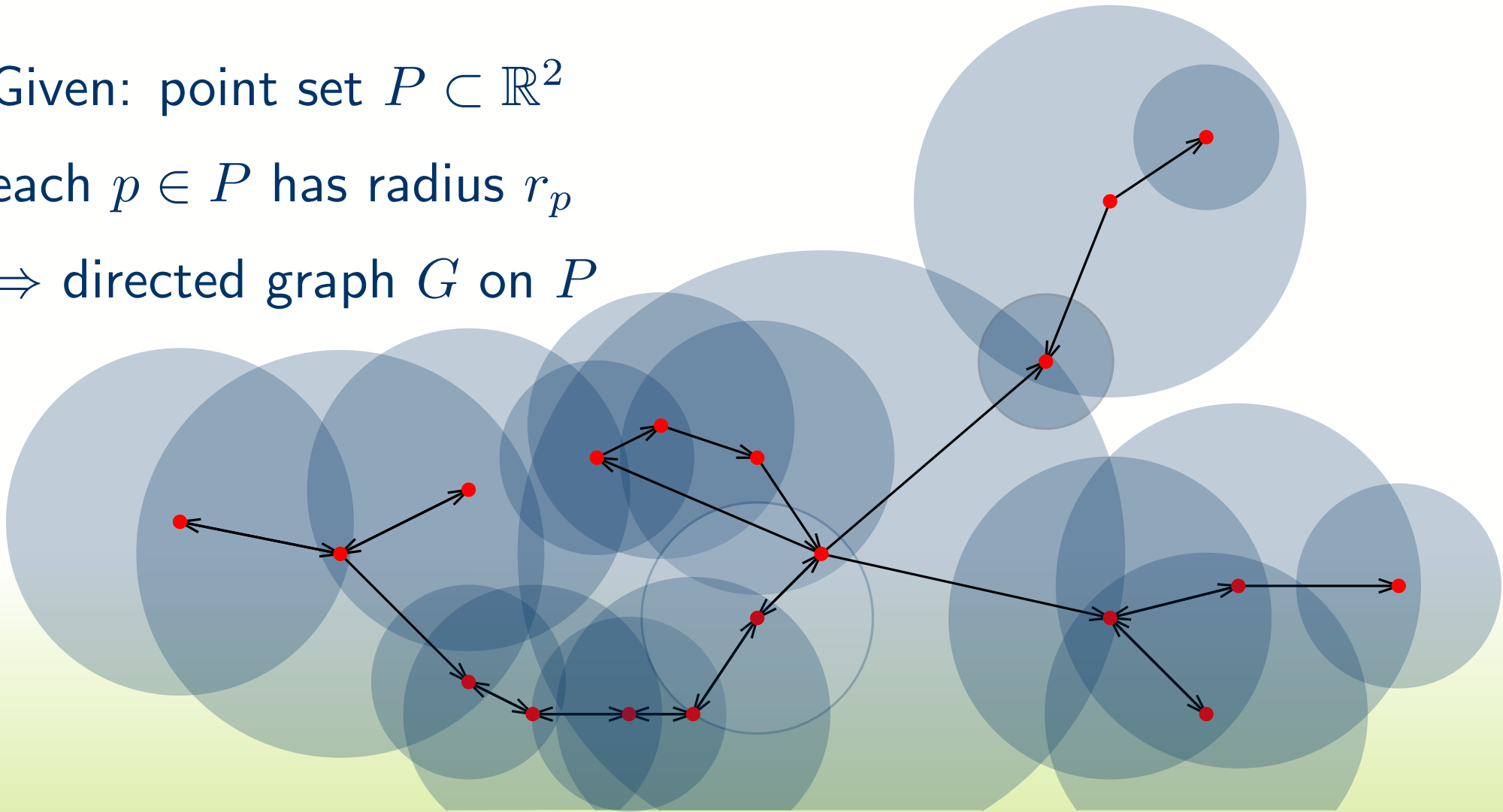
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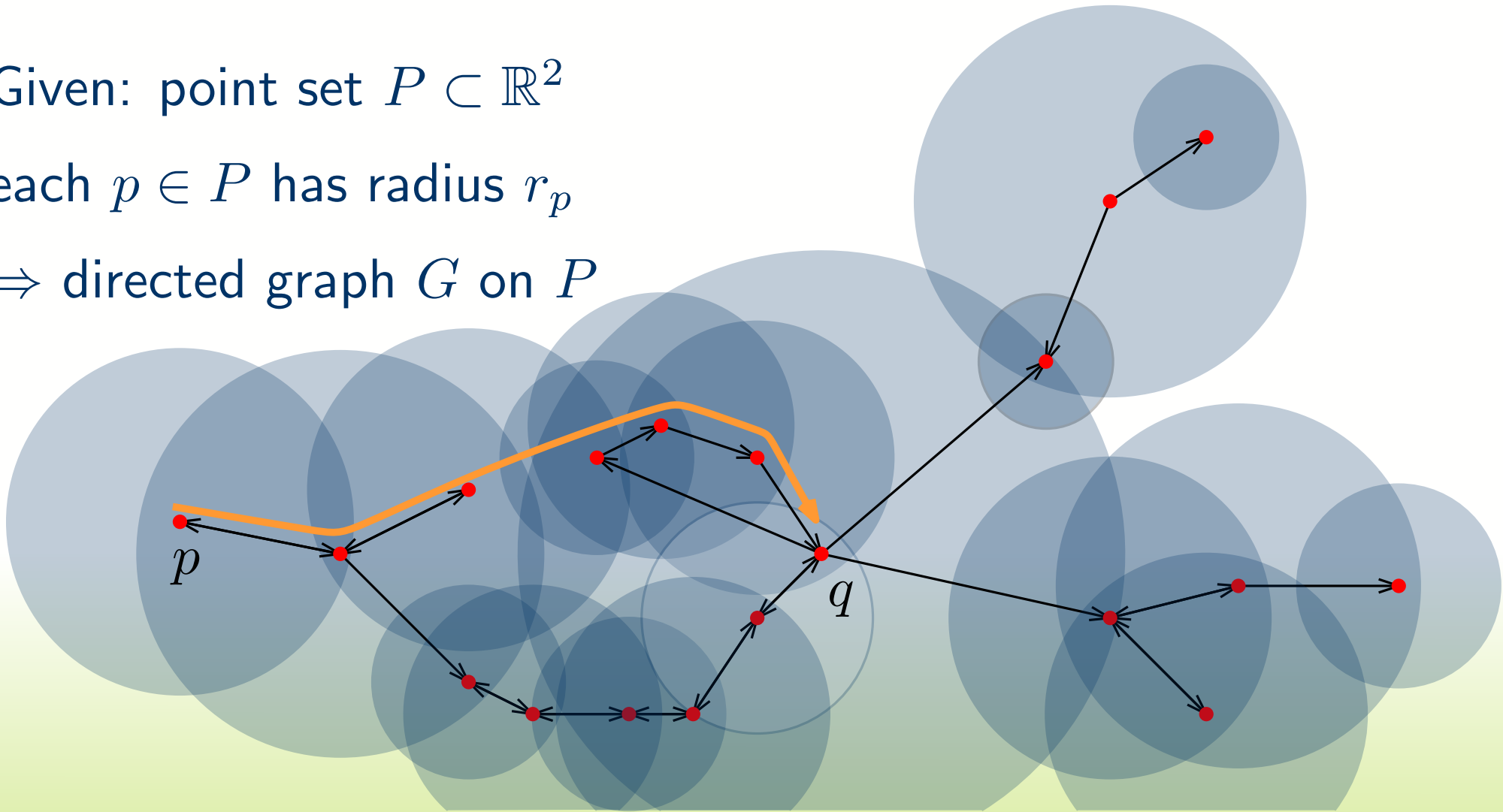
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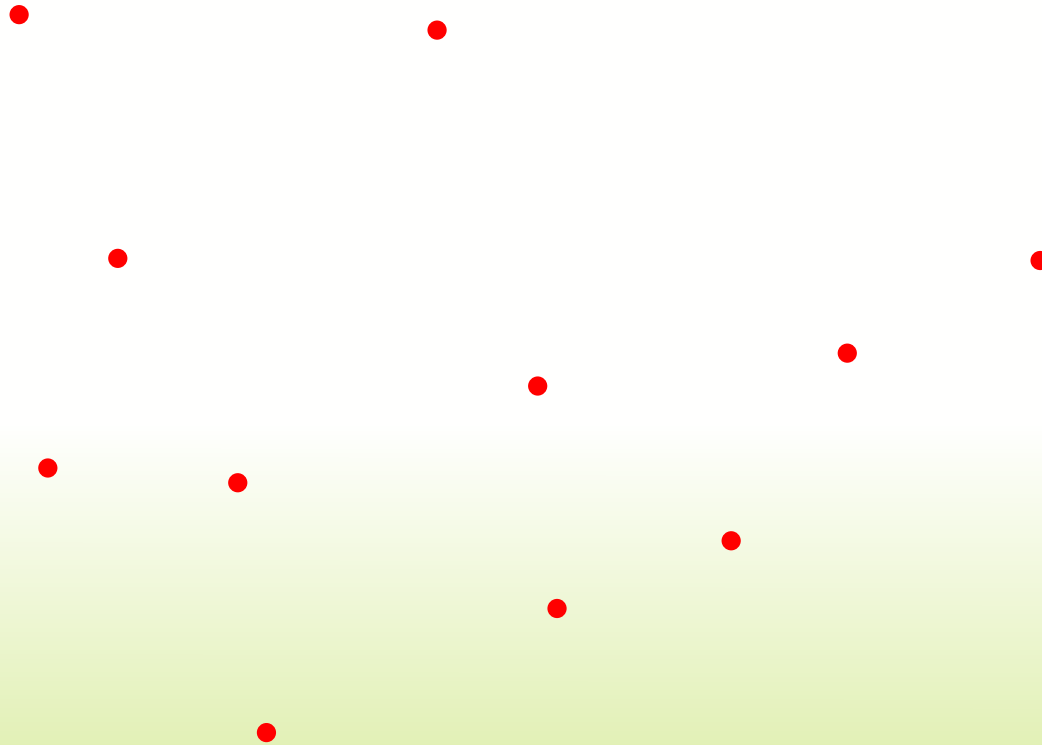
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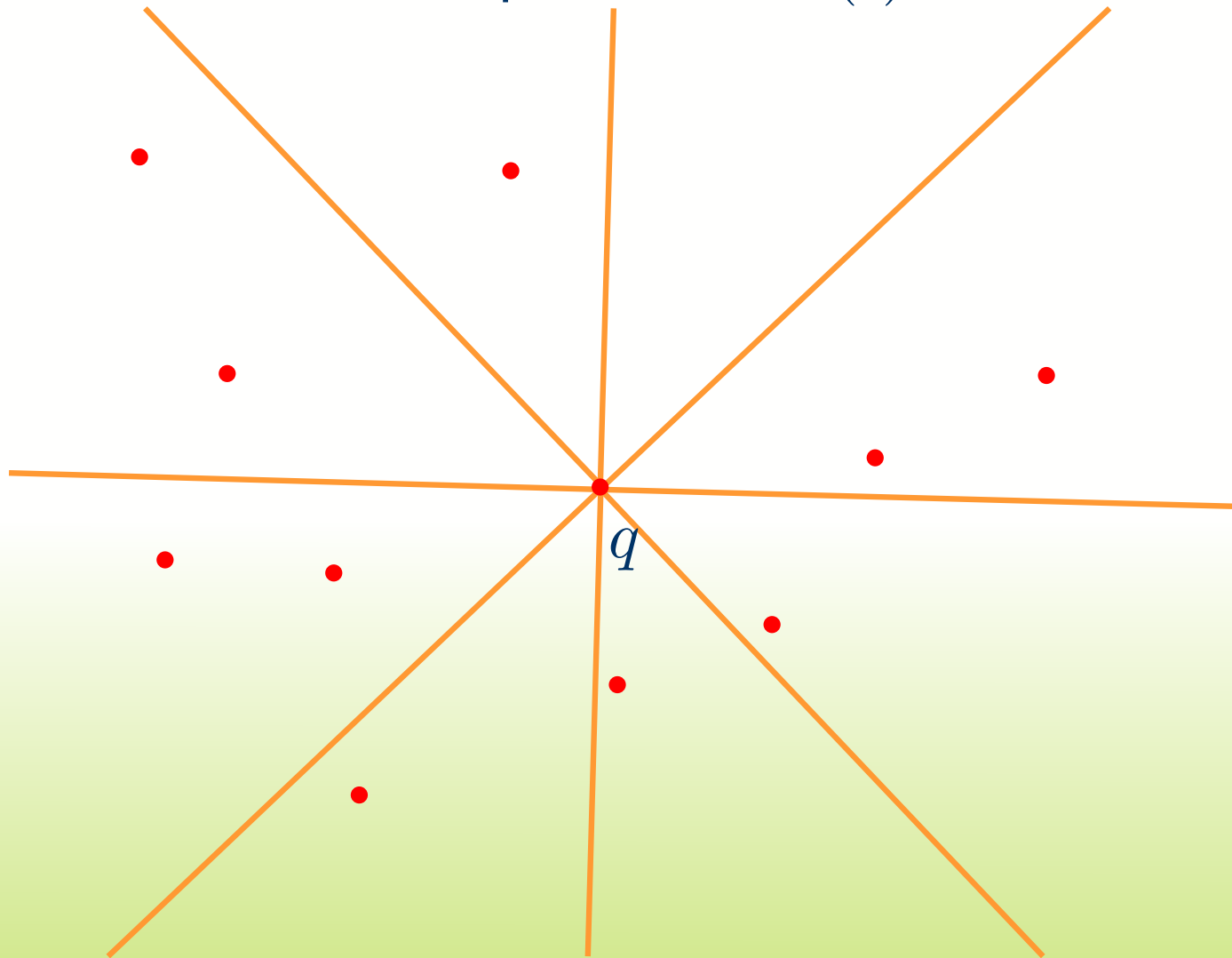
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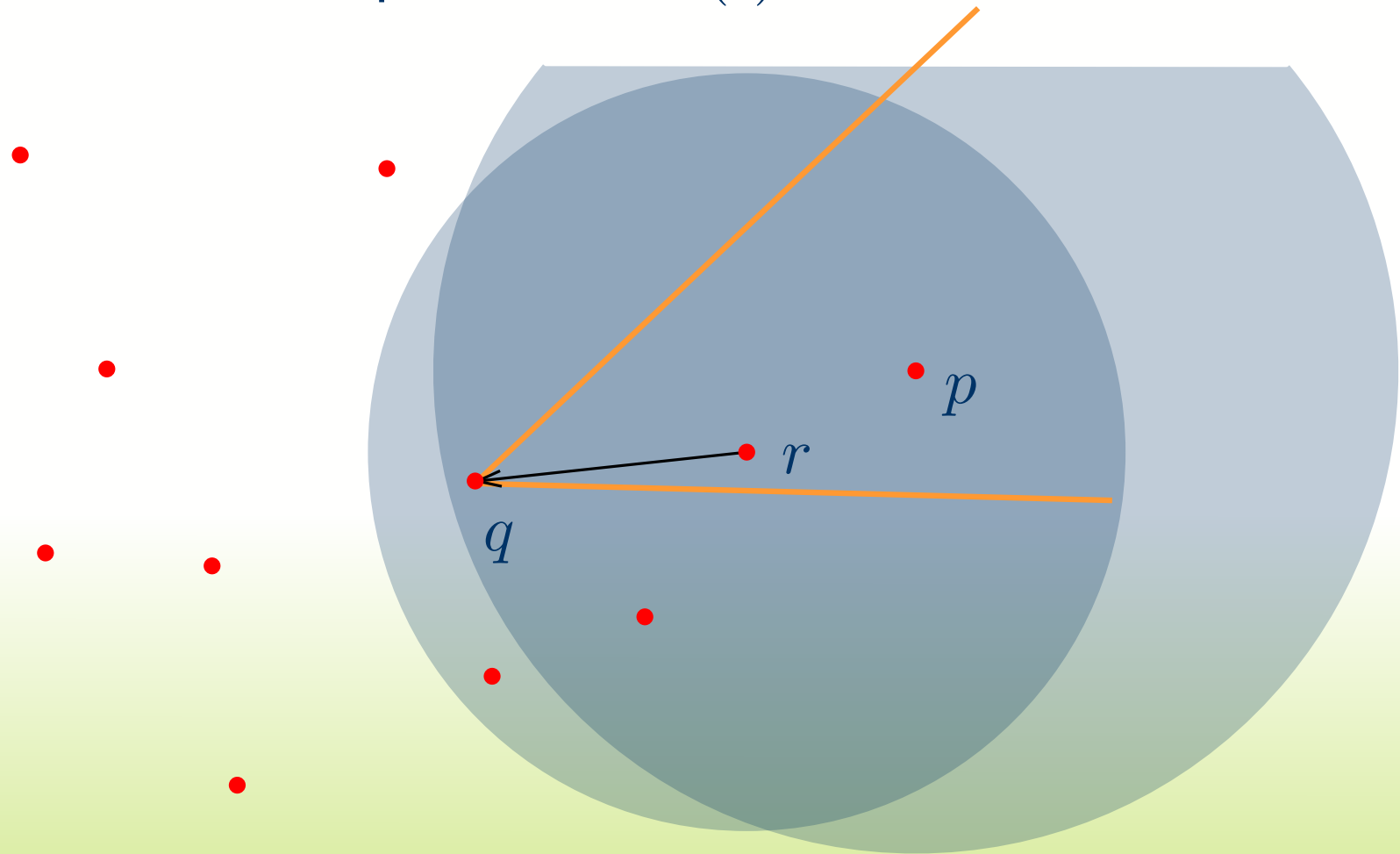
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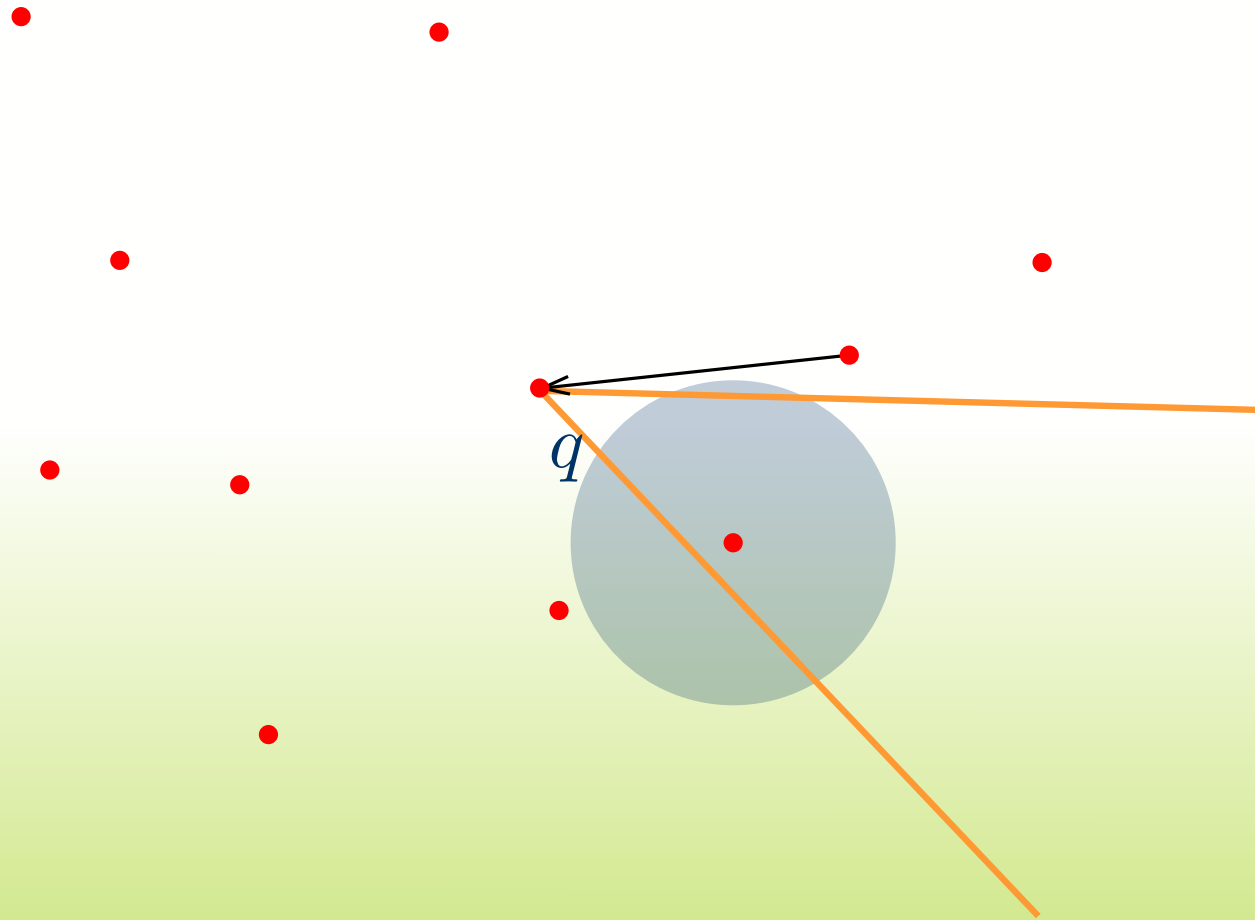
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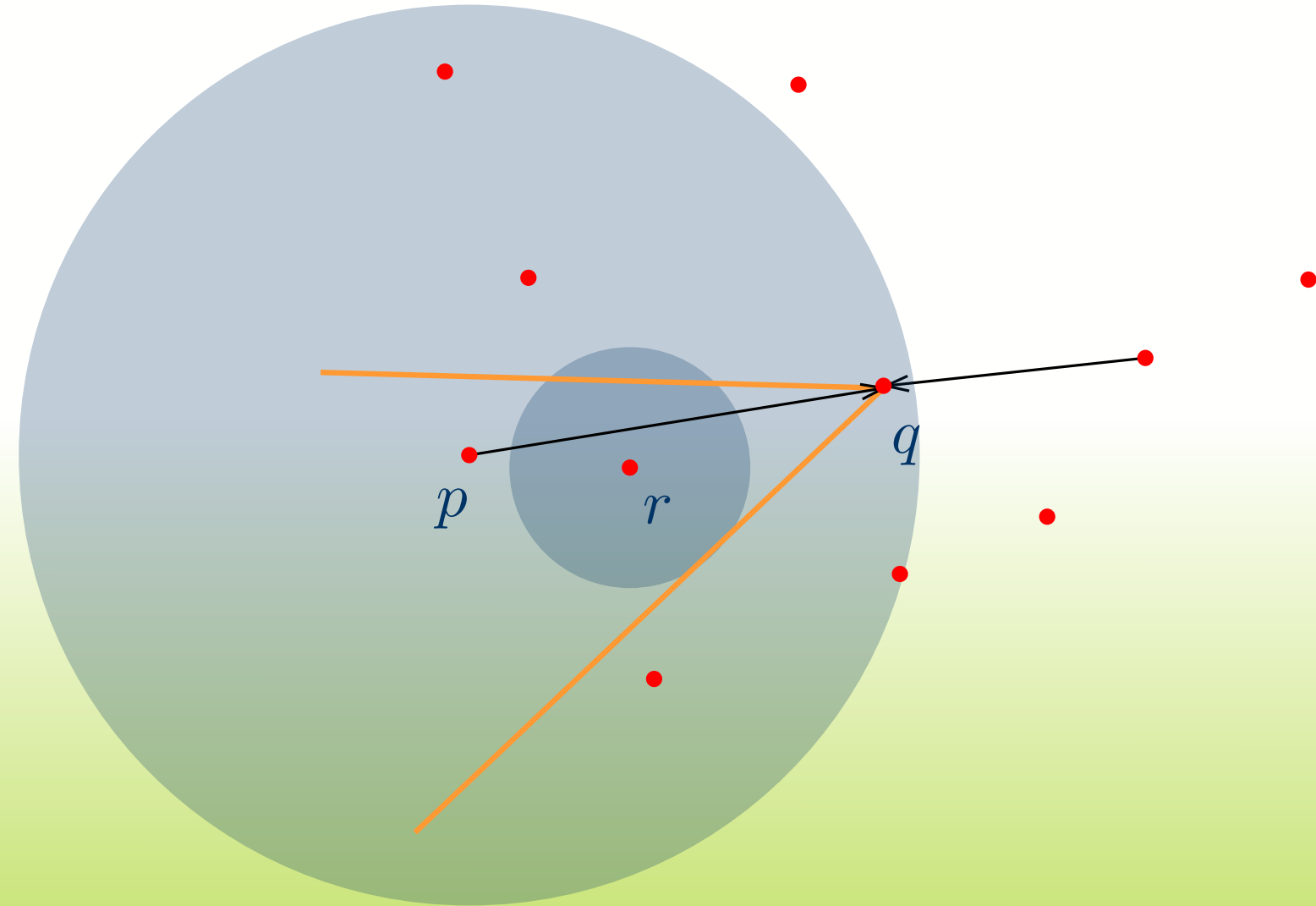
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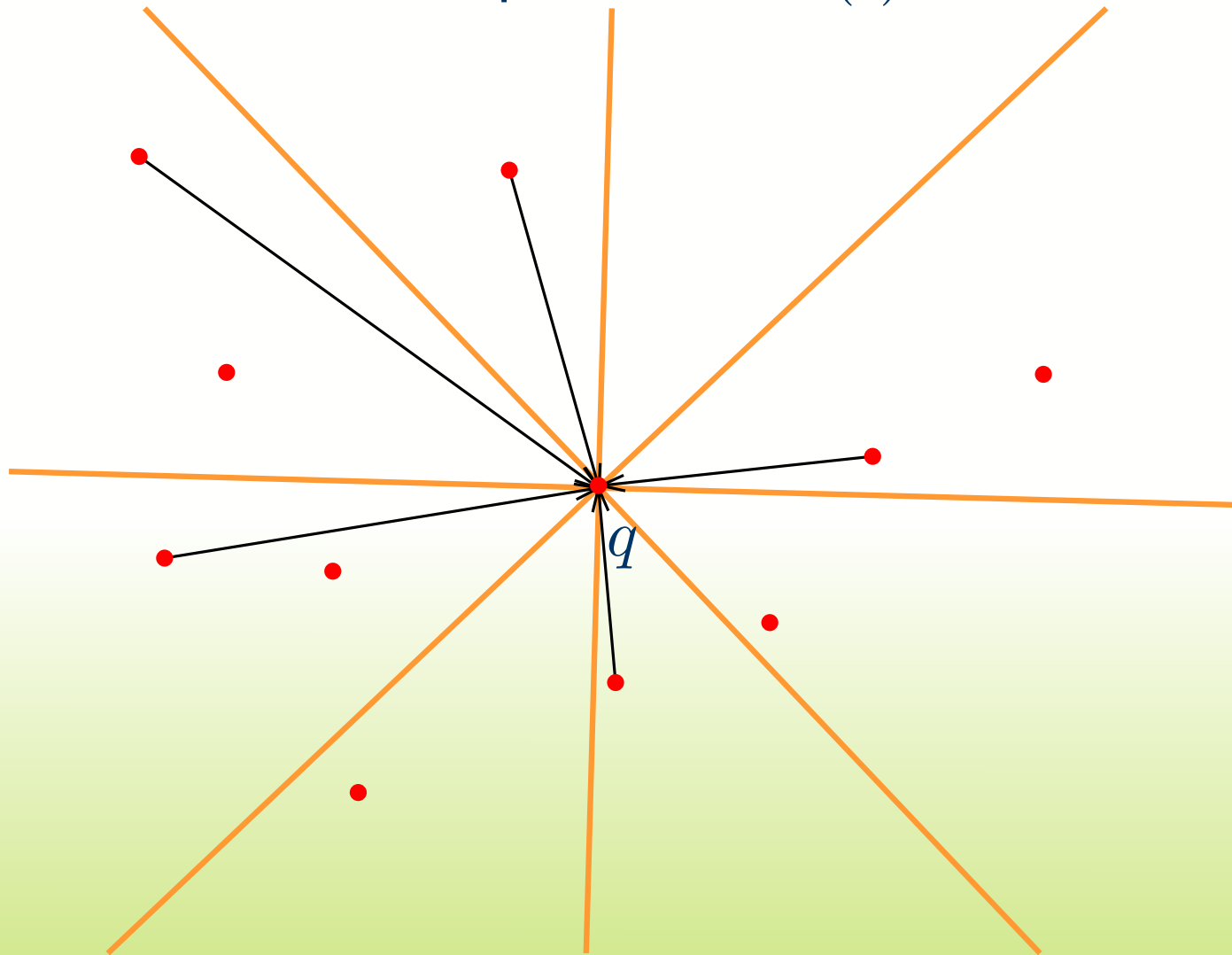
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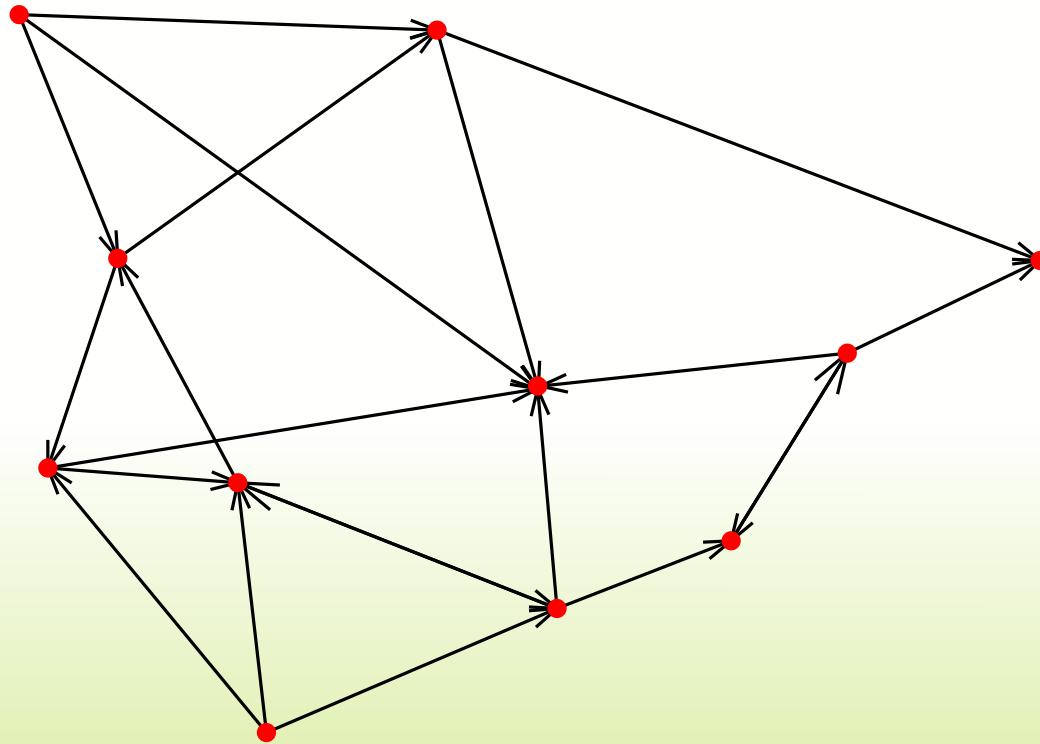
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# Results

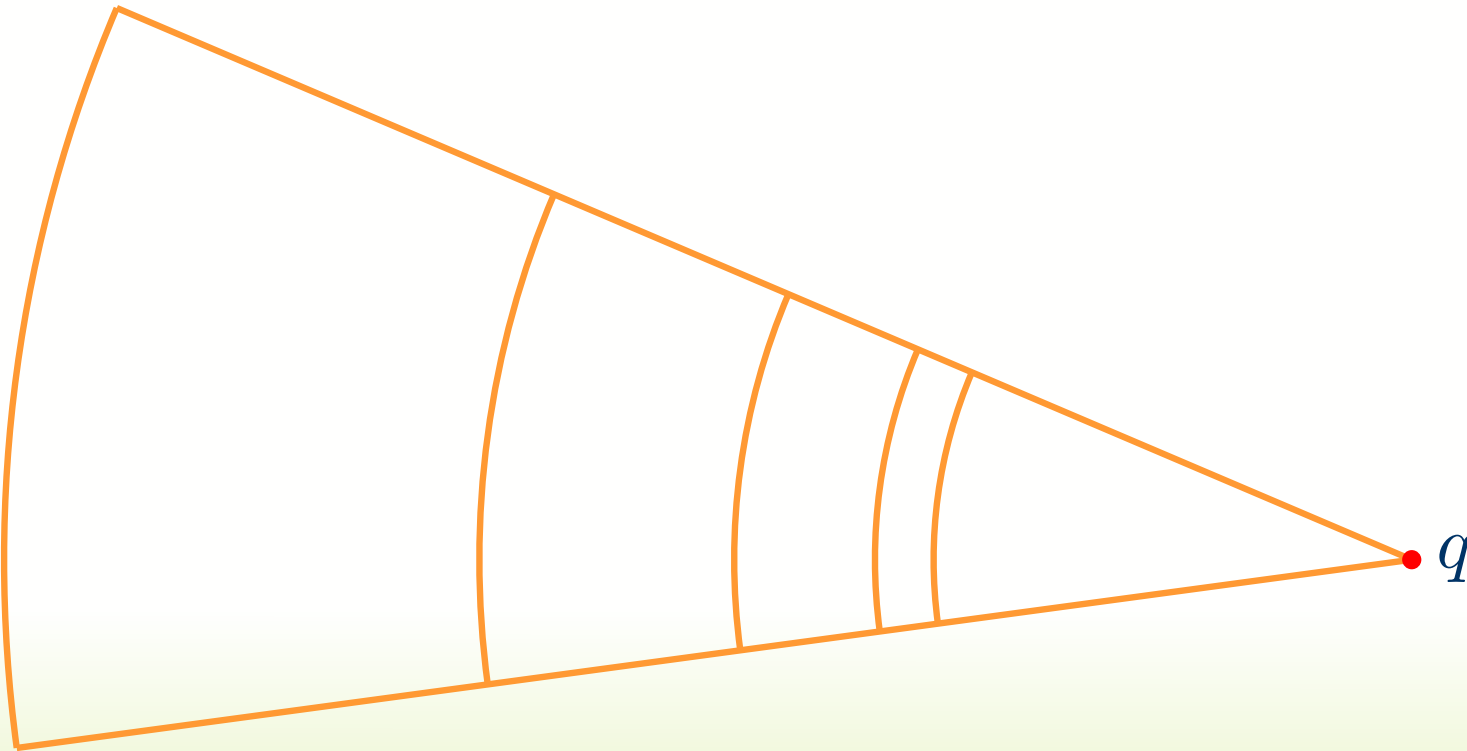
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Theorem 1: Let  $P \subset \mathbb{R}^2$  be a point set with radii and with **spread**  $\Phi$ . Let  $G$  be the transmission graph of  $P$ . For any  $t > 1$  we can compute a  **$t$ -spanner**  $H \subseteq G$  for  $G$  in **time**  $O(n(\log n + \log \Phi))$ .

Theorem 2: Let  $\Psi$  be the **ratio of the largest and smallest radius** in  $P$ . We can compute a  $t$ -spanner  $H \subseteq G$  in **time**  $O(n(\log n + \log \Psi))$ .

# The Idea

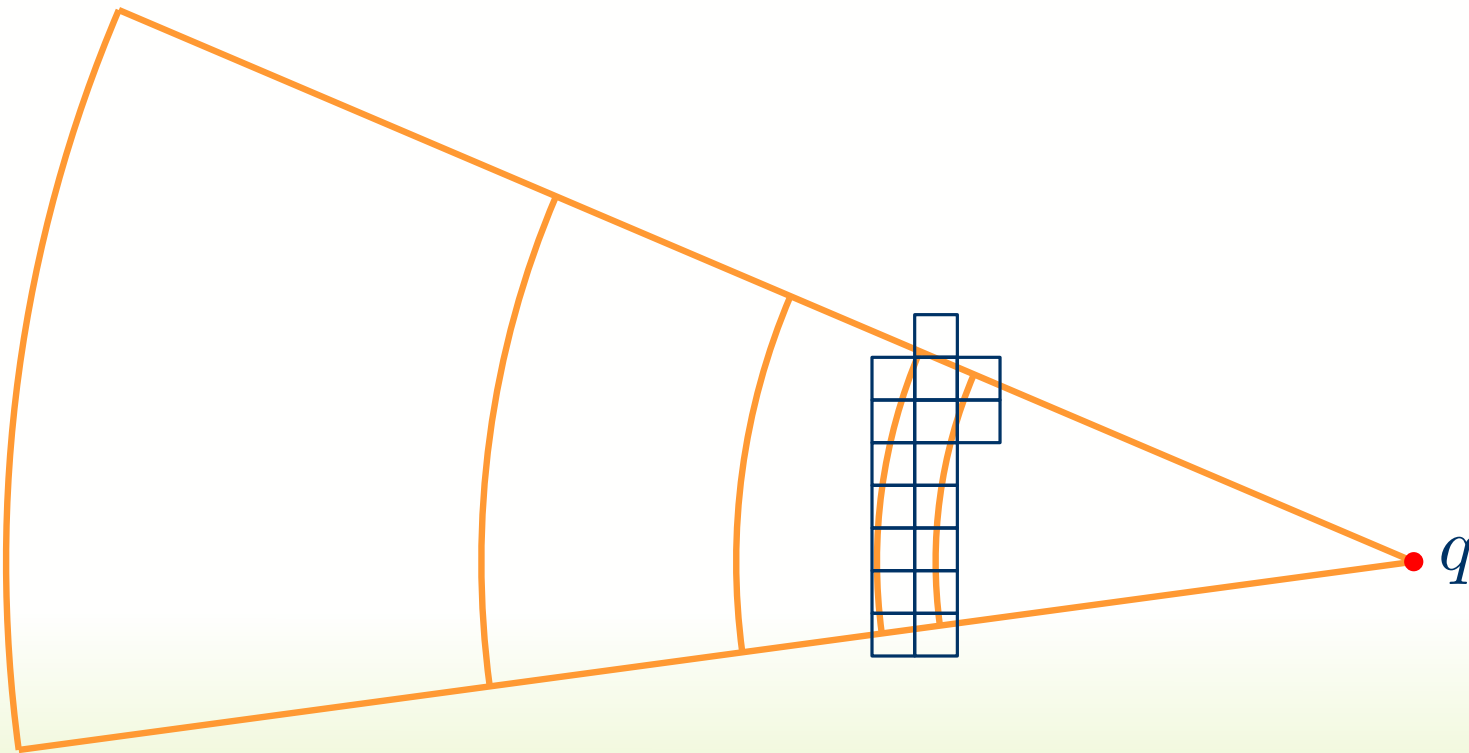
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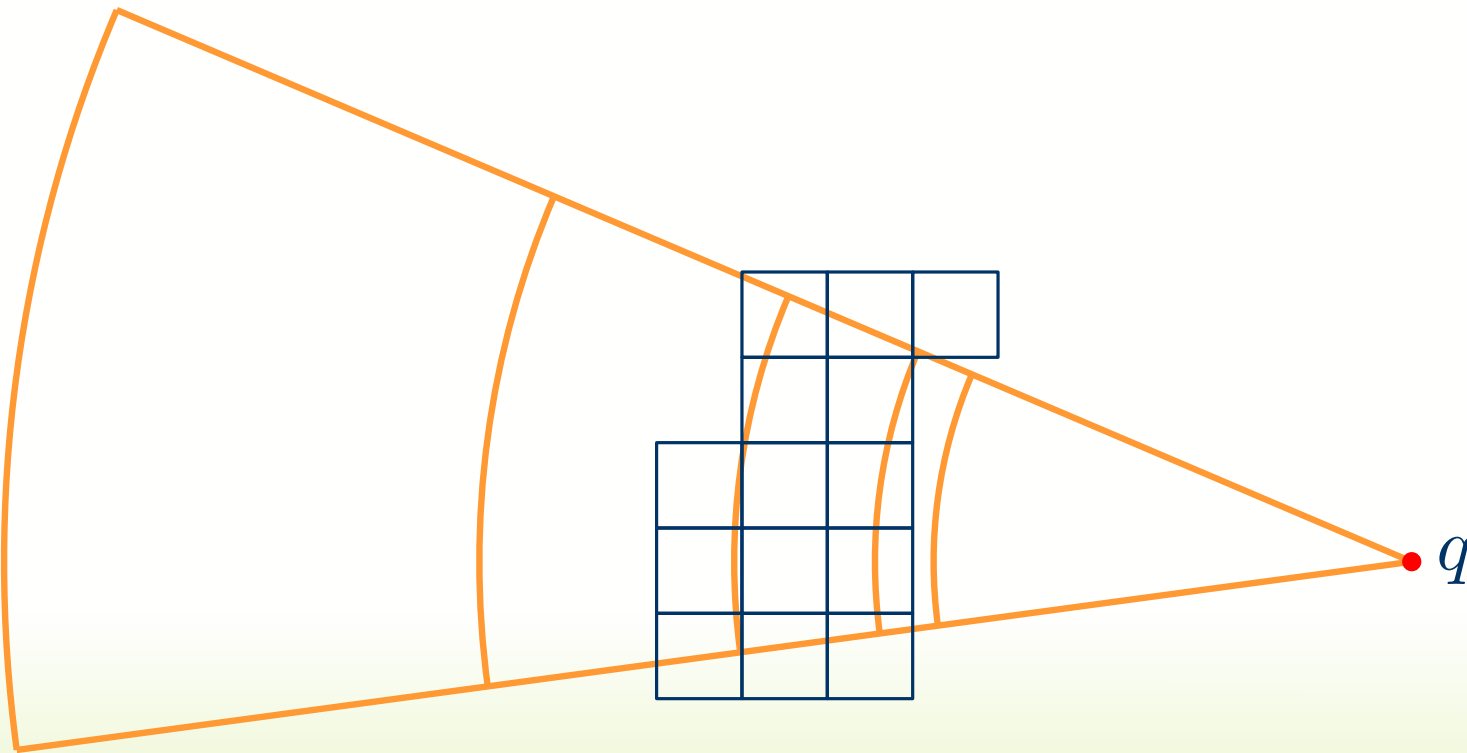
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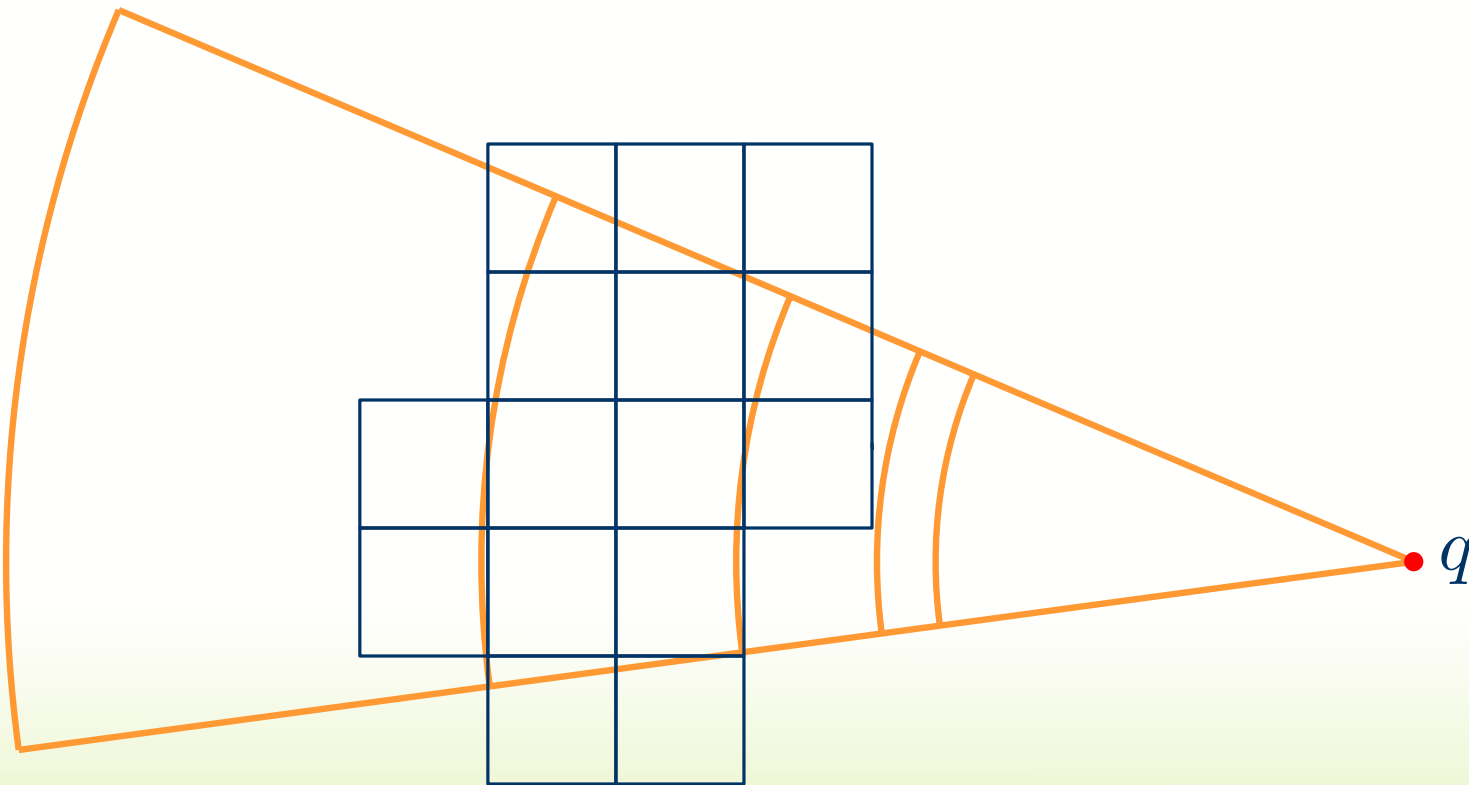
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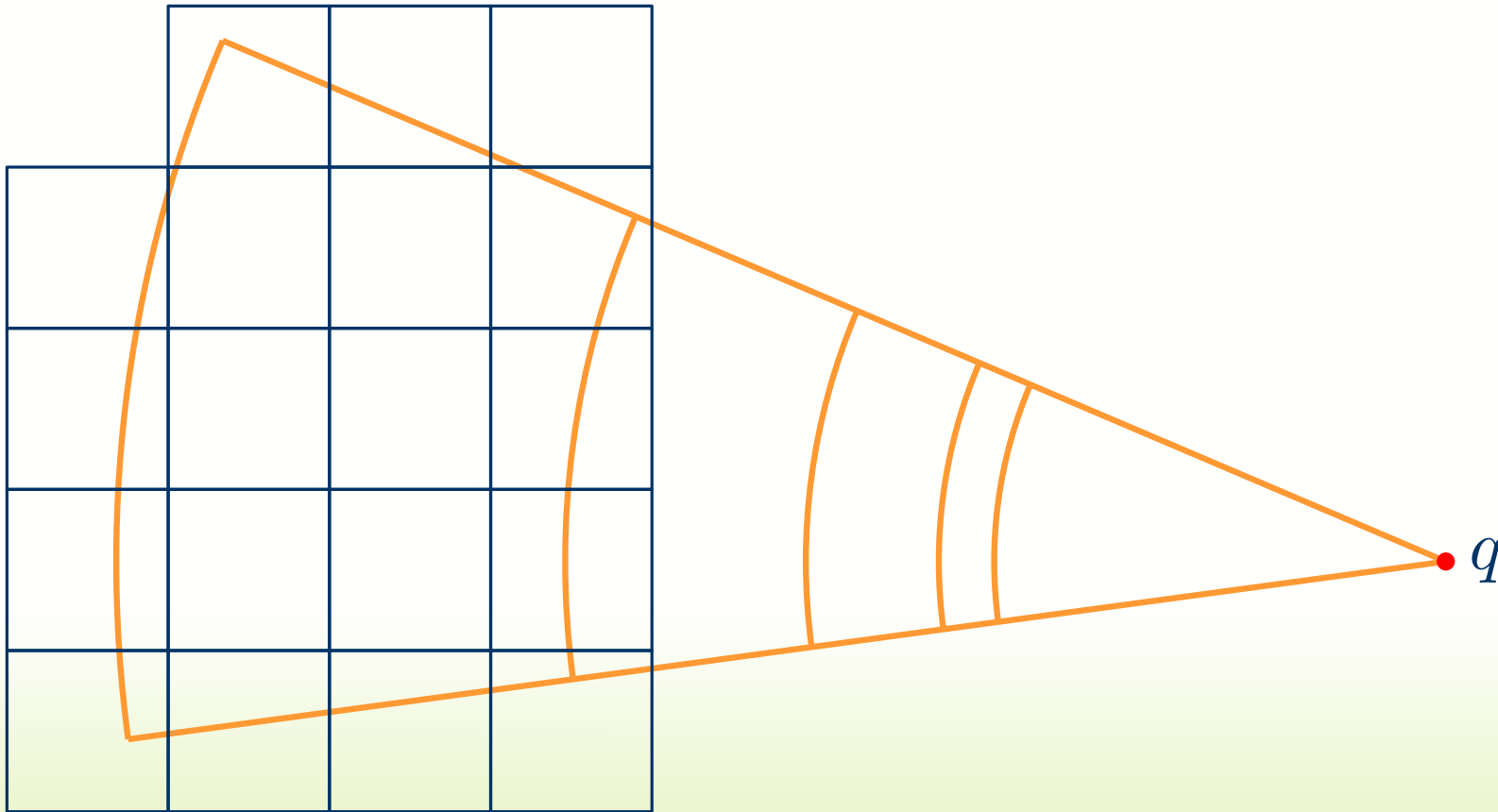
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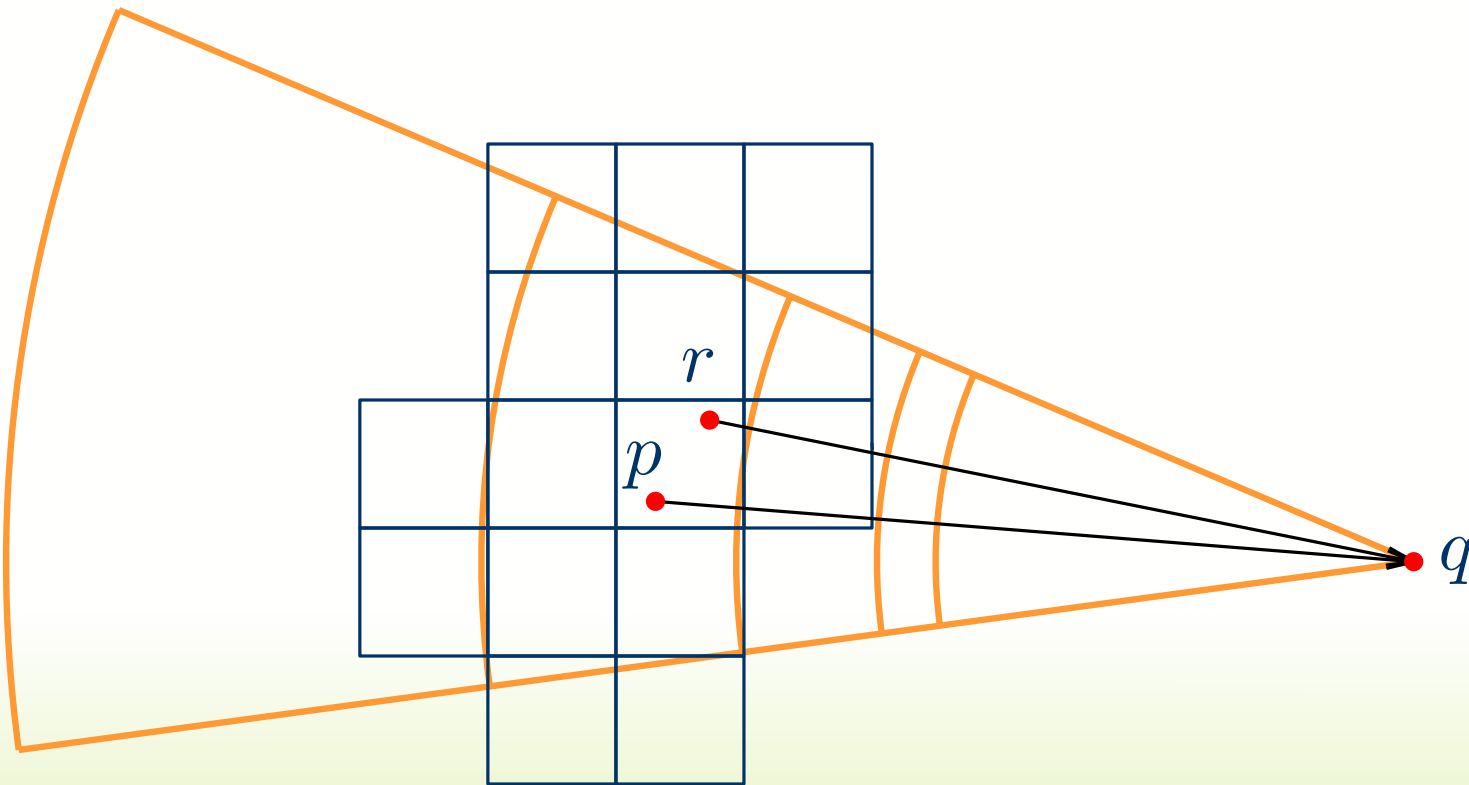
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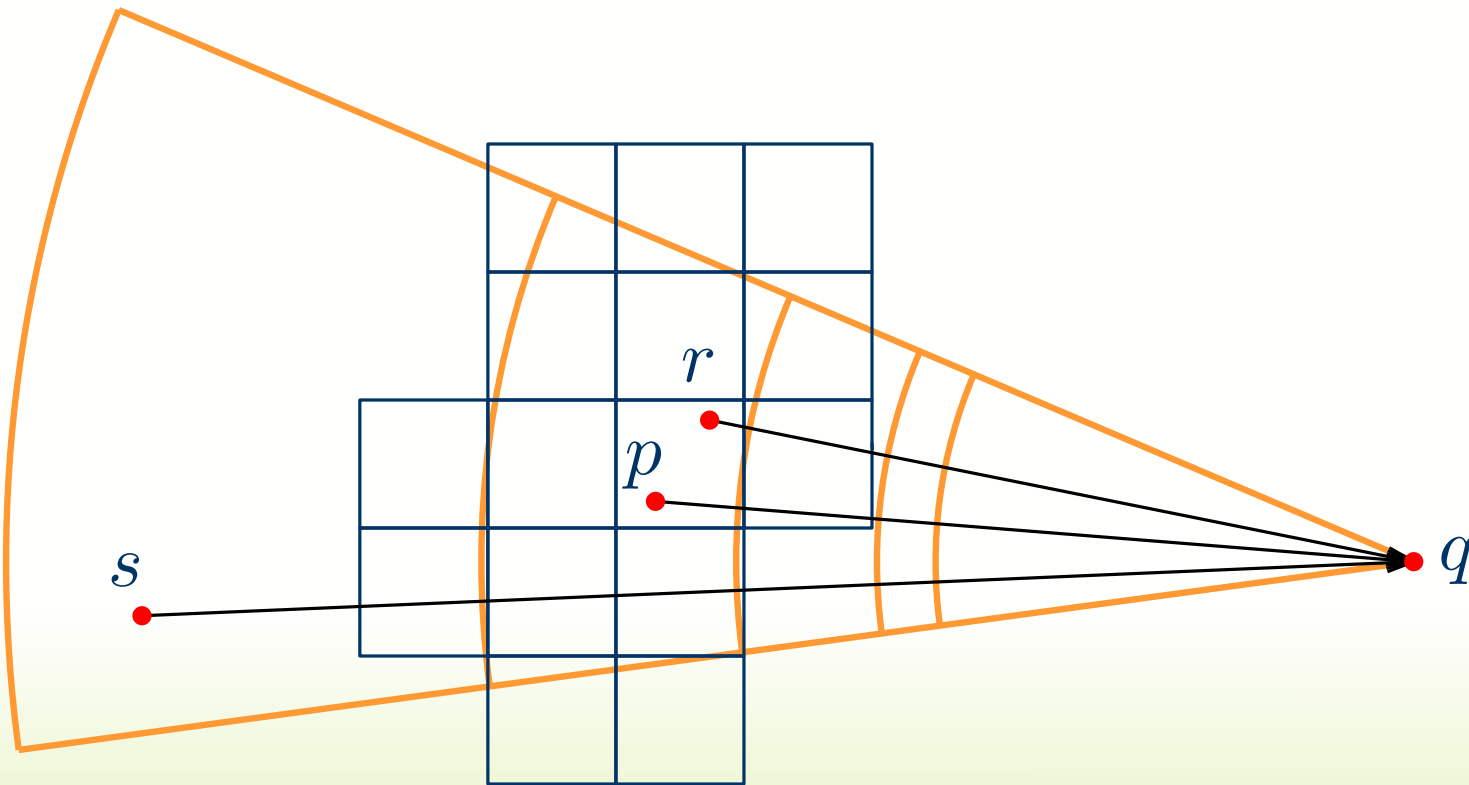
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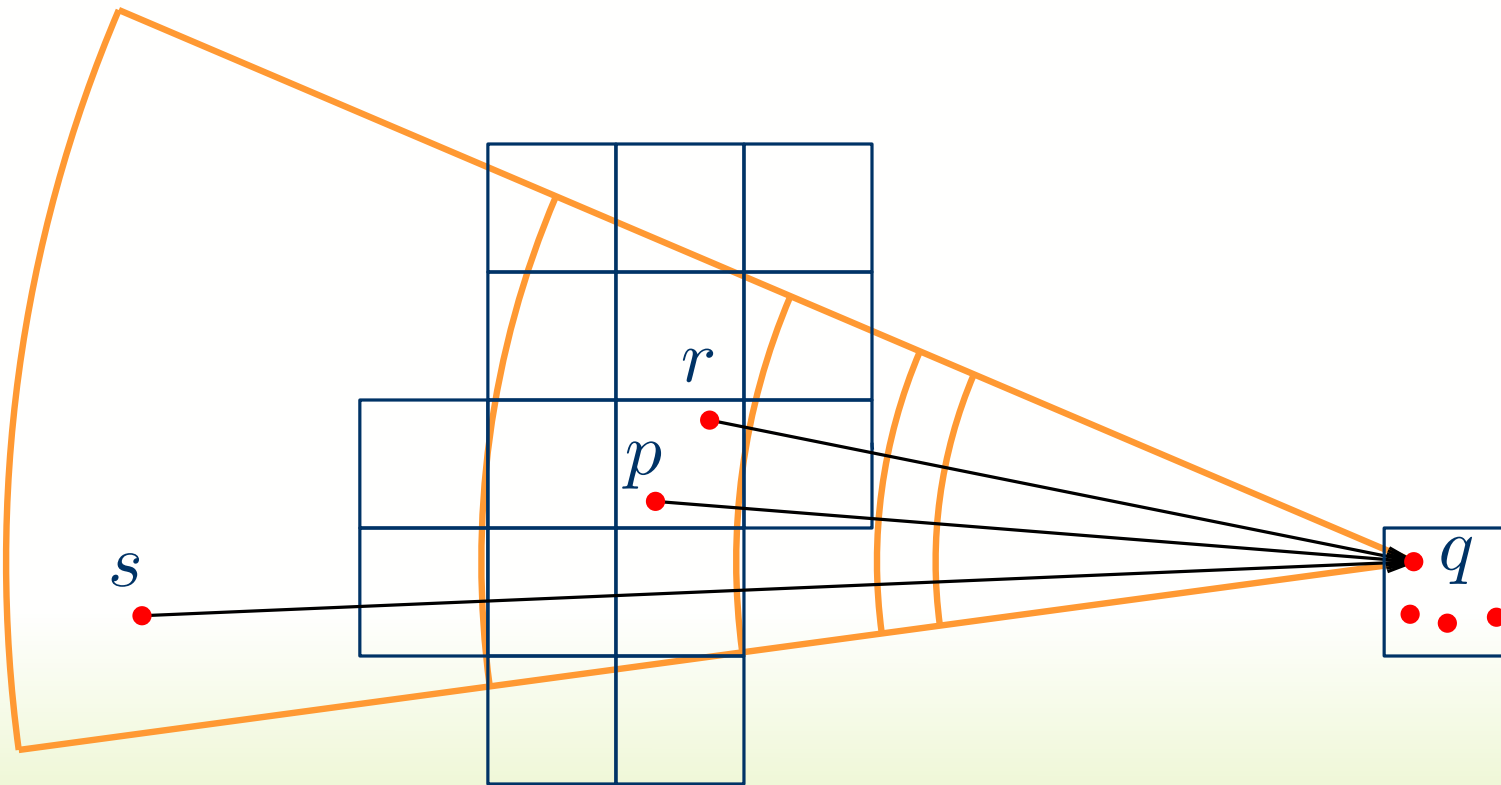


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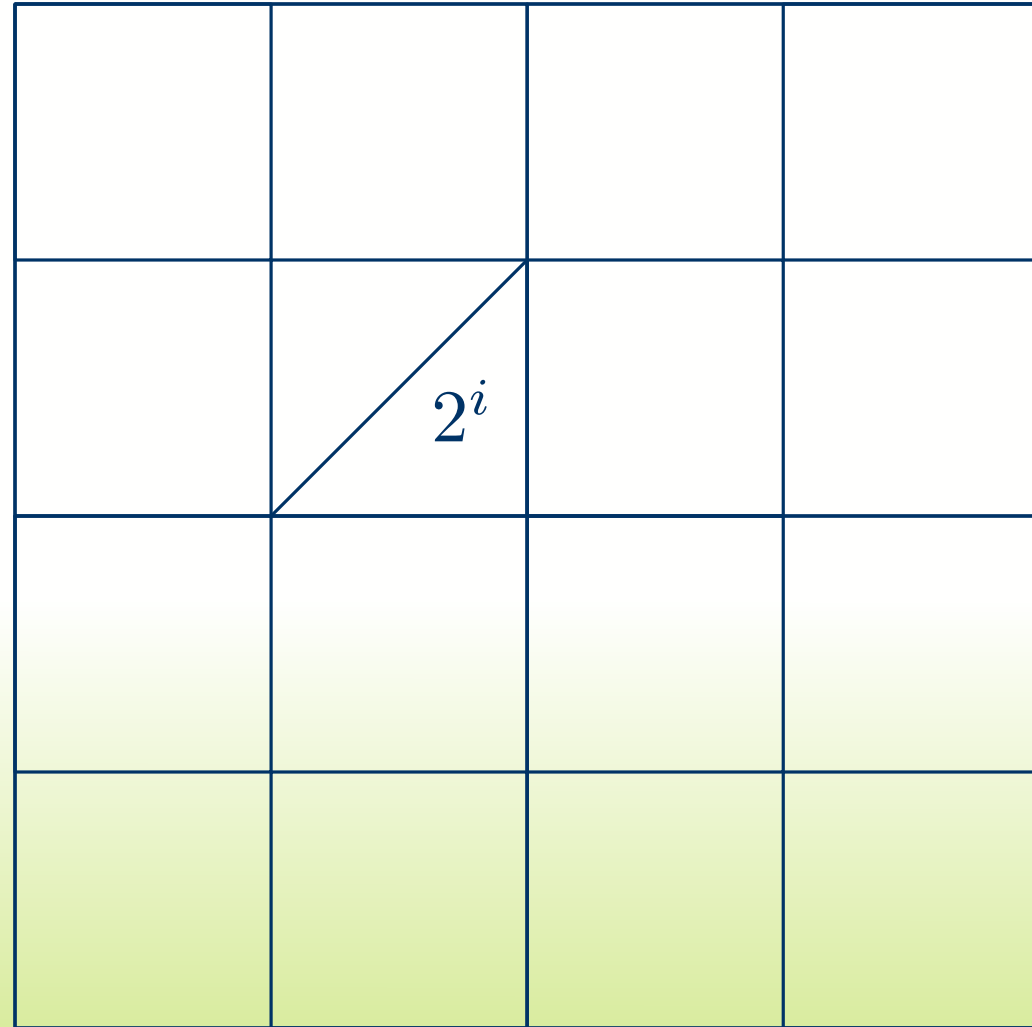
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# A useful definition

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For  $i \in \mathbb{N}$  let  $Q_i$  be the grid with diameter  $2^i$



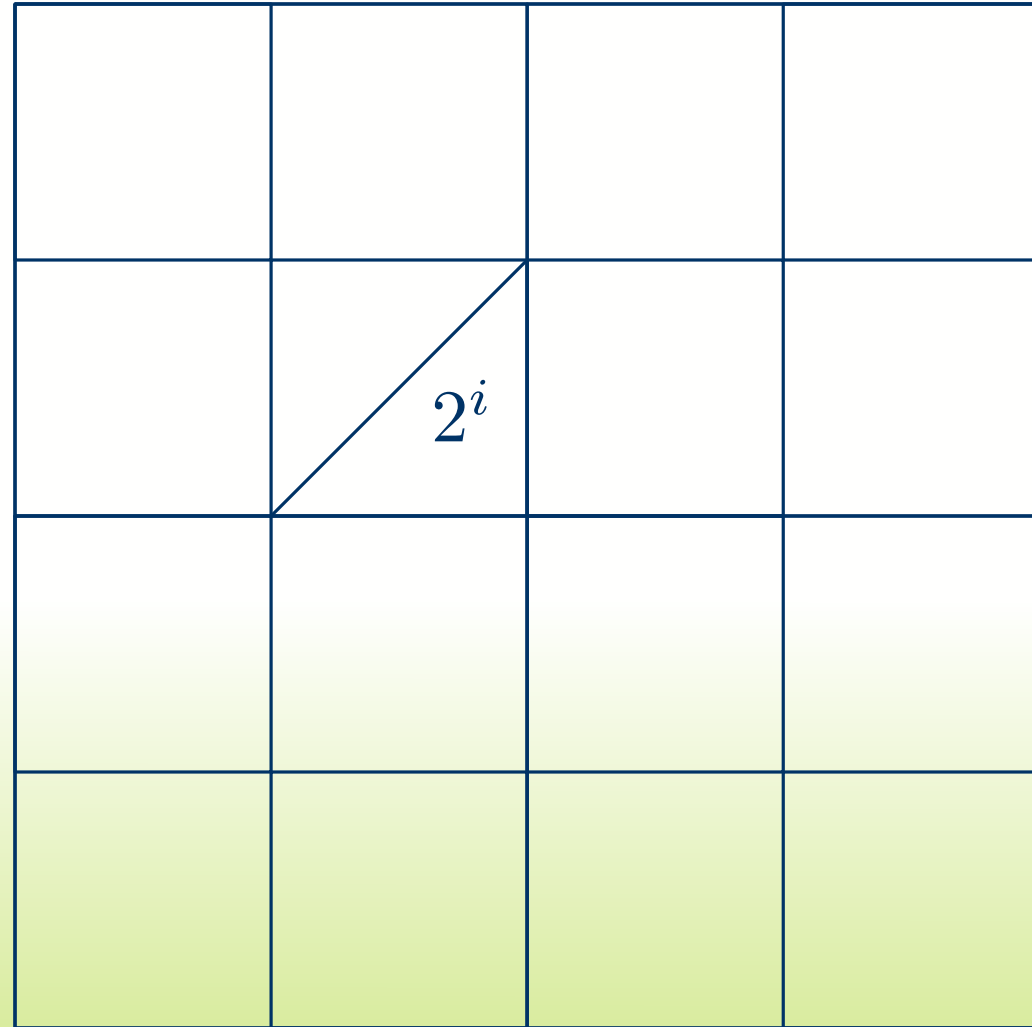


# A usefull definition

For  $i \in \mathbb{N}$  let  $Q_i$  be the grid with diameter  $2^i$

A  $c$ -separated annulus decomposition for  $G$  is

- finite set  $Q \subseteq \bigcup_{i=0}^{\infty} Q_i$ ,
- symmetric neighborhood relation  $N \subseteq Q \times Q$ ,
- sets  $R_\sigma \subseteq P \cap \sigma$  for  $\sigma \in Q$



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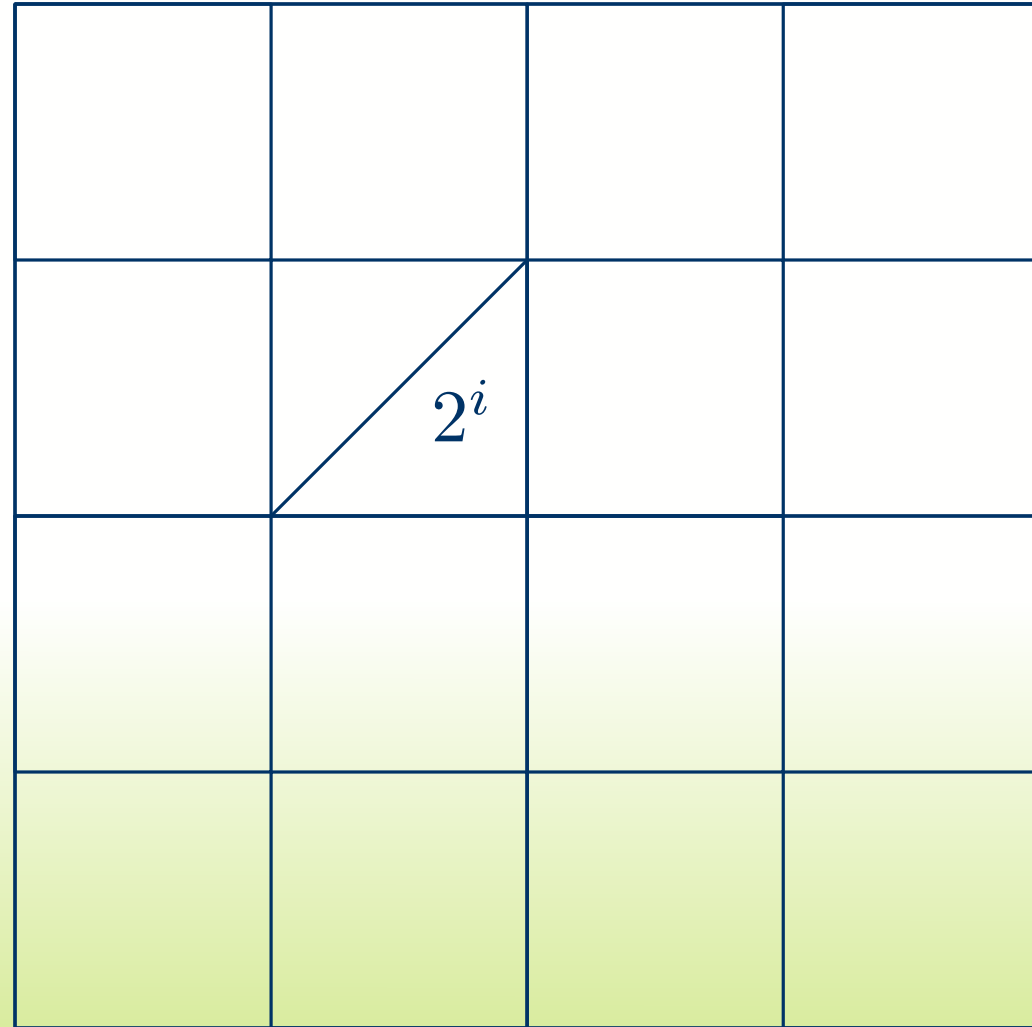
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so that for all  $(\sigma, \sigma') \in N$ ,

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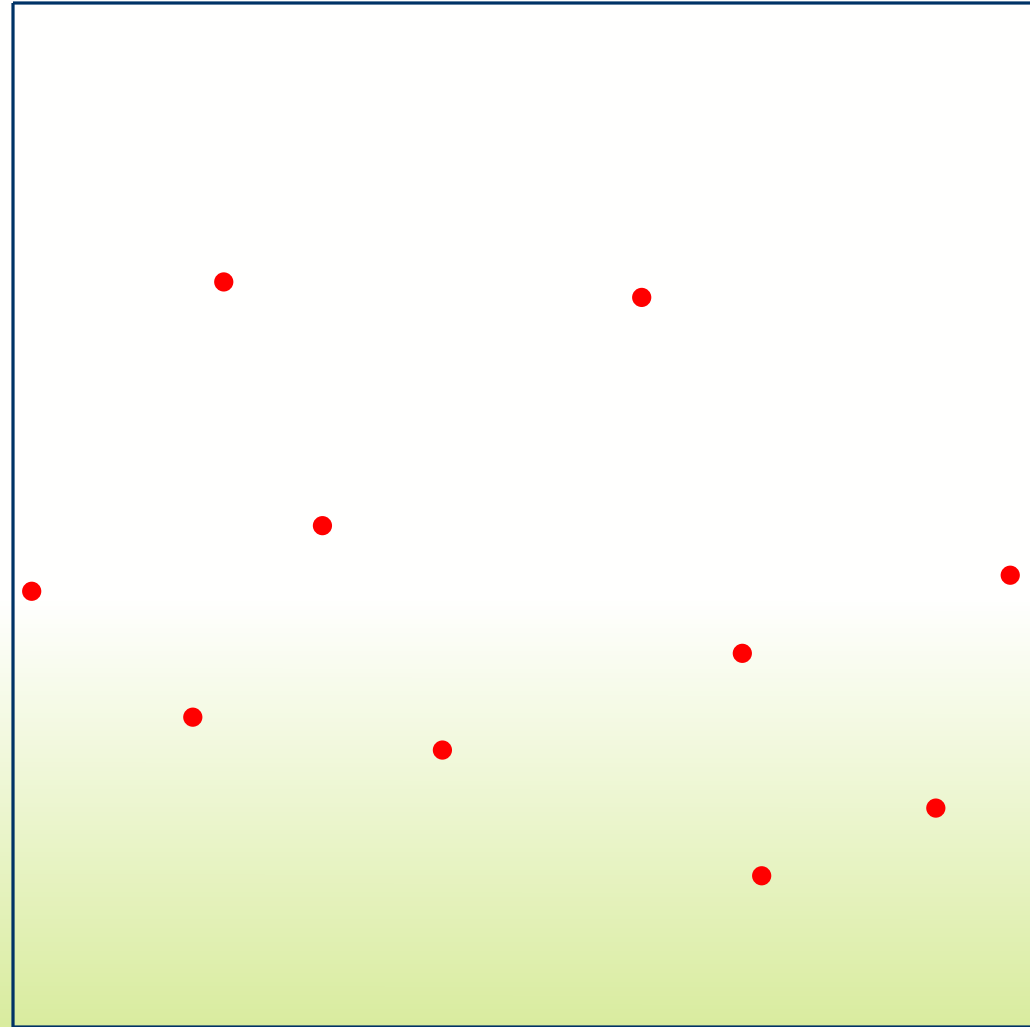
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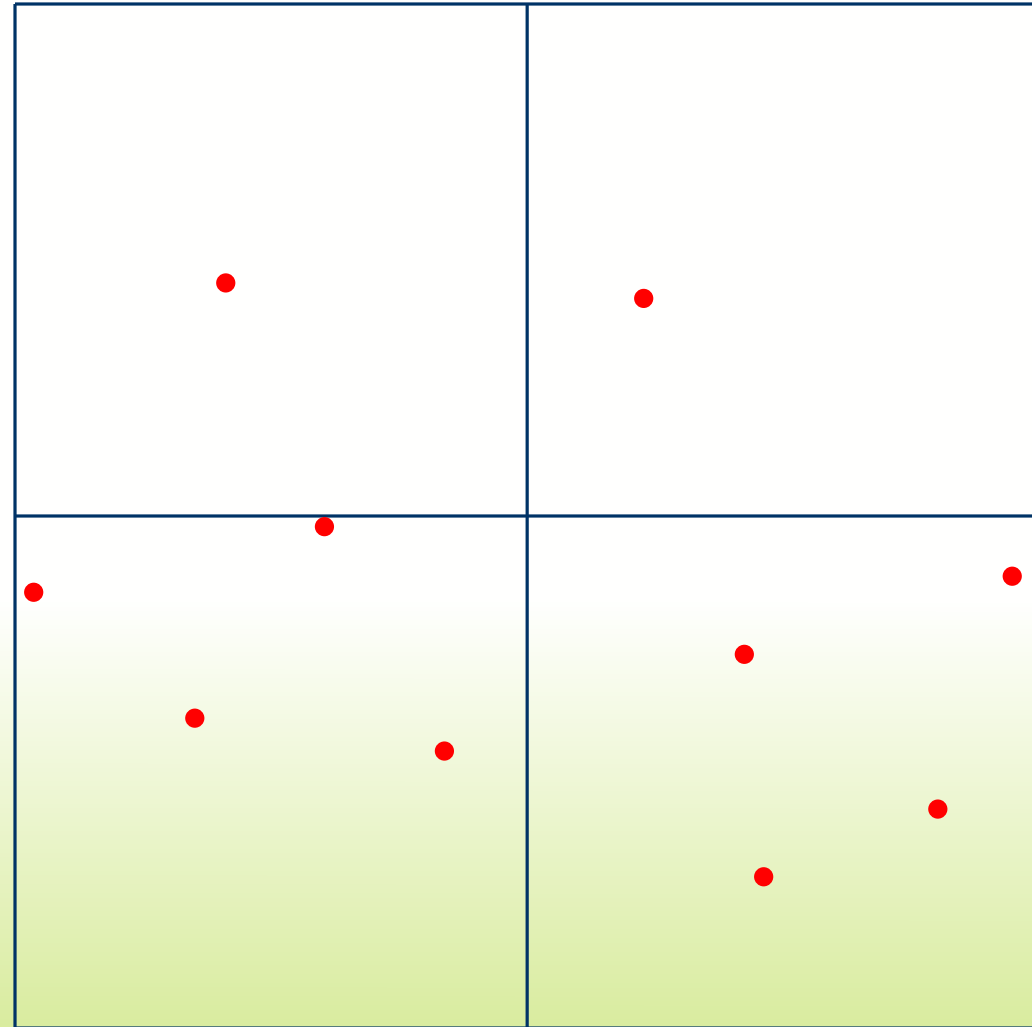
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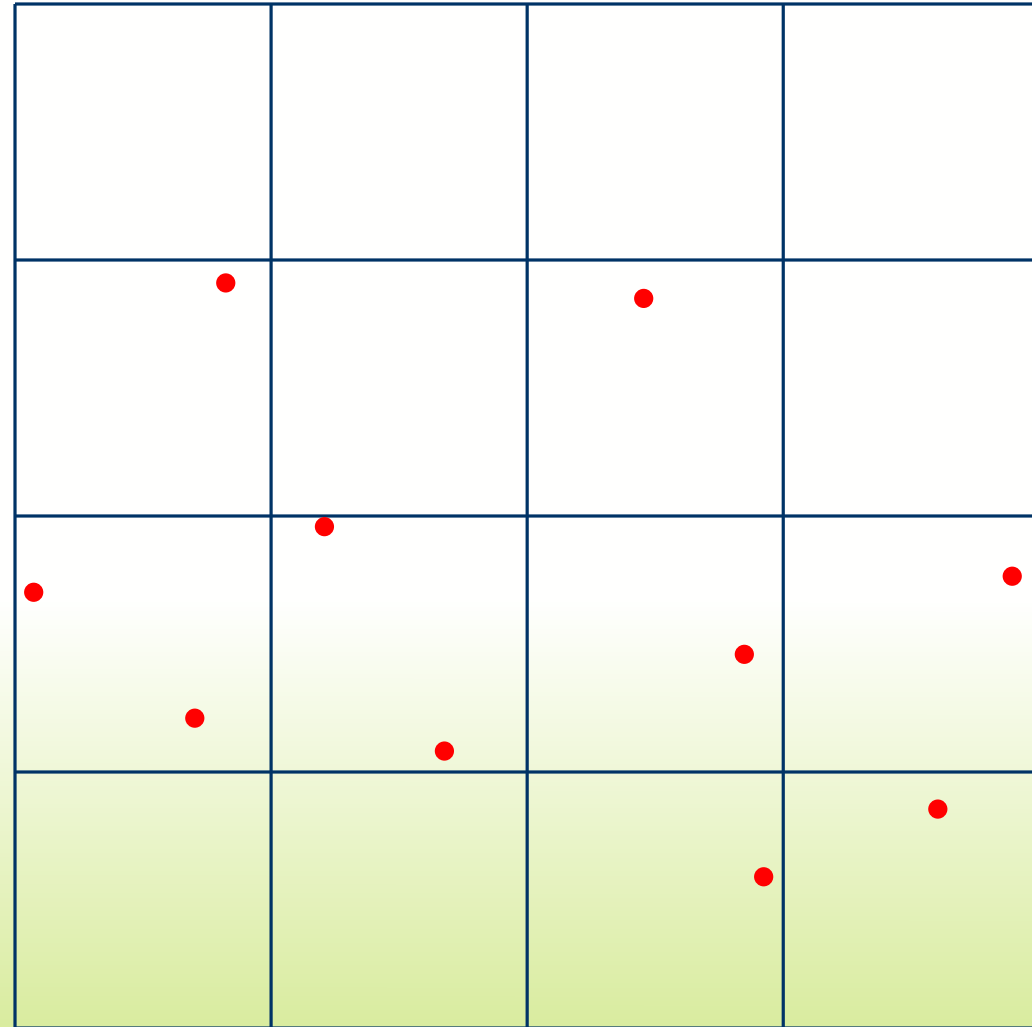
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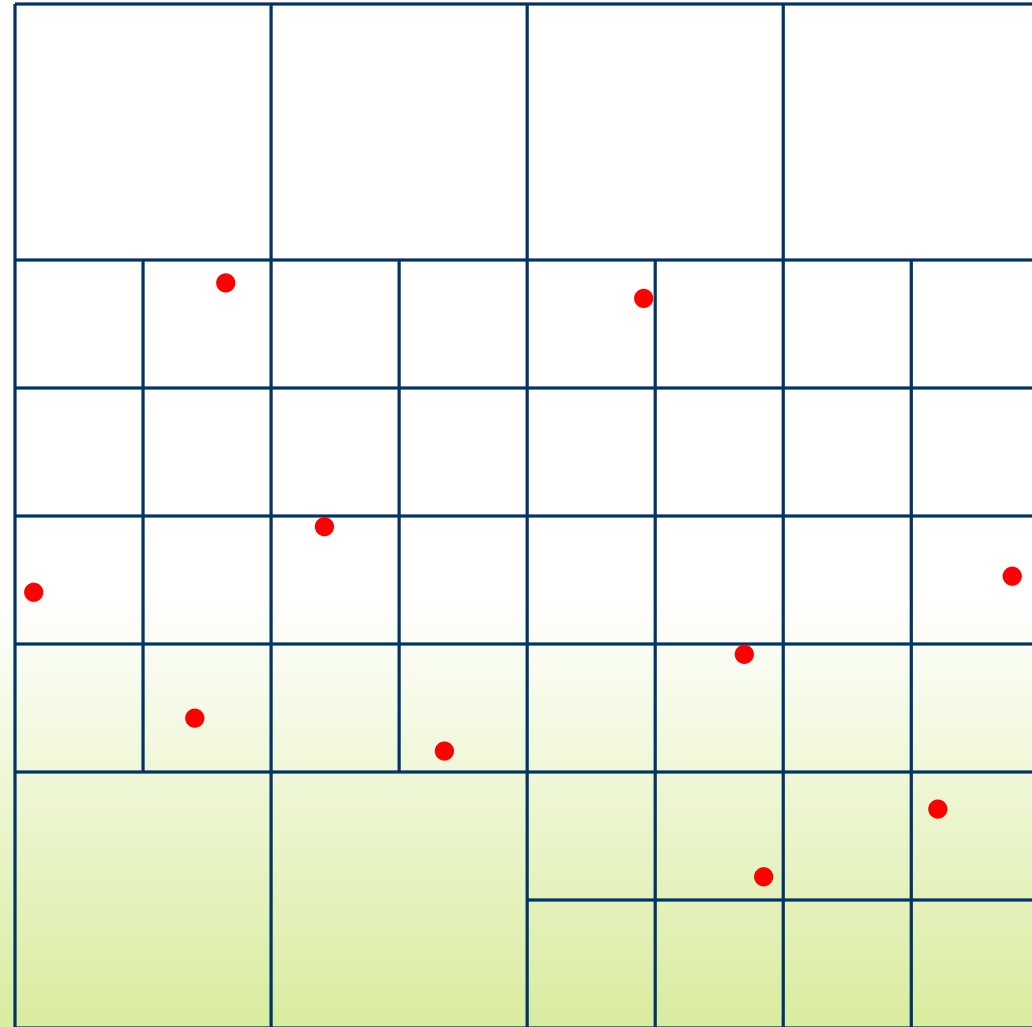
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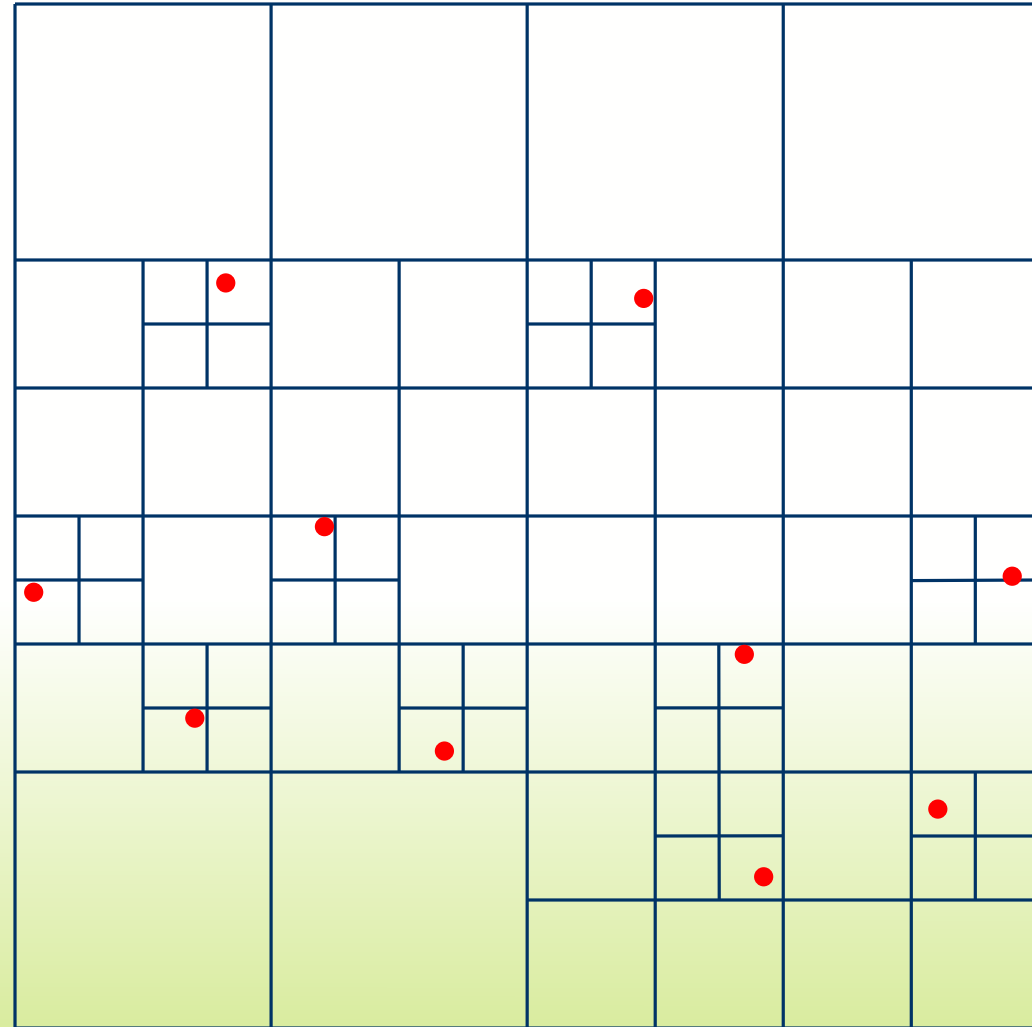
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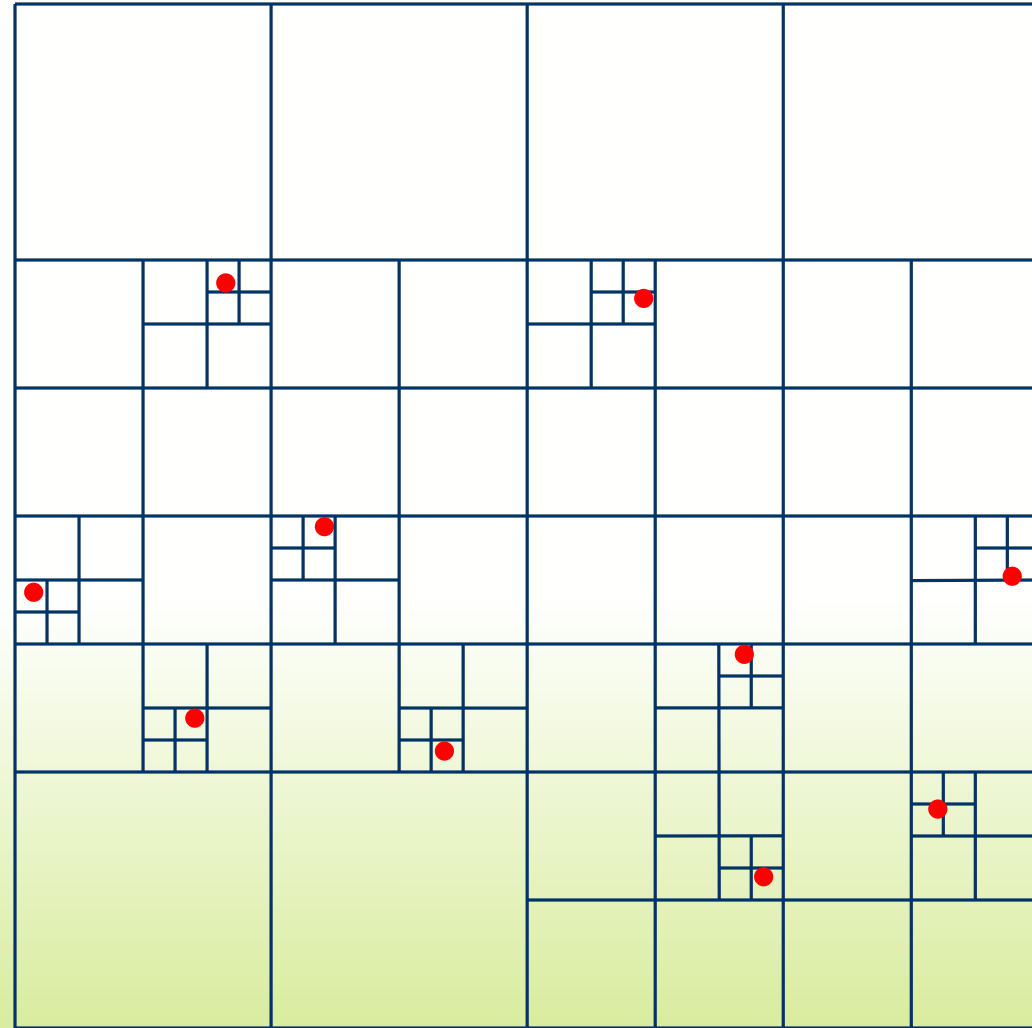
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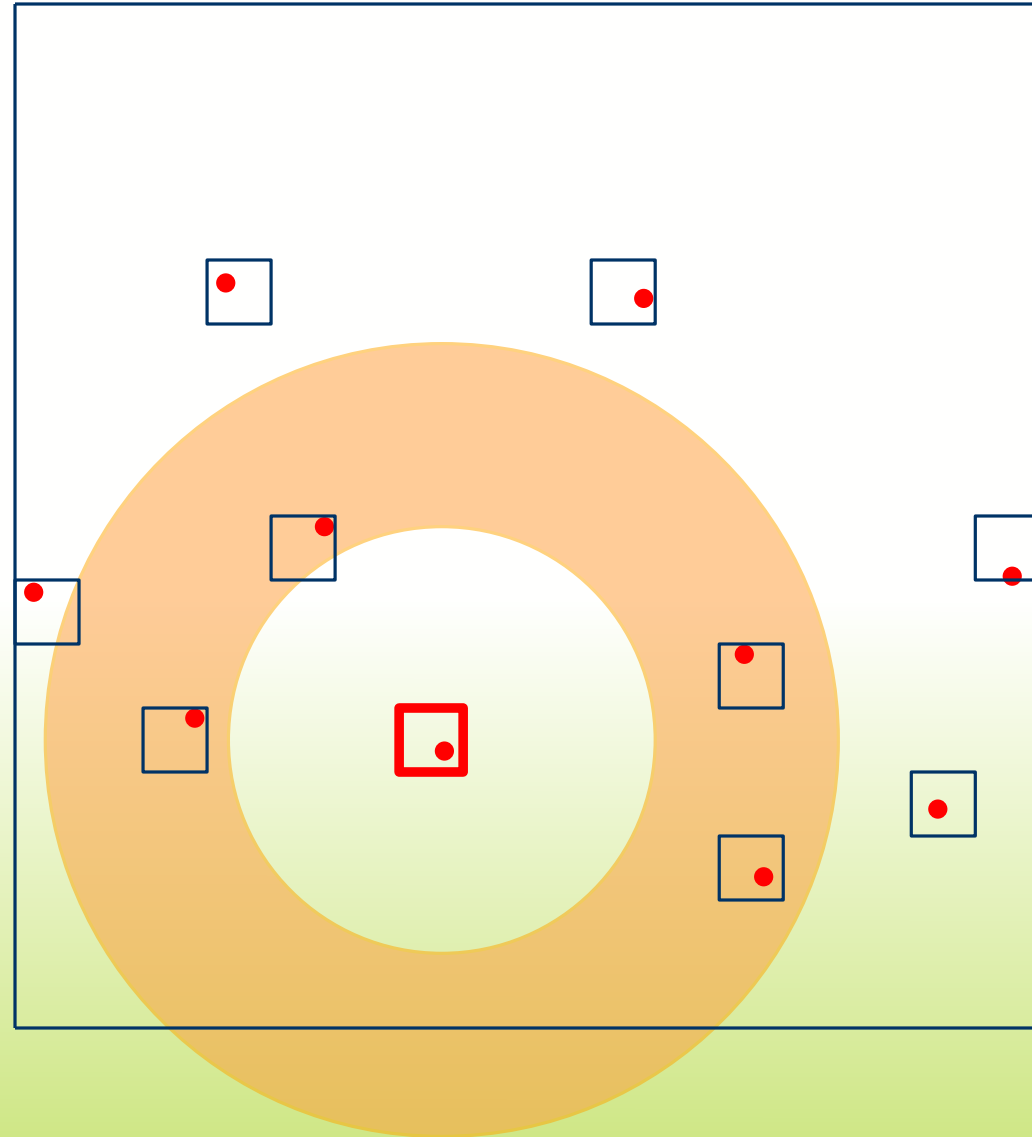
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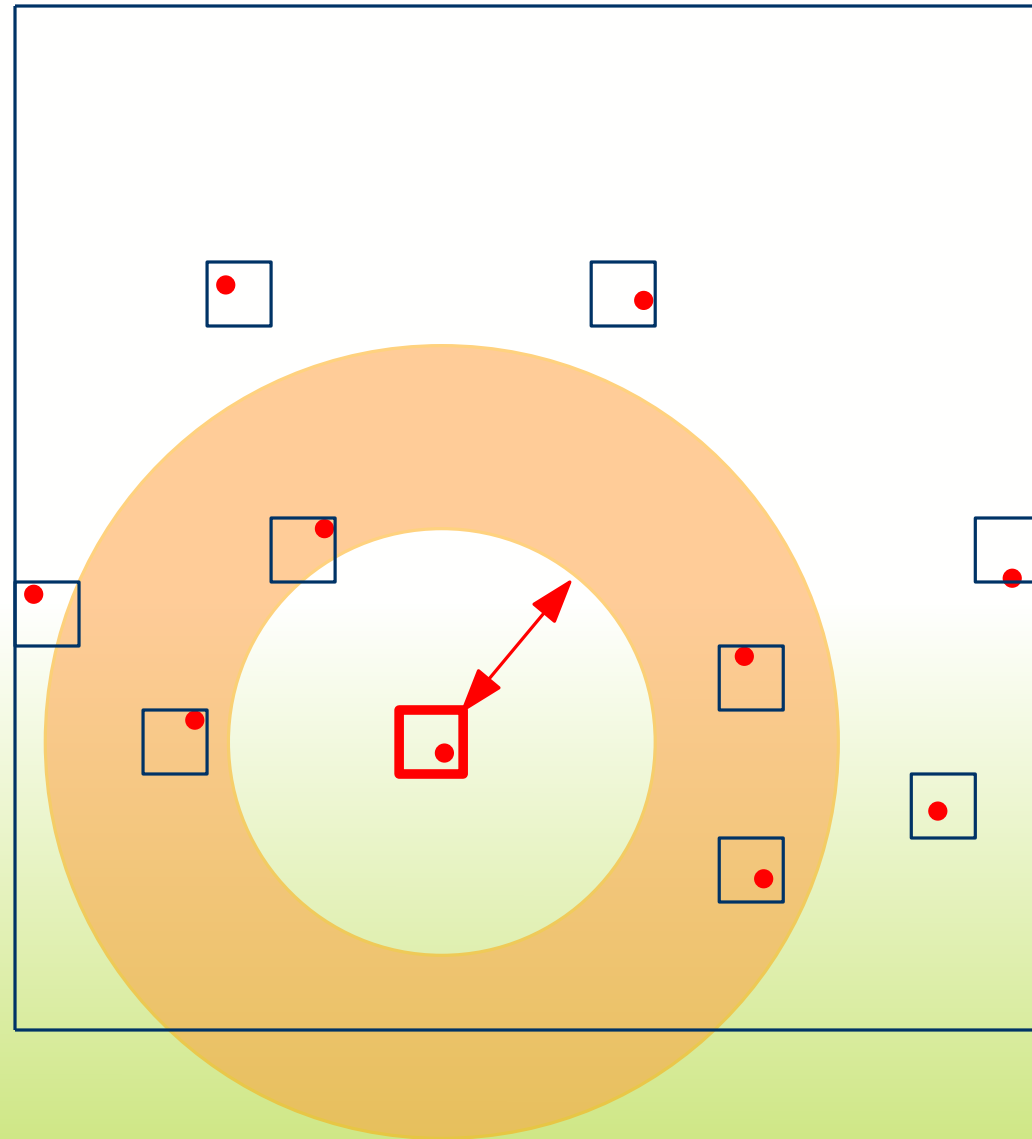
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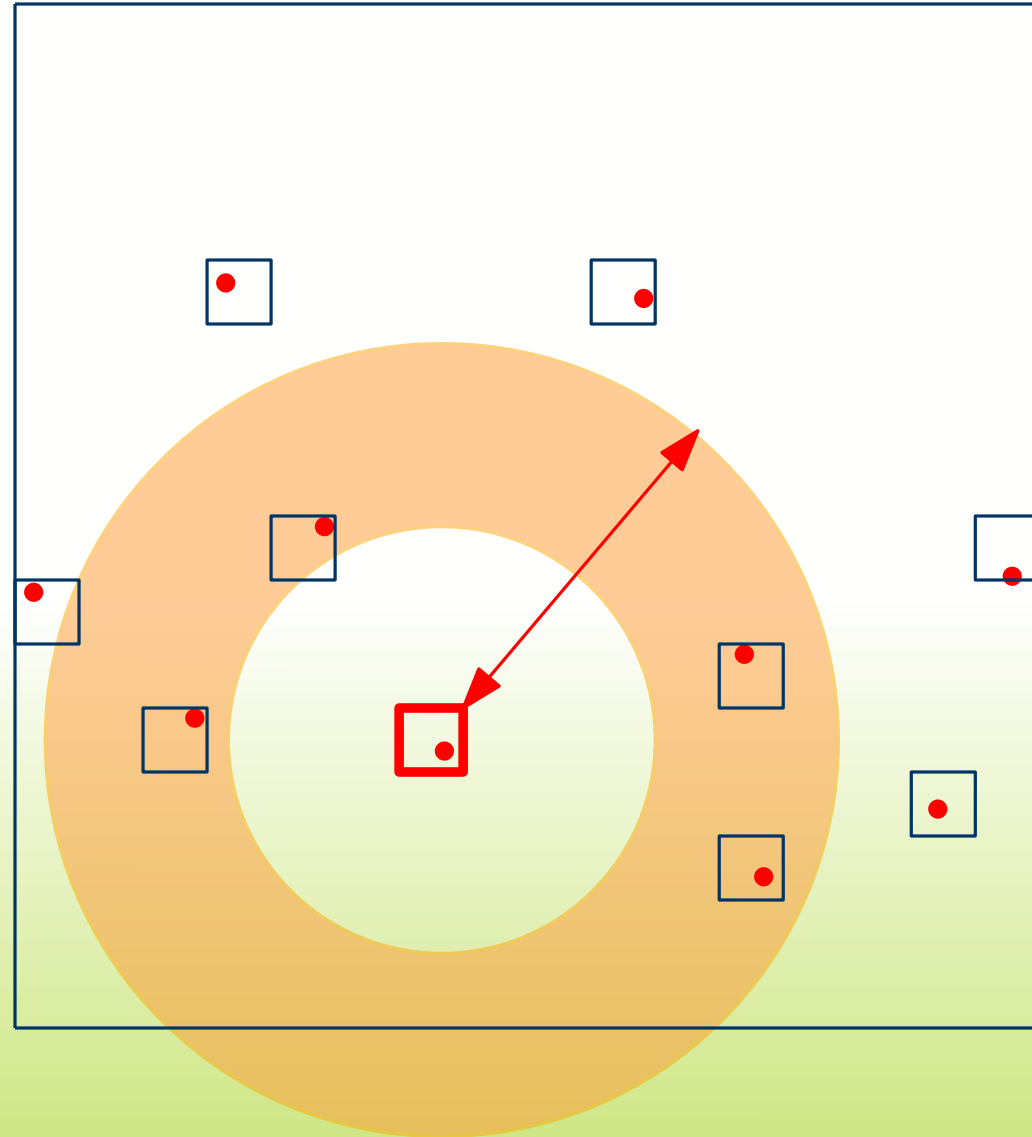
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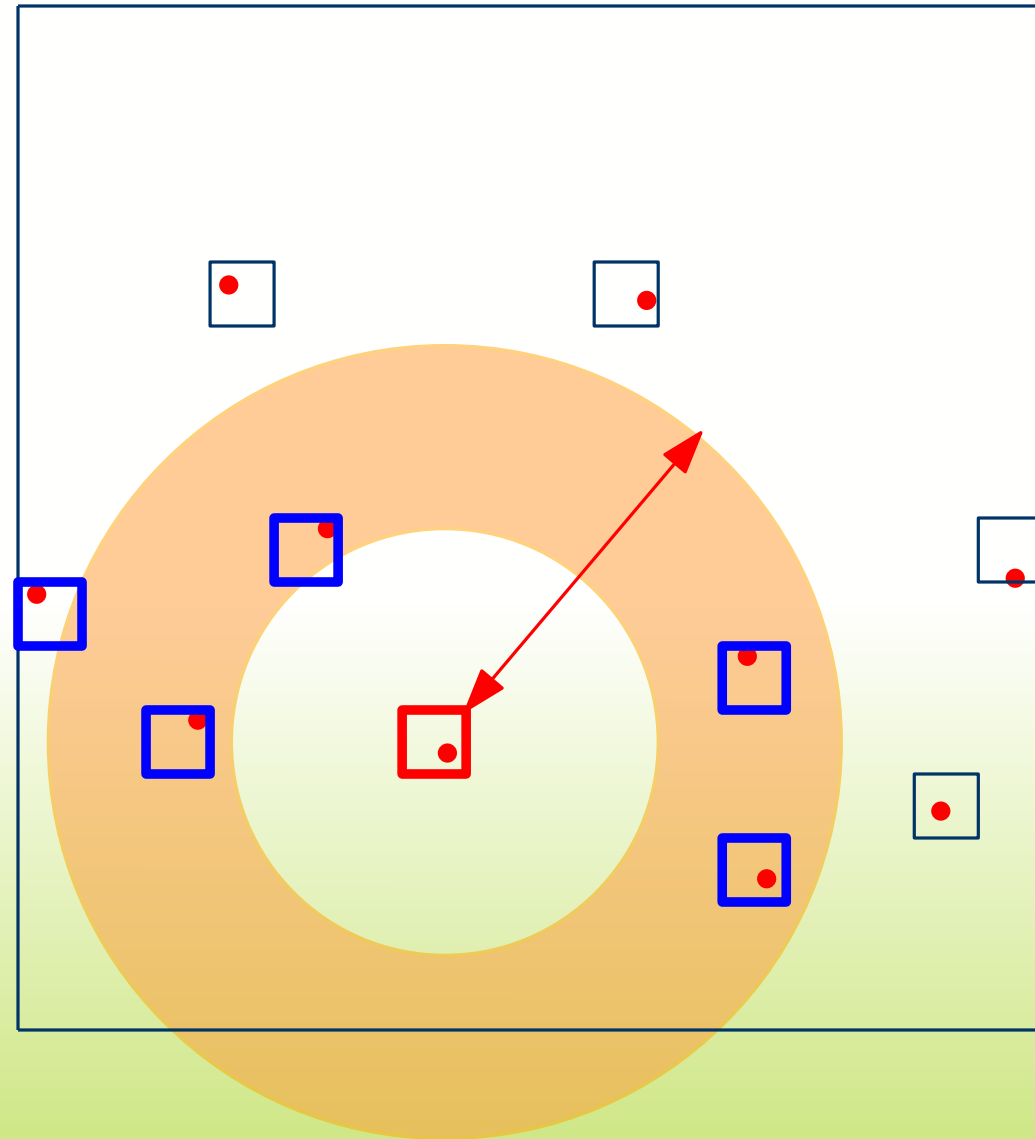
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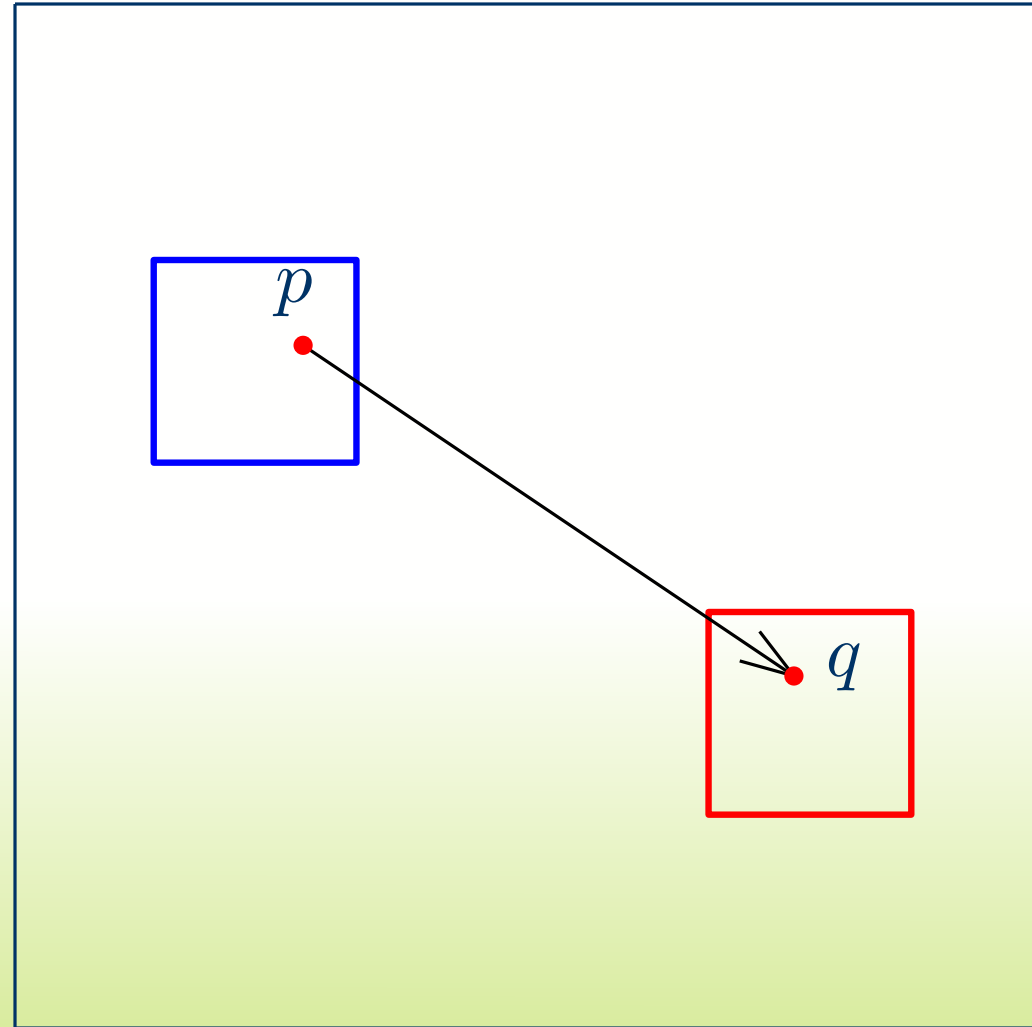
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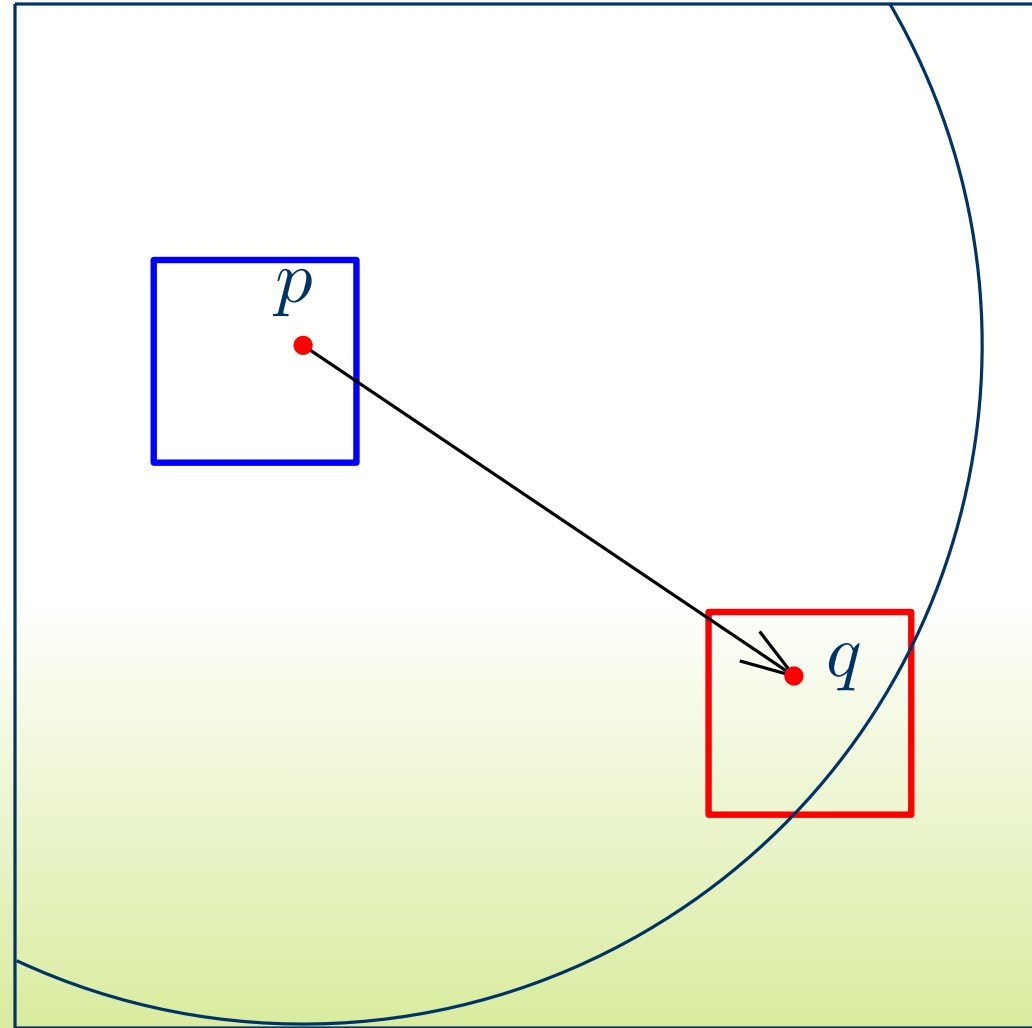
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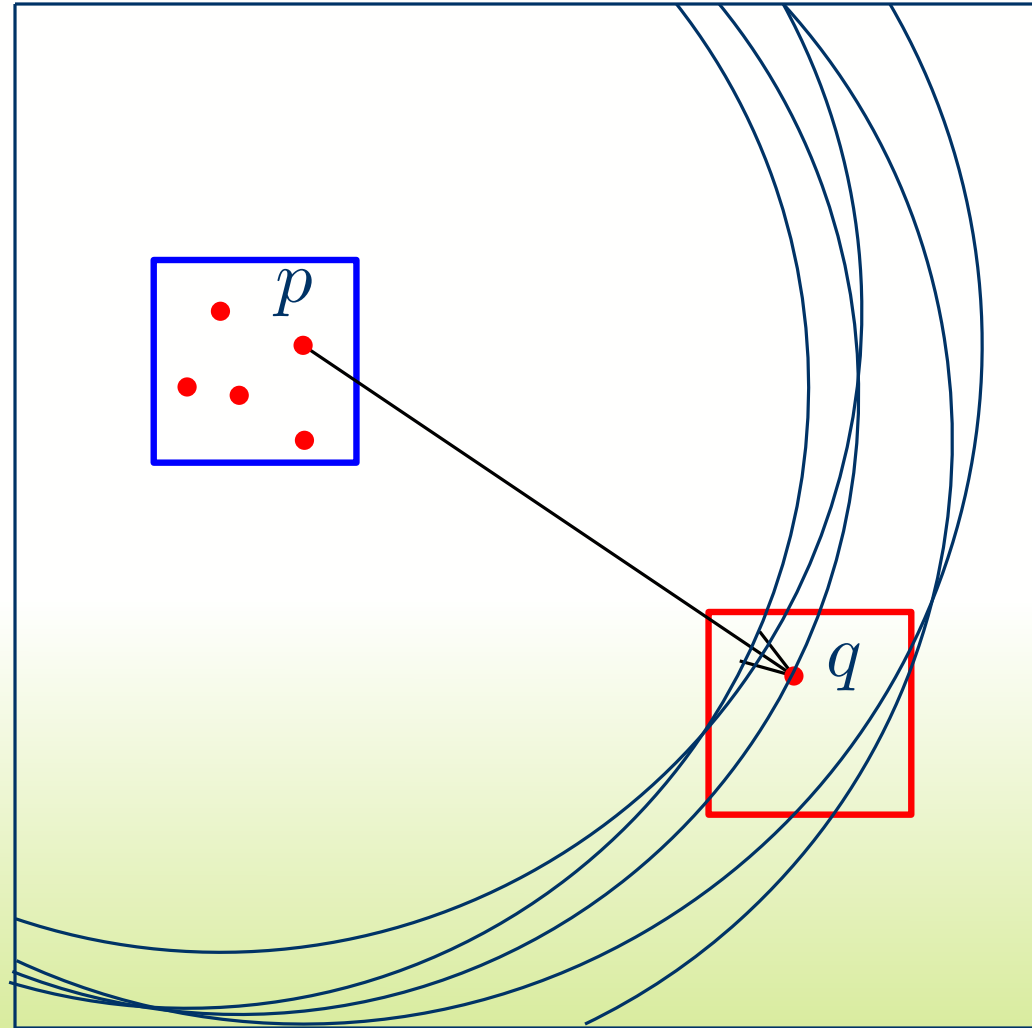
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$R_{\sigma'} :=$  all points that might intersect  $\sigma \in N(\sigma')$



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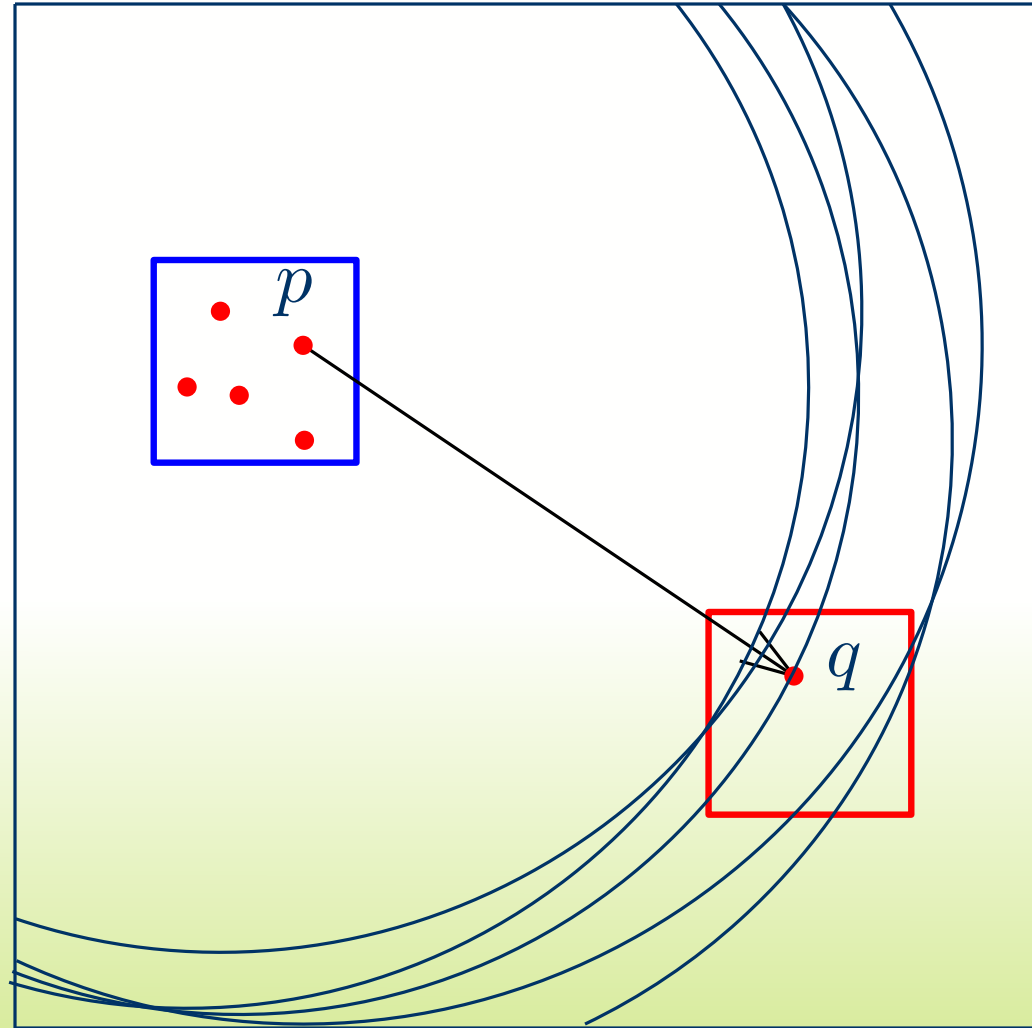
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2.  $d(\sigma, \sigma') \in [(c-2)\text{diam}(\sigma), 2c\text{diam}(\sigma))$
3. for every edge  $\overrightarrow{pq}$  of  $G$ , there is a  $(\sigma, \sigma') \in N$  with  $q \in \sigma$ ,  $p \in \sigma'$ , and with an  $r \in R_{\sigma'}$  with  $q \in D(r)$

$R_{\sigma'} :=$  all points that might intersect  $\sigma \in N(\sigma')$





# A usefull definition

For  $i \in \mathbb{N}$  let  $Q_i$  be the grid with diameter  $2^i$

A  $c$ -separated annulus decomposition for  $G$  is

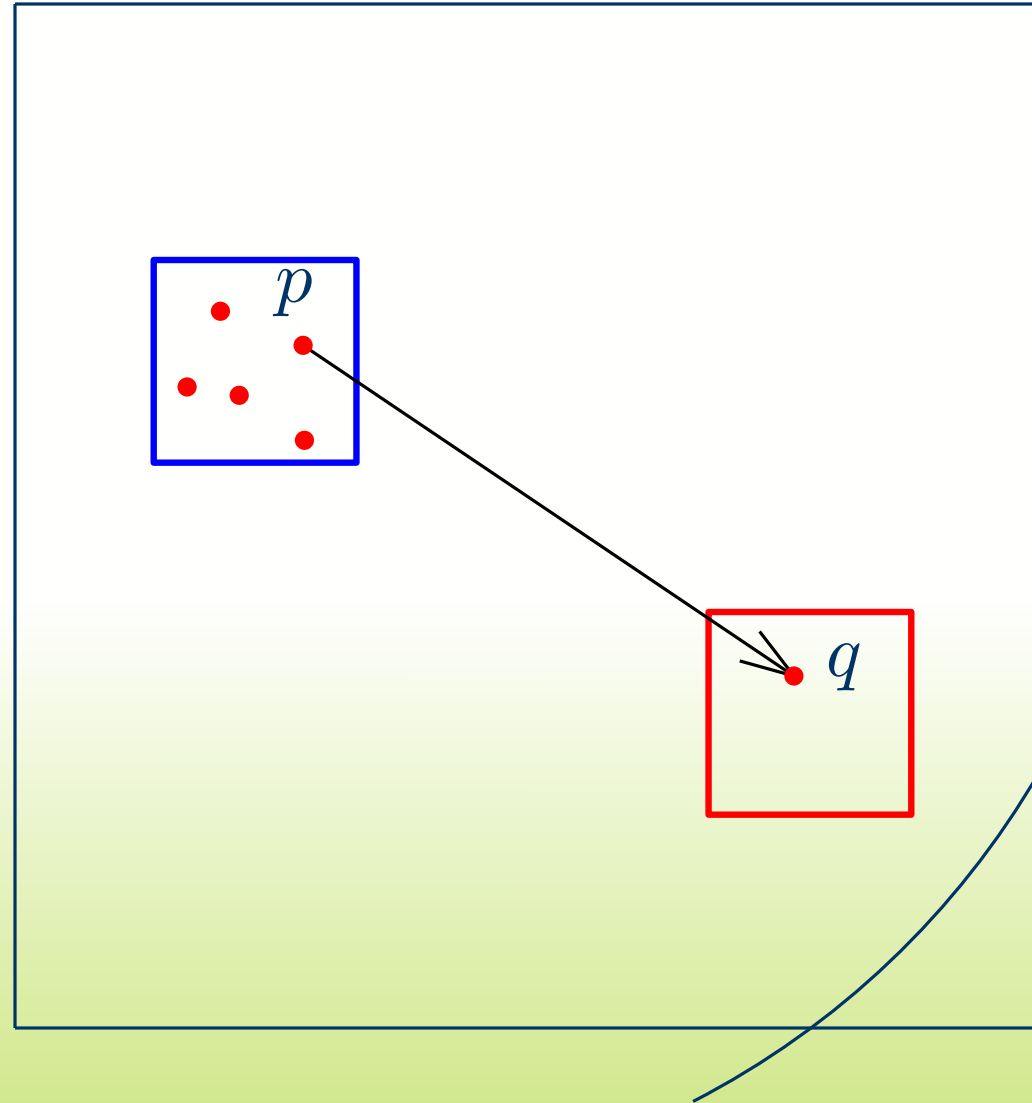
$$Q \subset \bigcup_{i=0}^{\infty} Q_i, N \subseteq Q \times Q,$$

$$R_\sigma \subseteq P \cap \sigma$$

so that for all  $(\sigma, \sigma') \in N$ ,

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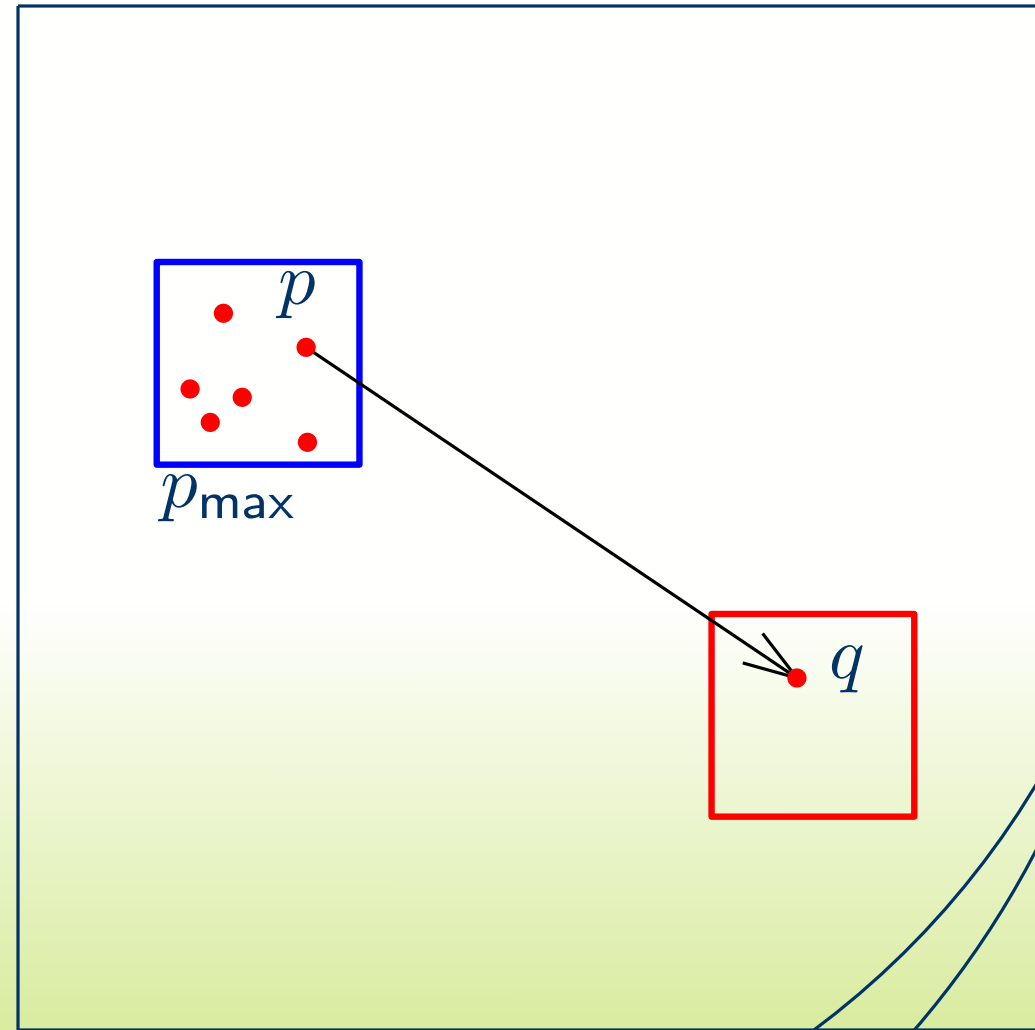
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$R_{\sigma'} :=$  all points that might intersect  $\sigma \in N(\sigma') \cup p_{\max}$



# The Construction Algorithm

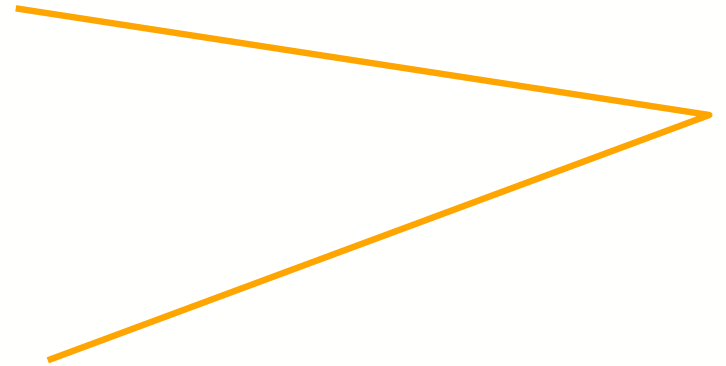
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fix a cone  $C$  of the  $k$  cones

# The Construction Algorithm

---

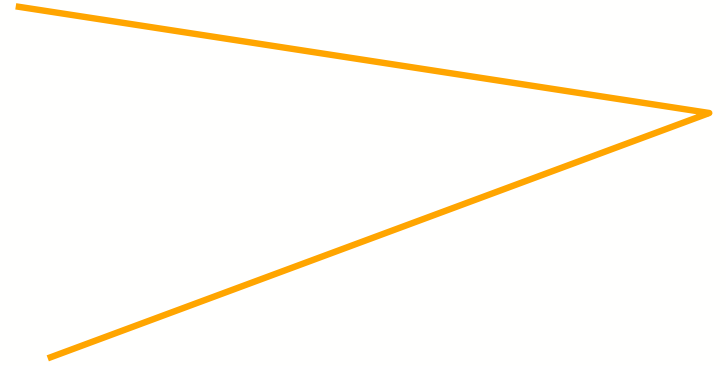
fix a cone  $C$  of the  $k$  cones



# The Construction Algorithm

---

set all points in  $P$  to *active*

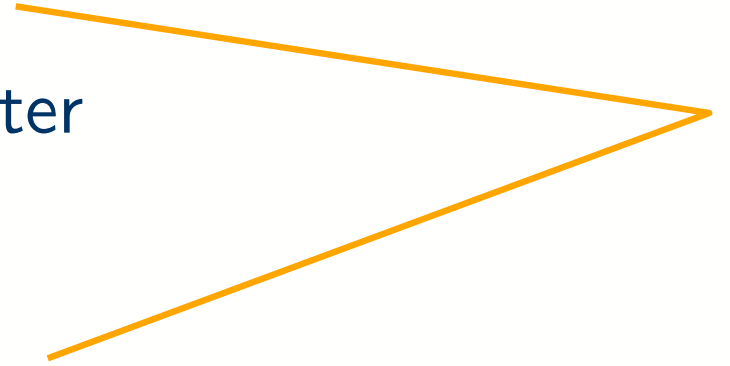


# The Construction Algorithm

---

set all points in  $P$  to *active*

for each cell  $\sigma \in Q$  by increasing diameter

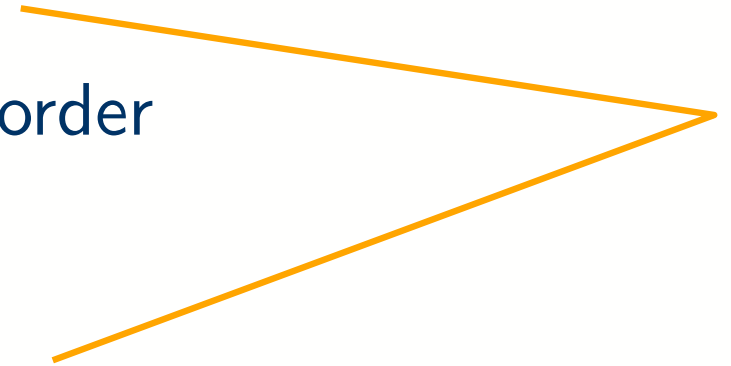


# The Construction Algorithm

---

set all points in  $P$  to *active*

for level  $i$  of the quadtree in increasing order



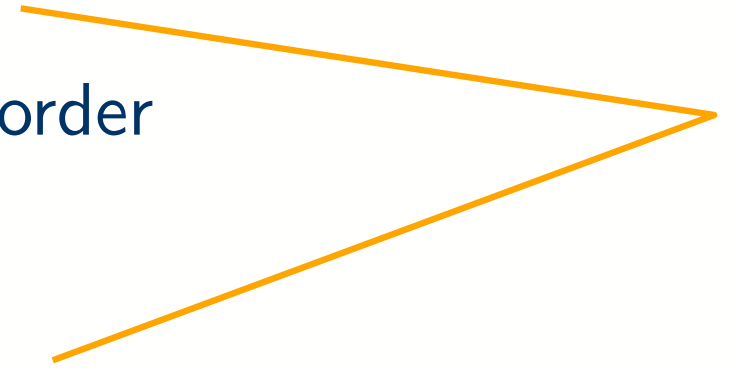
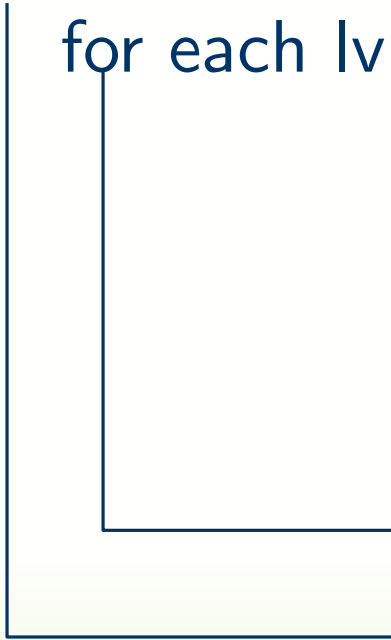
# The Construction Algorithm

---

set all points in  $P$  to *active*

for level  $i$  of the quadtree in increasing order

for each lvl  $i$  cell  $\sigma$





# The Construction Algorithm

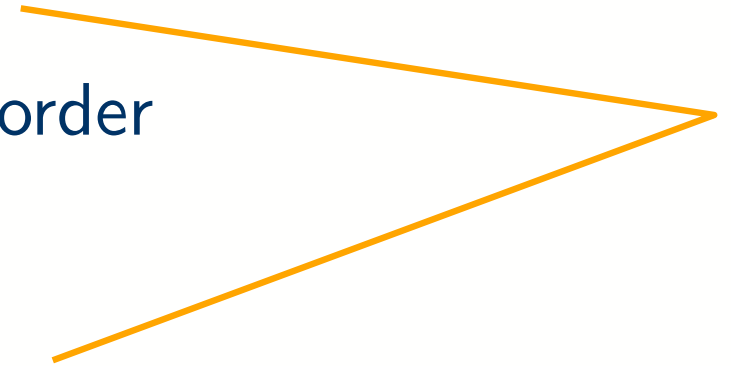
---

set all points in  $P$  to *active*

for level  $i$  of the quadtree in increasing order

for each lvl  $i$  cell  $\sigma$

for each cell  $\sigma' \in N(\sigma)$



# The Construction Algorithm

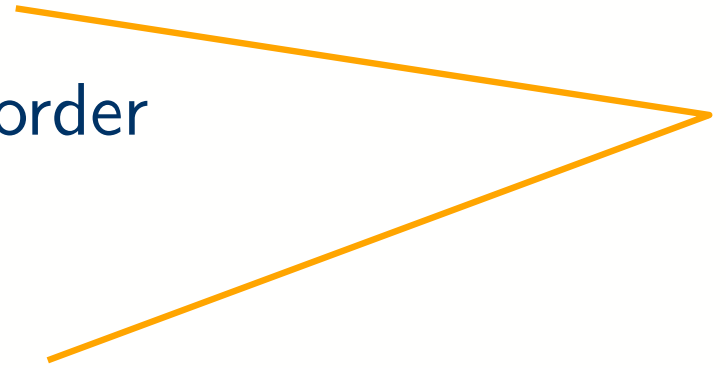
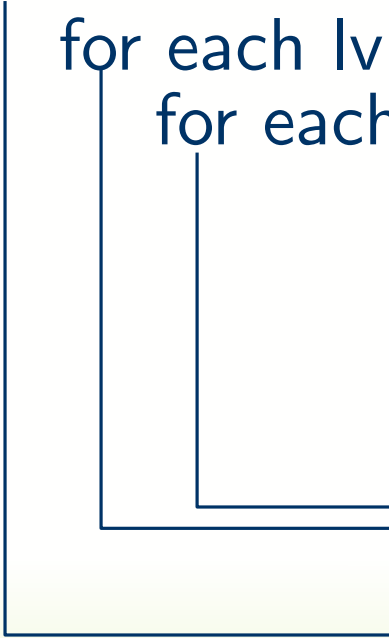
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for level  $i$  of the quadtree in increasing order

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for each cell  $\sigma' \in N(\sigma)$



# The Construction Algorithm

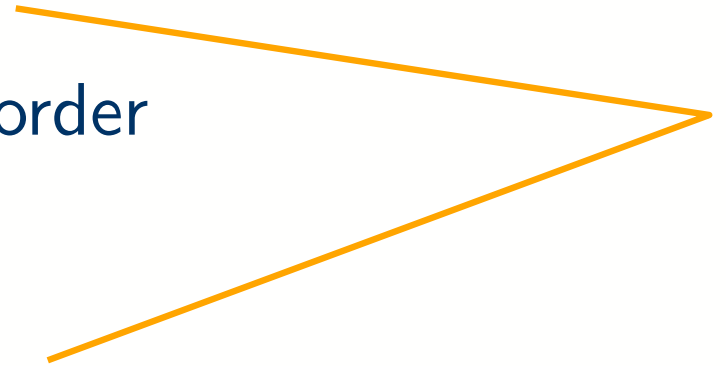
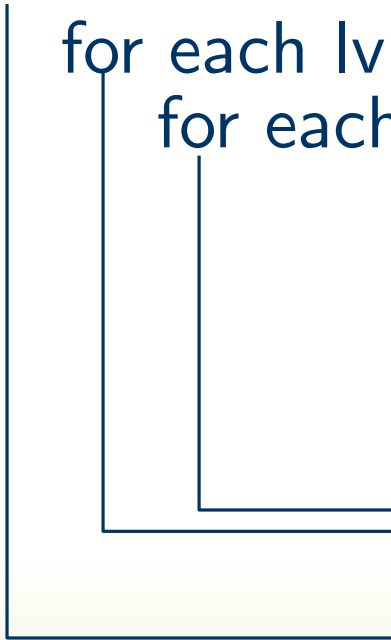
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set all points in  $P$  to *active*

for level  $i$  of the quadtree in increasing order

for each lvl  $i$  cell  $\sigma$

for each cell  $\sigma' \in N(\sigma)$



# The Construction Algorithm

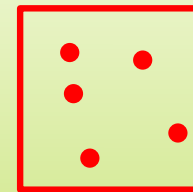
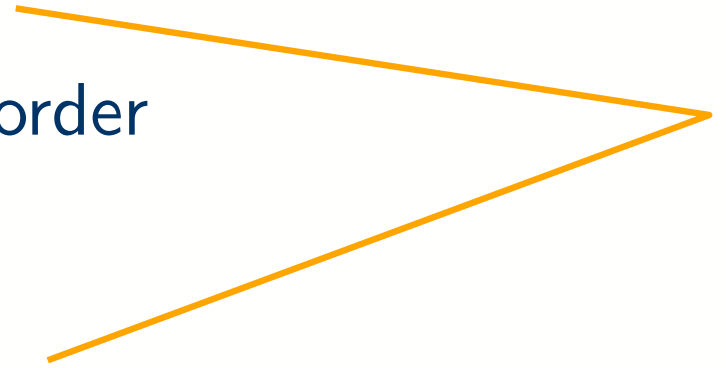
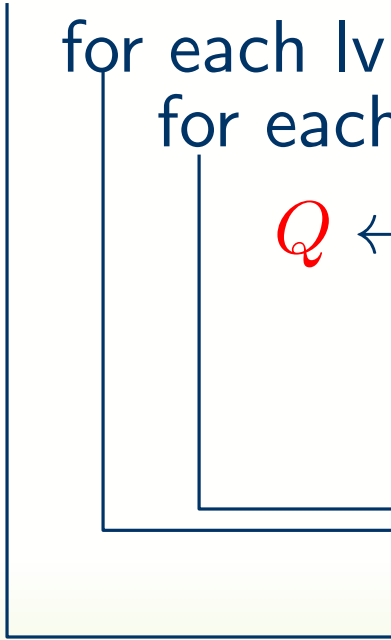
set all points in  $P$  to *active*

for level  $i$  of the quadtree in increasing order

for each lvl  $i$  cell  $\sigma$

for each cell  $\sigma' \in N(\sigma)$

$Q \leftarrow$  *relevant* points in  $P \cap \sigma$



# The Construction Algorithm

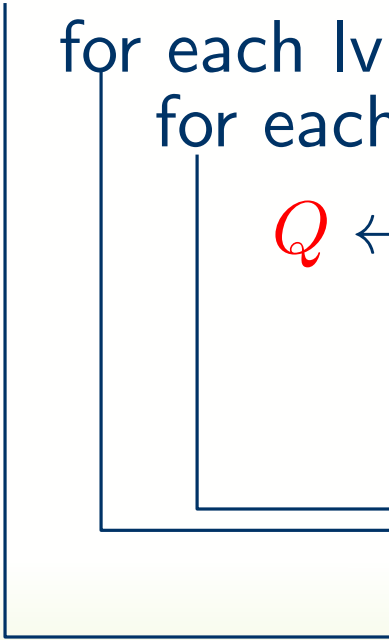
set all points in  $P$  to *active*

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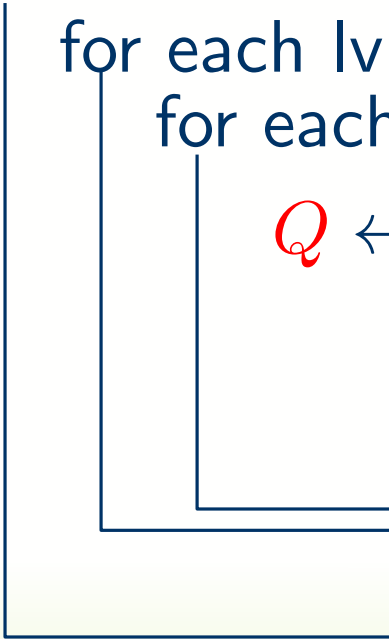
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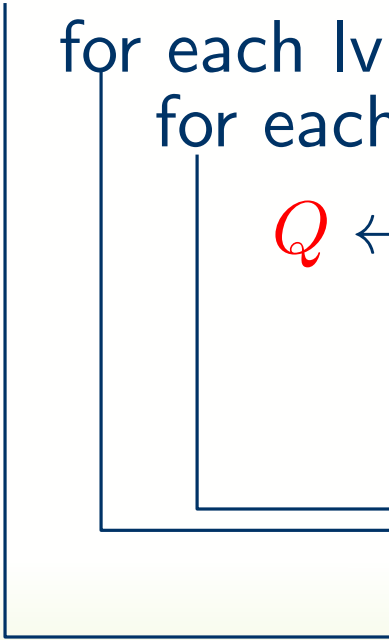
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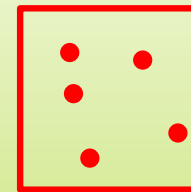
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Sort  $Q$  in  $x/y$ -direction





# The Construction Algorithm

set all points in  $P$  to *active*

for level  $i$  of the quadtree in increasing order

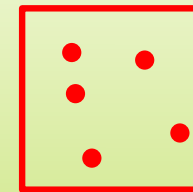
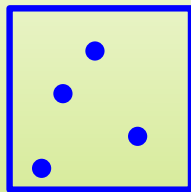
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For each  $q \in Q$ , find an edge  $\overrightarrow{rq}$  with  $r \in R_{\sigma'}$



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set all points in  $P$  to *active*

for level  $i$  of the quadtree in increasing order

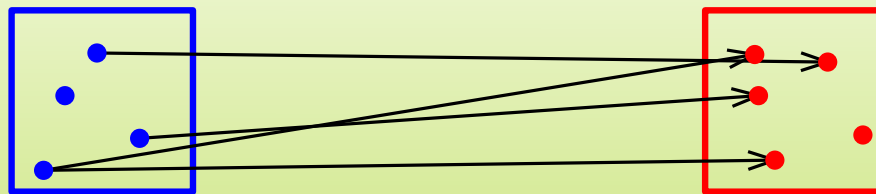
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for level  $i$  of the quadtree in increasing order

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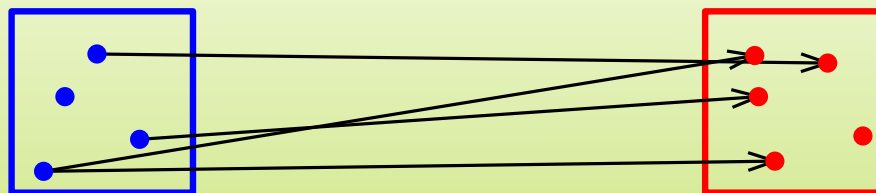
for each cell  $\sigma' \in N(\sigma)$

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For each  $q \in Q$ , find an edge  $\vec{rq}$  with  $r \in R_{\sigma'}$

set all points in  $Q$  with an incoming edge to *inactive*



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set all points in  $P$  to *active*

for level  $i$  of the quadtree in increasing order

for each lvl  $i$  cell  $\sigma$

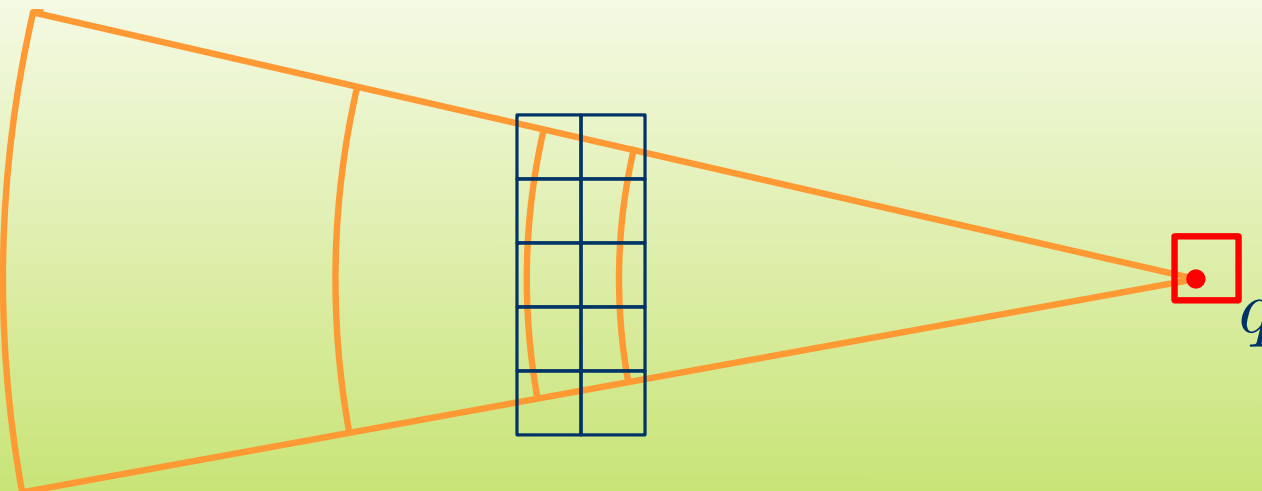
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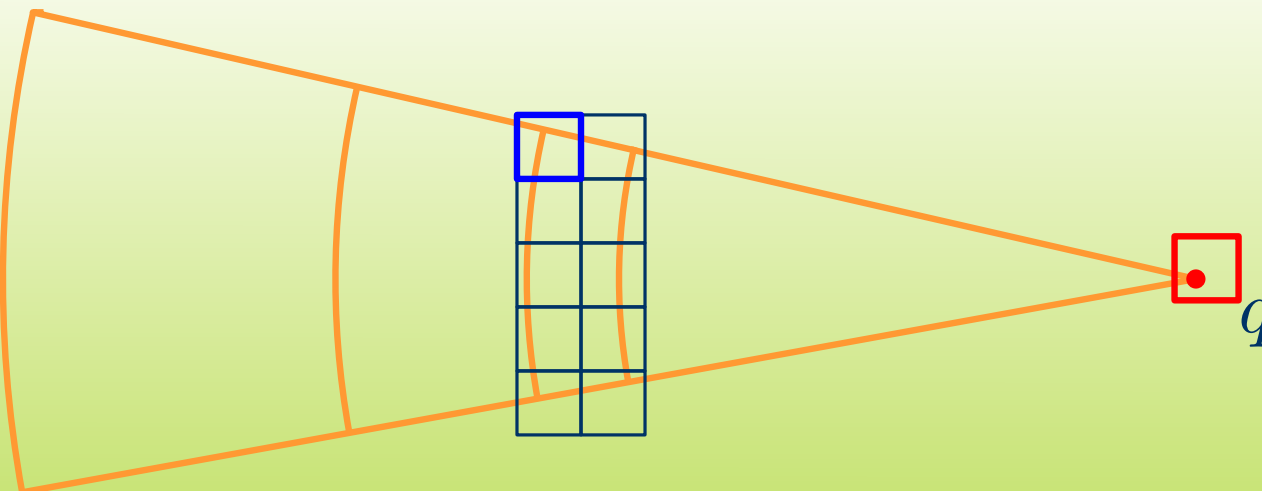
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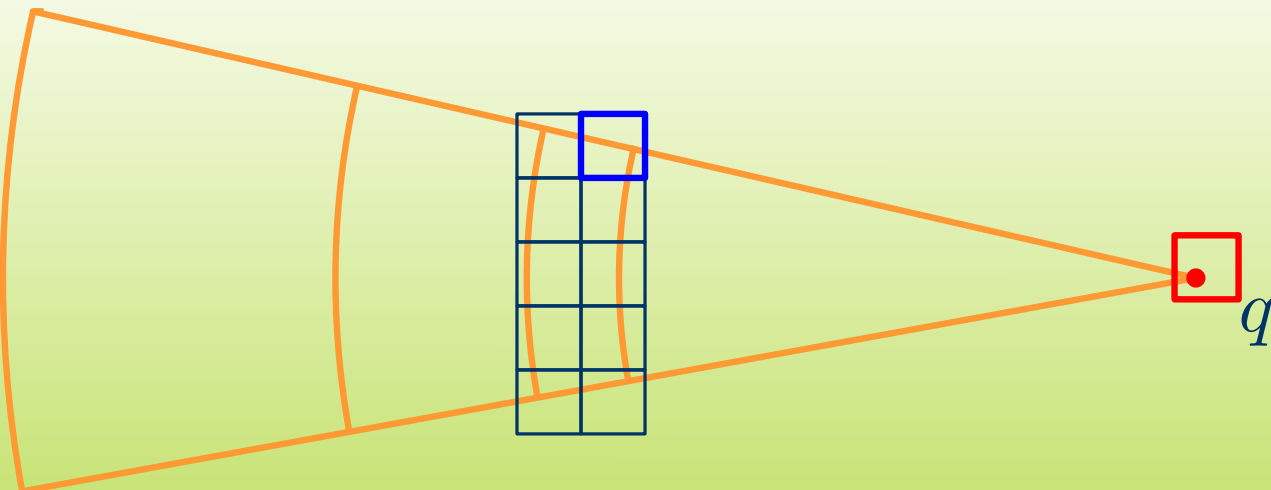
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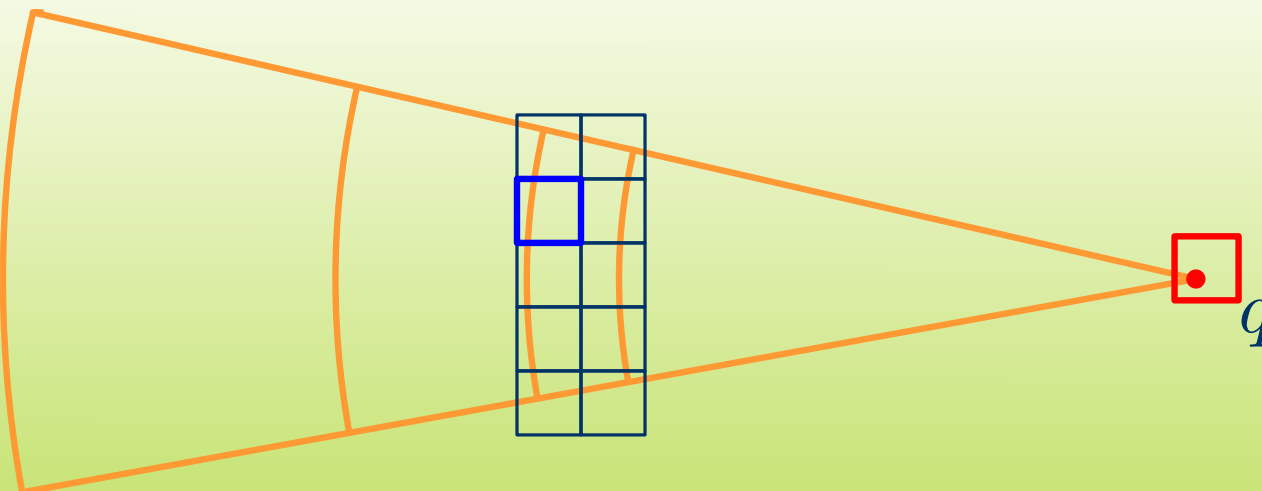
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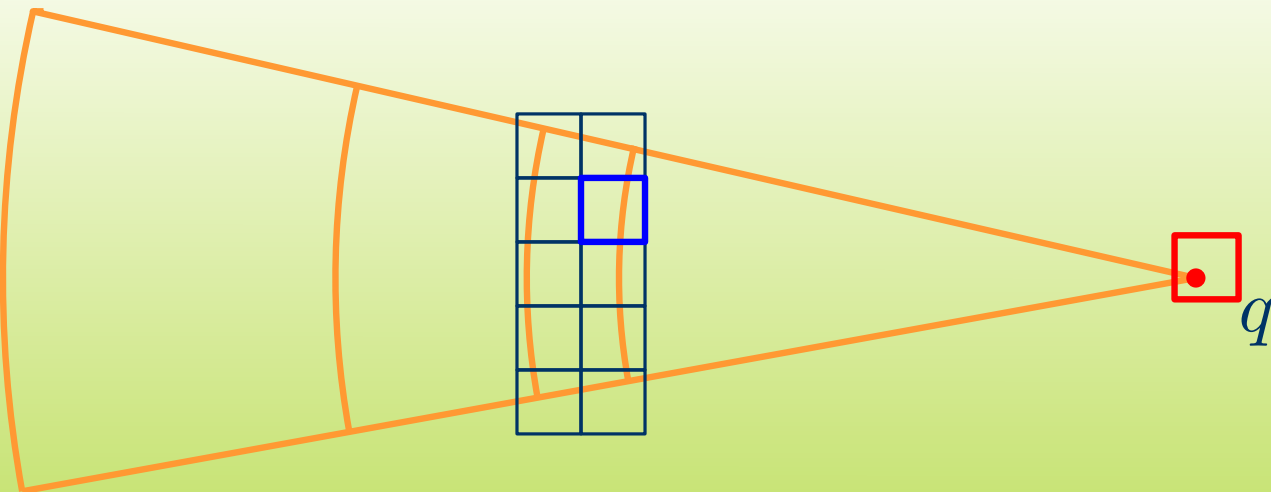
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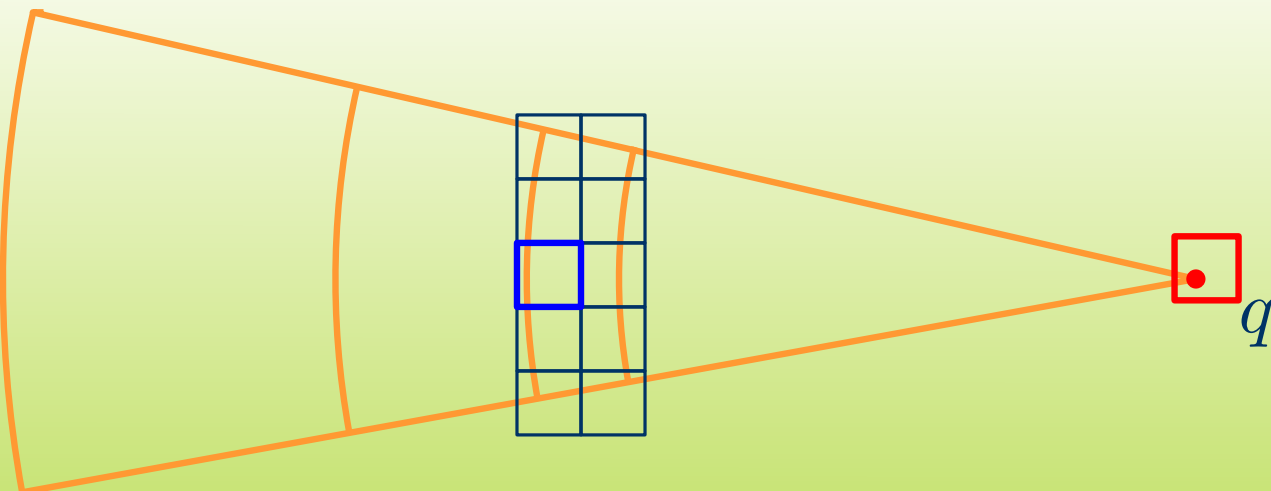
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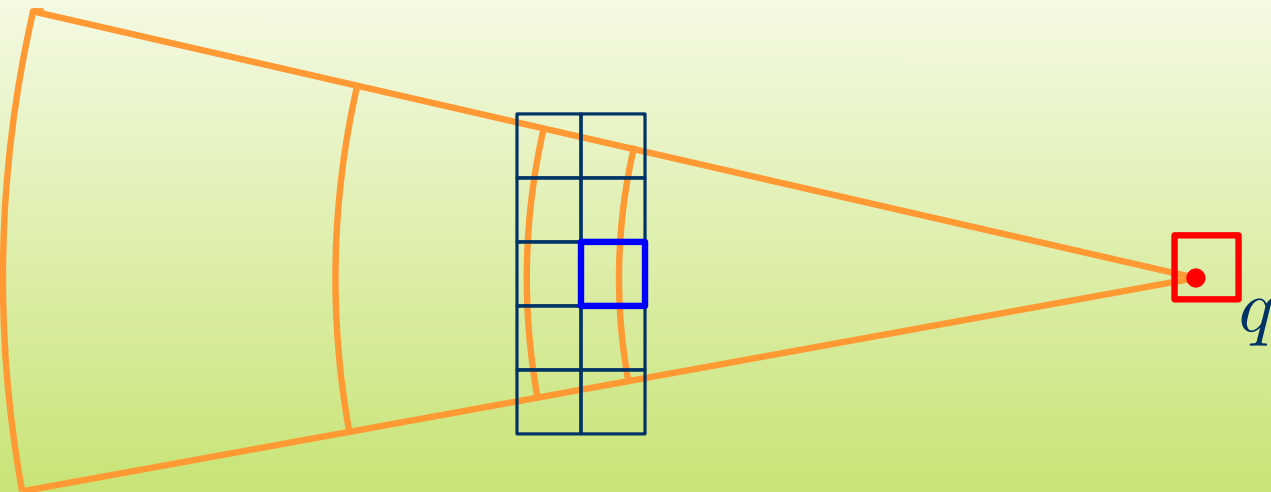
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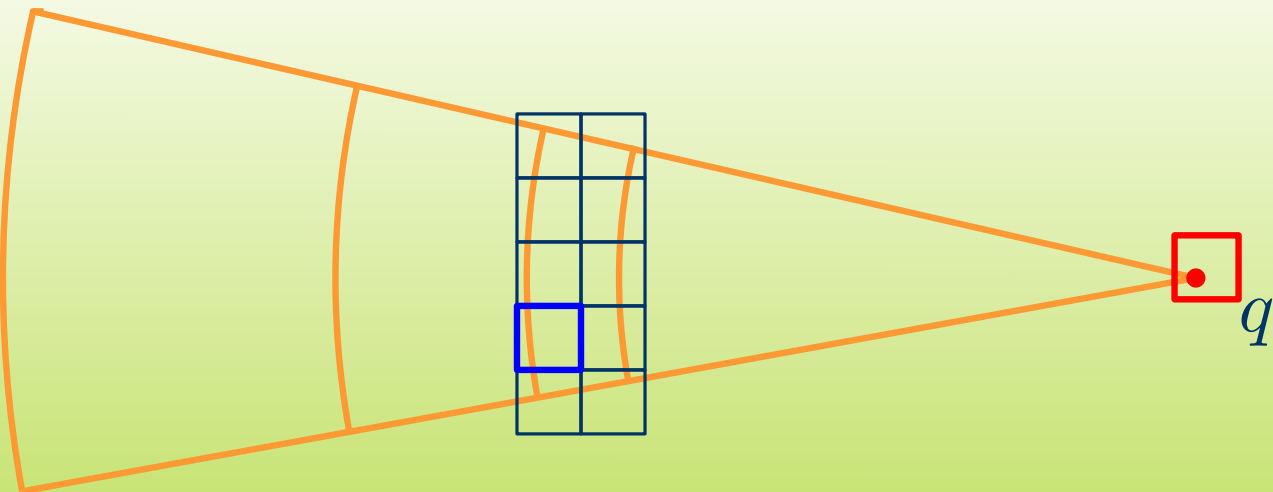
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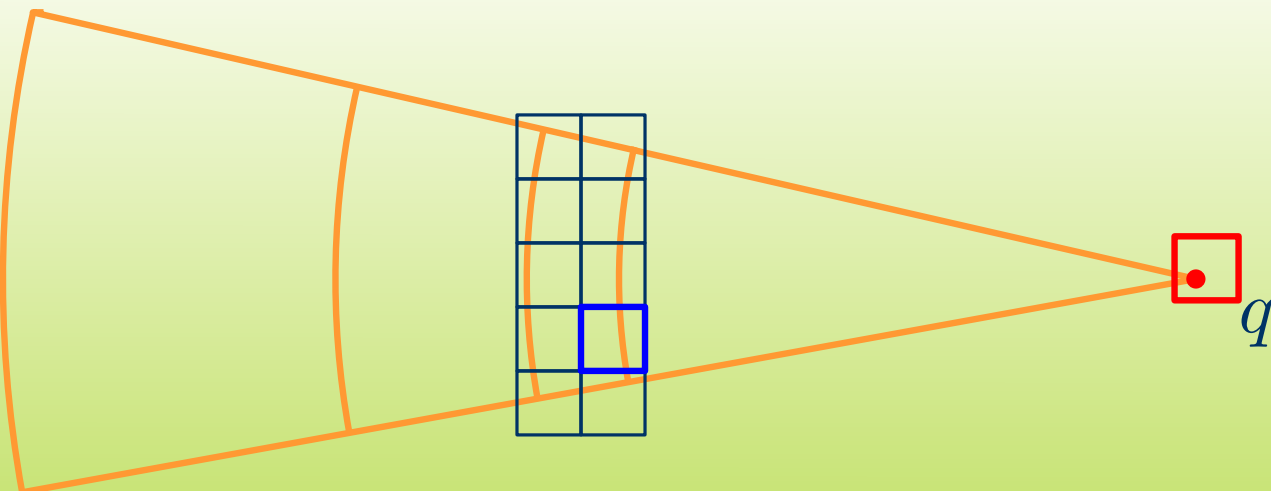
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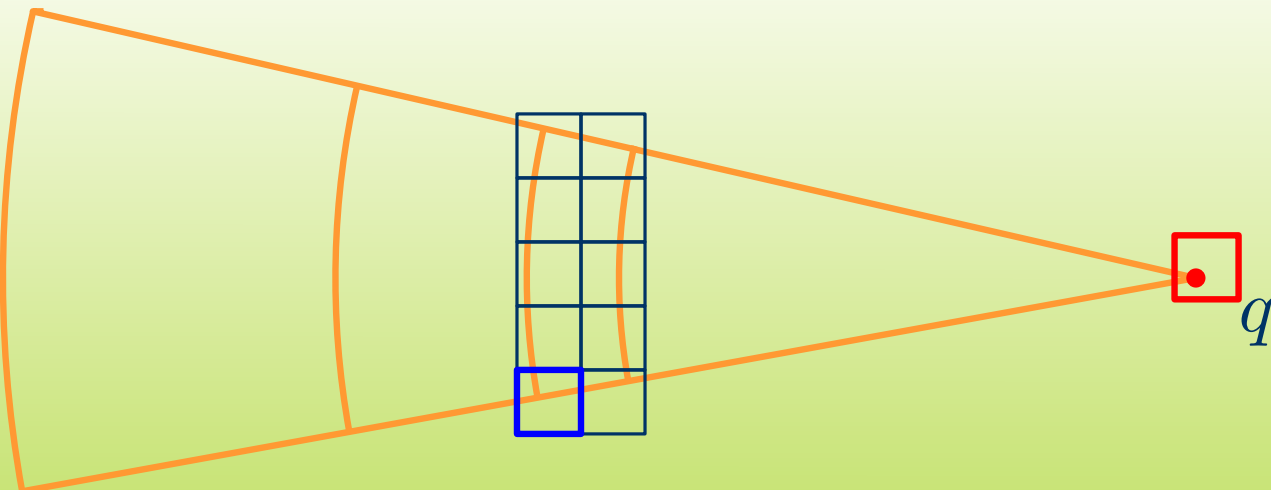
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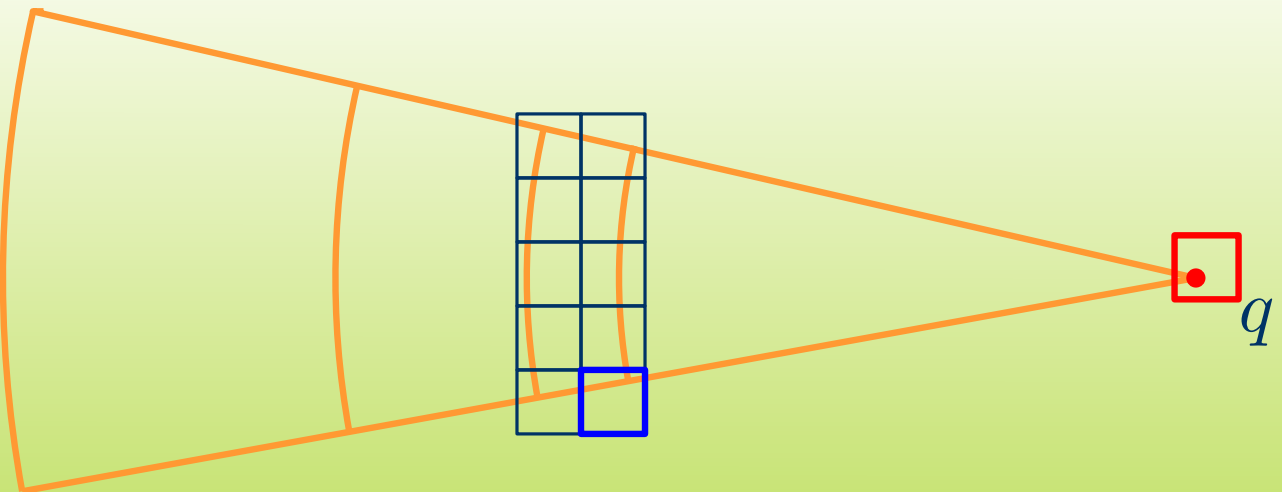
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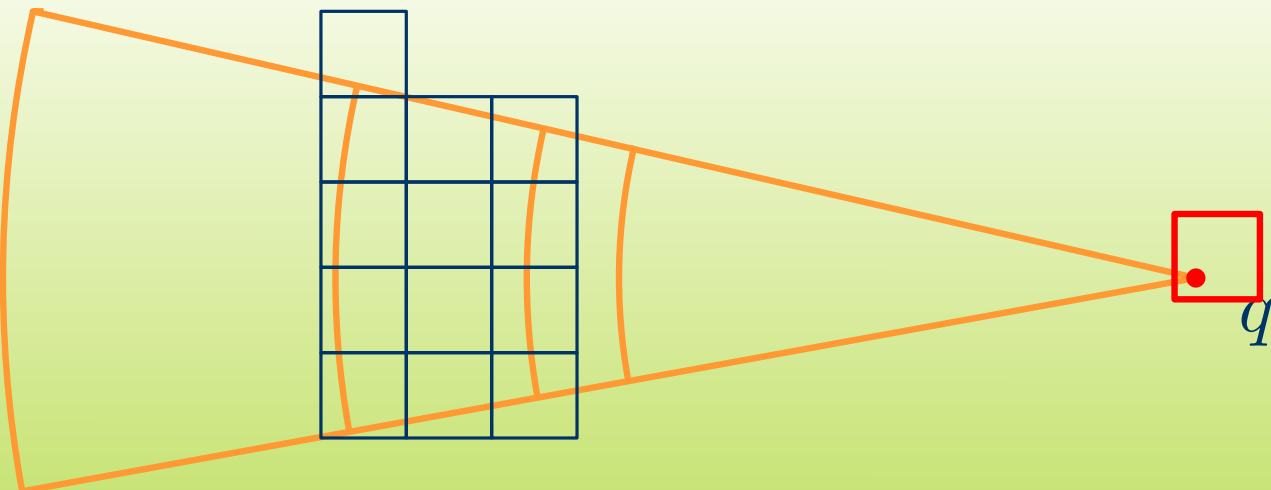
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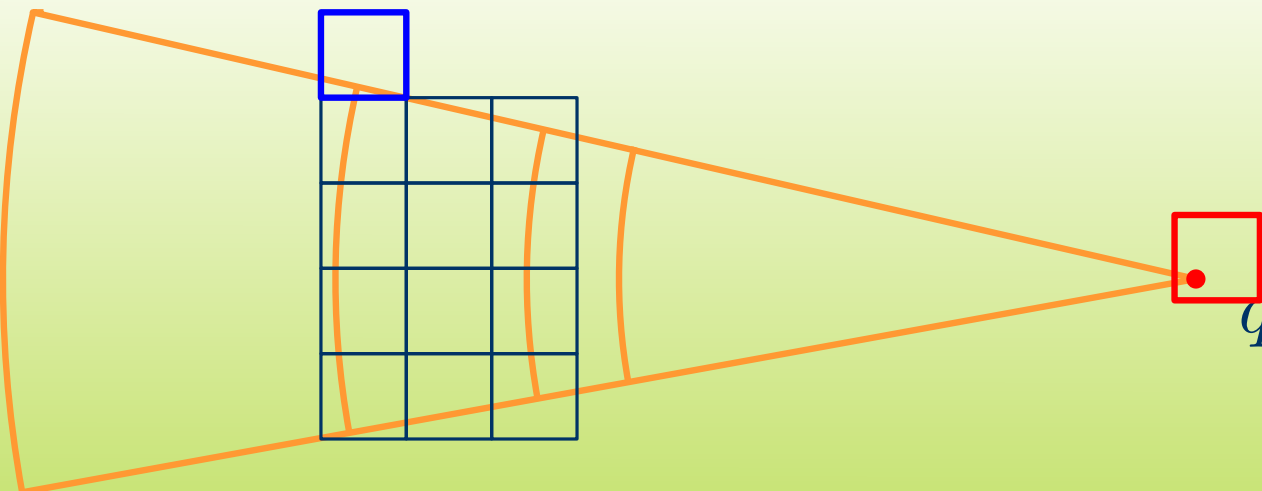
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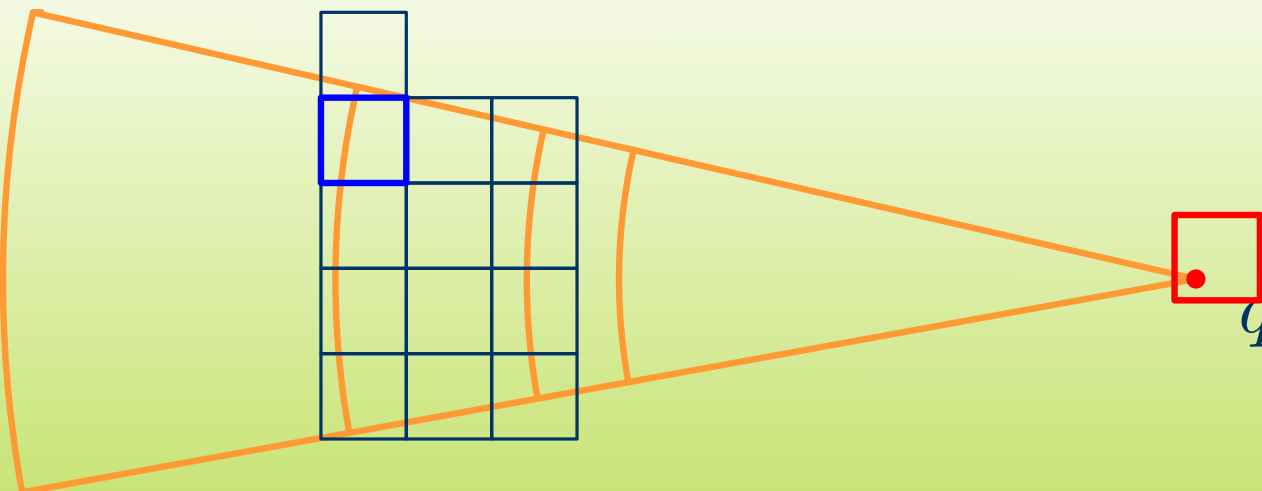
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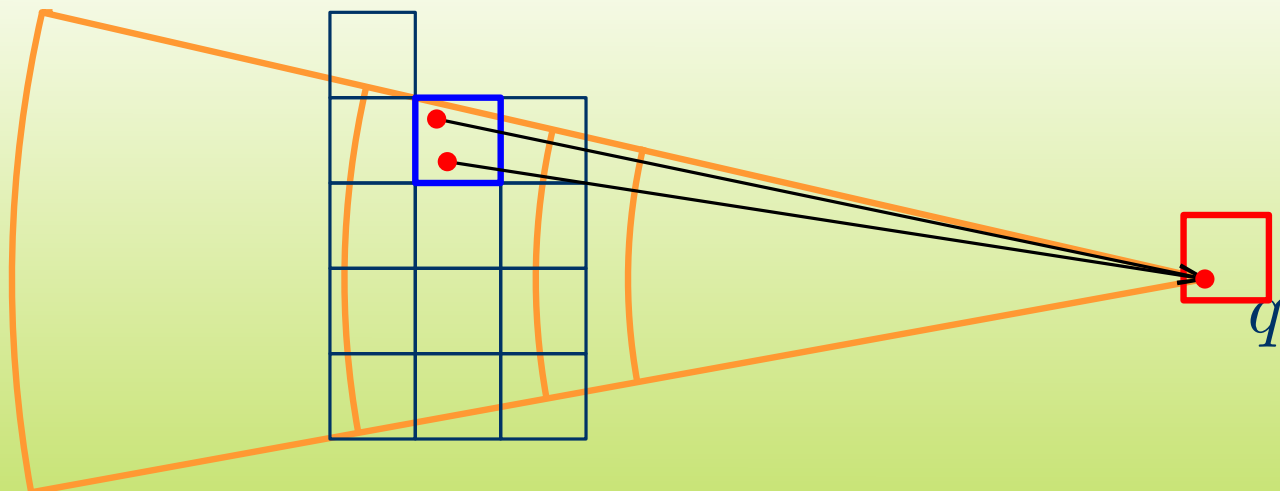
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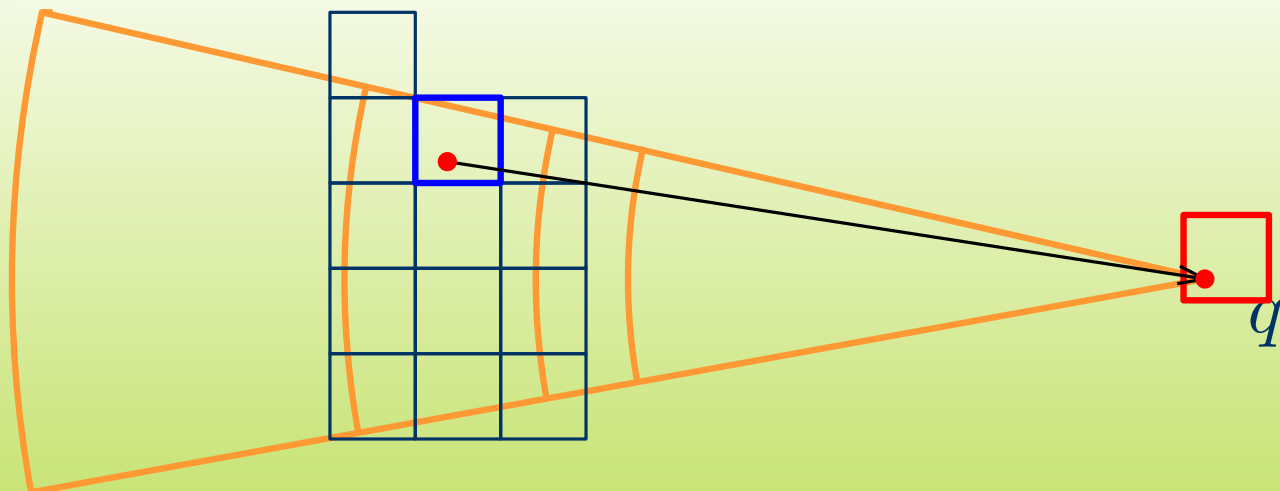
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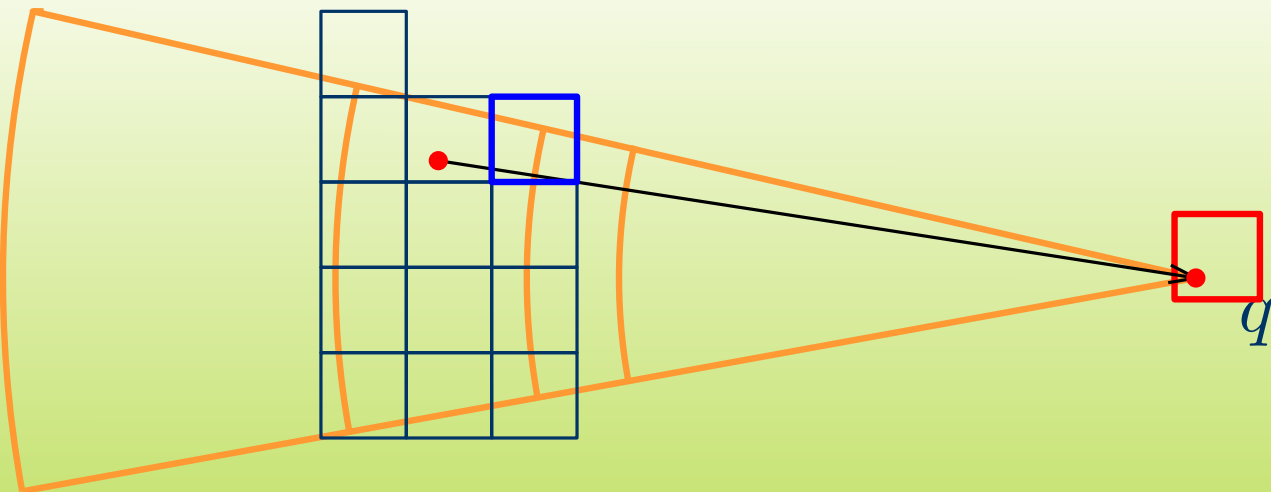
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For each  $q \in Q$ , find an edge  $\vec{r}q$  with  $r \in R_{\sigma'}$

set all points in  $Q$  with an incoming edge to *inactive*



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set all points in  $P$  to *active*

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for each lvl  $i$  cell  $\sigma$

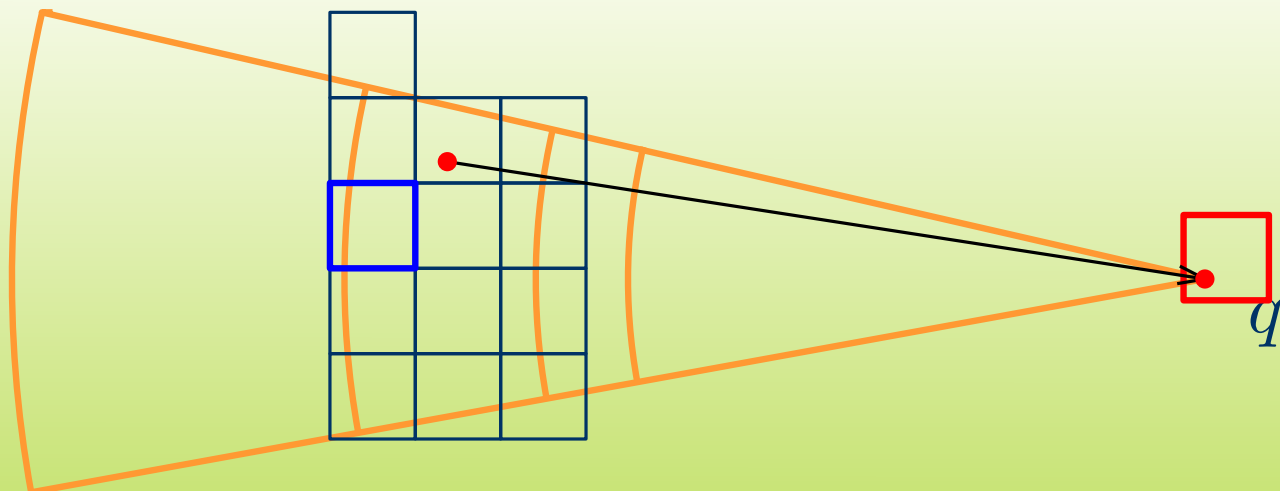
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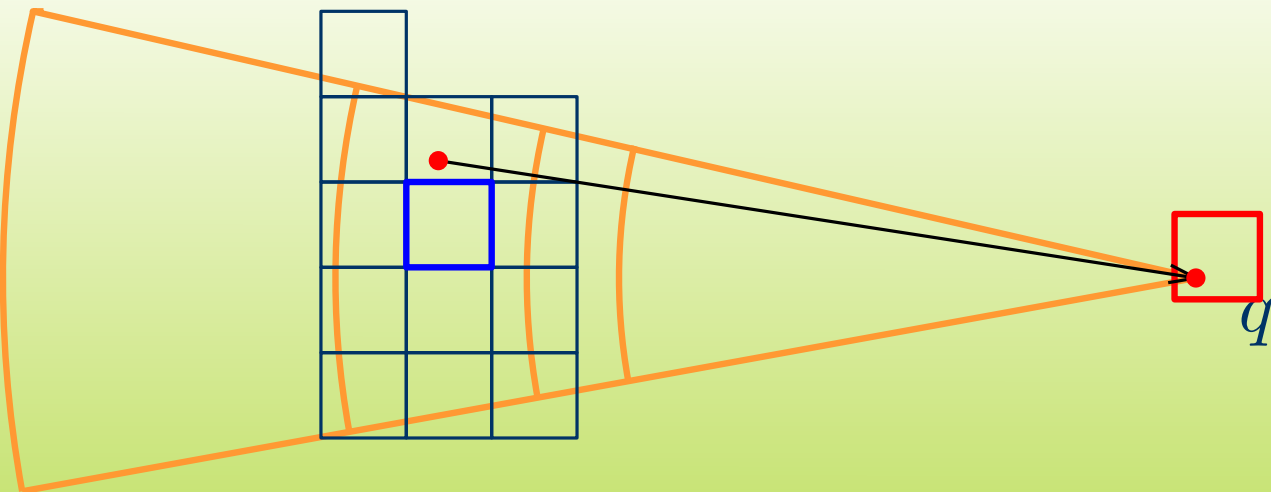
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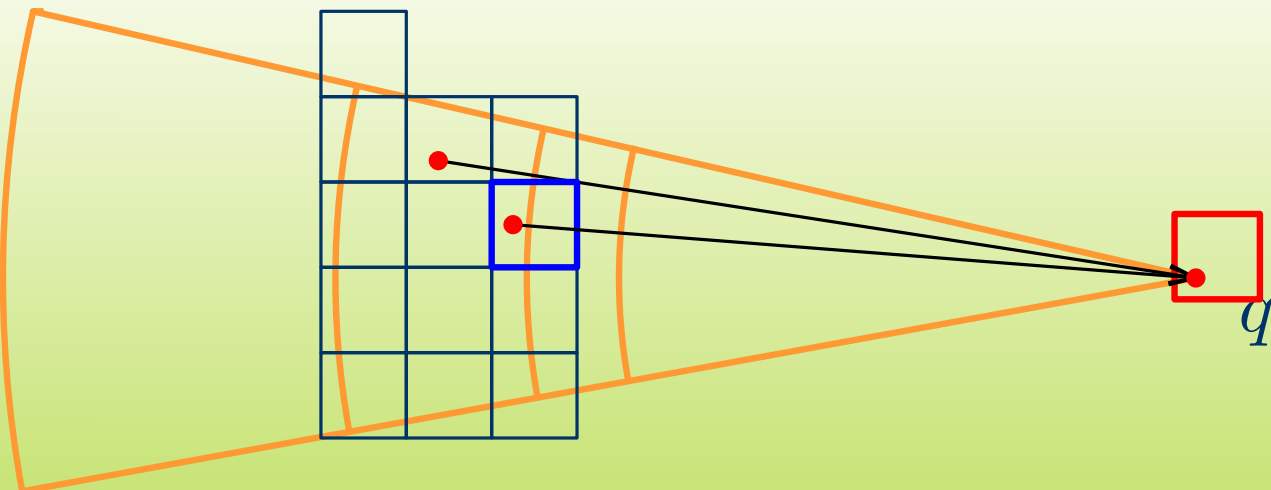
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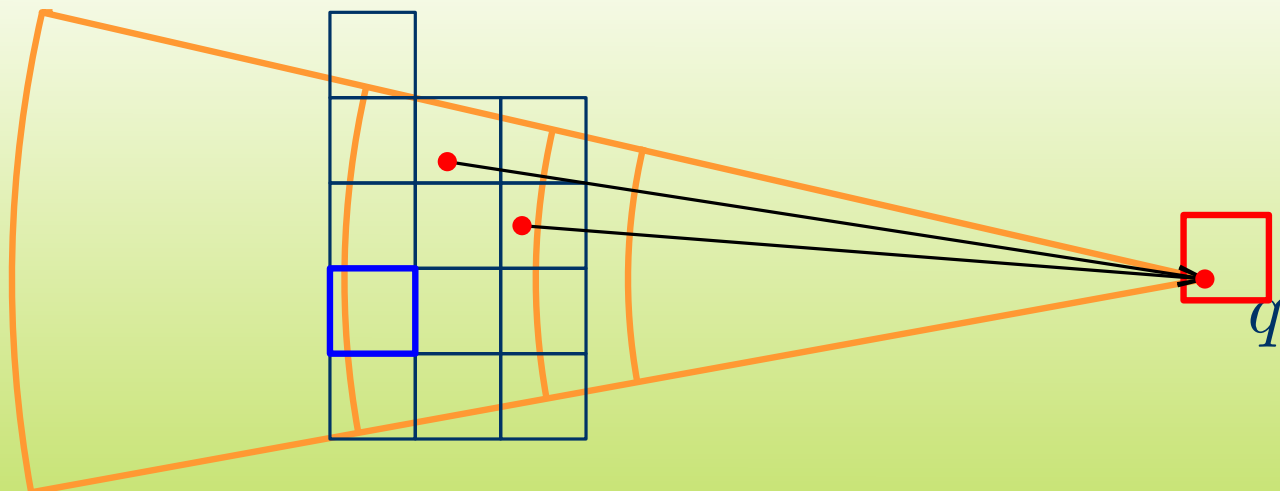
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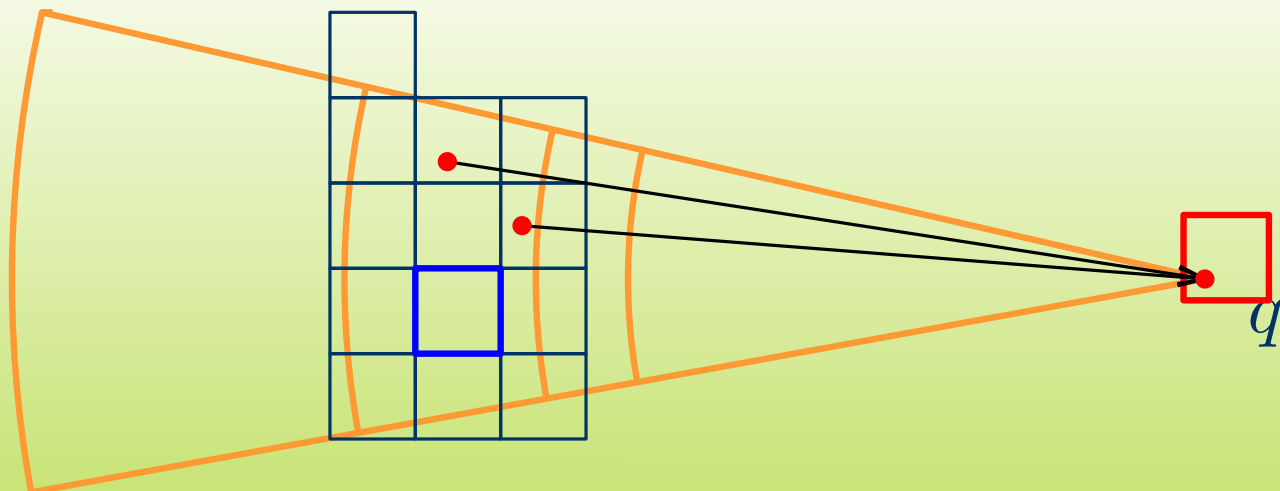
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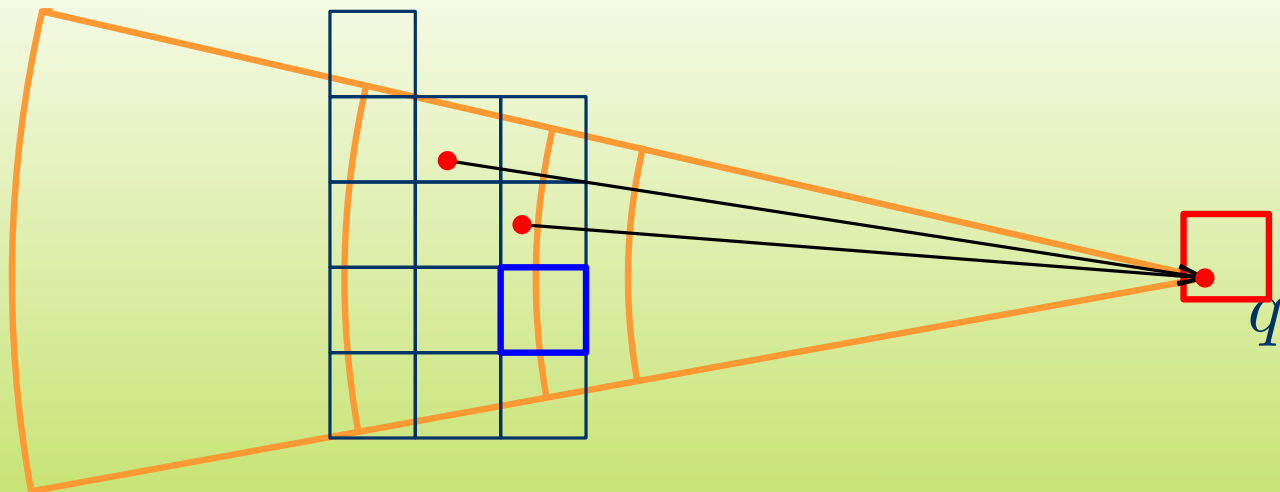
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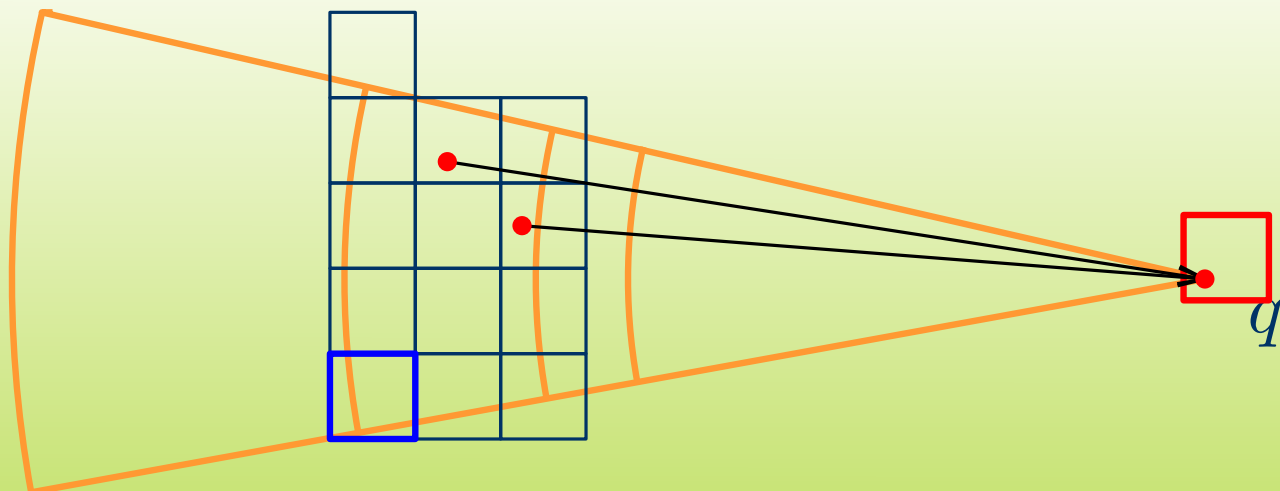
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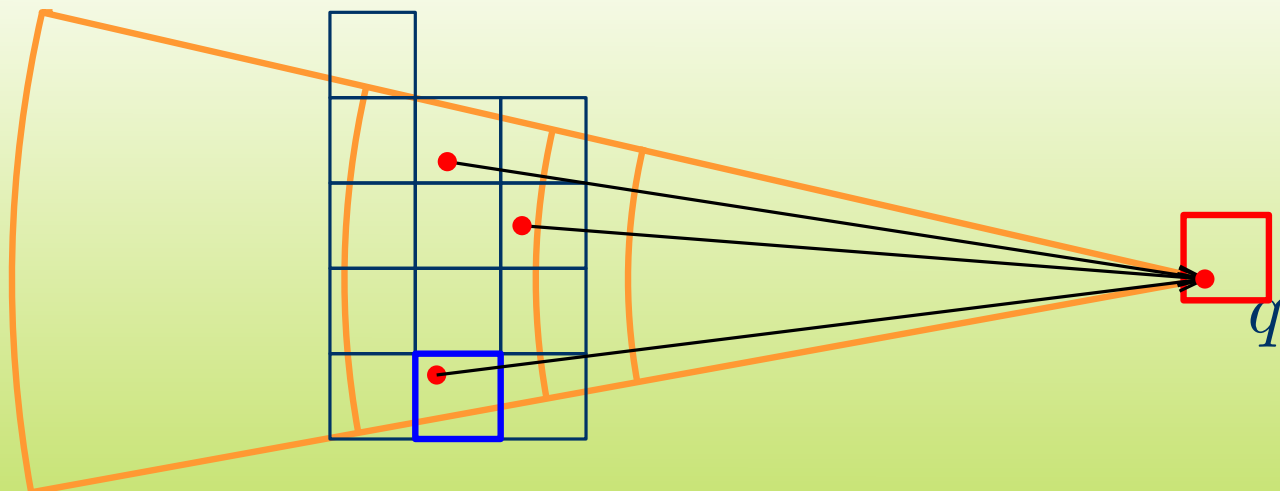
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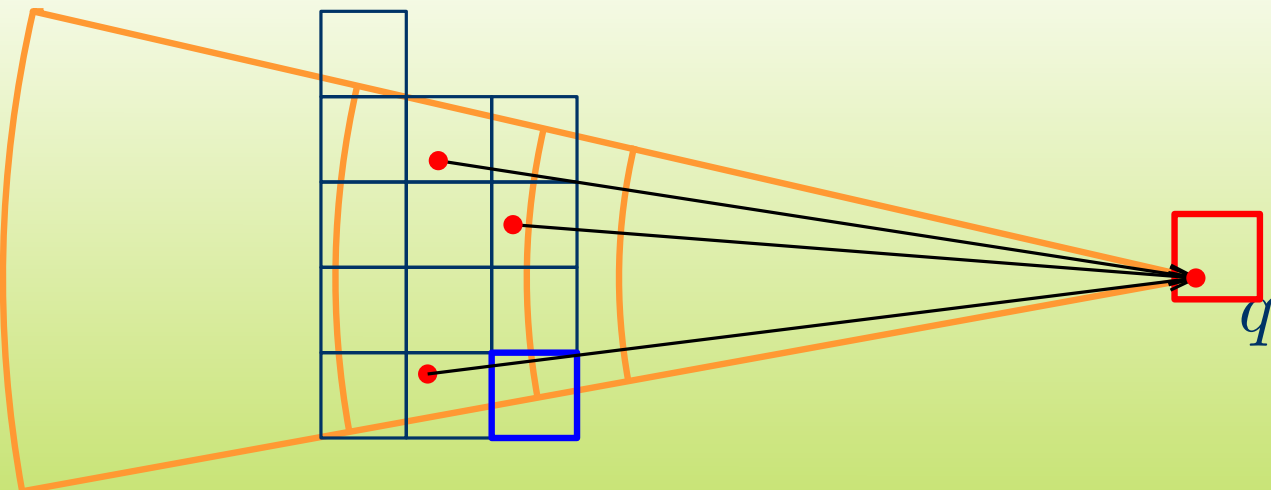
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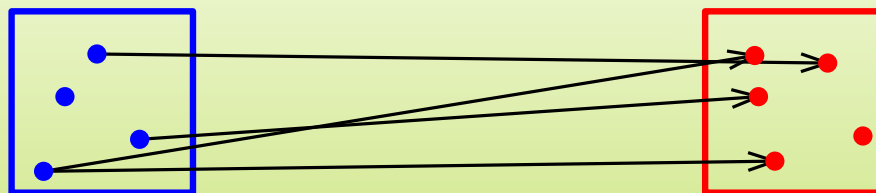
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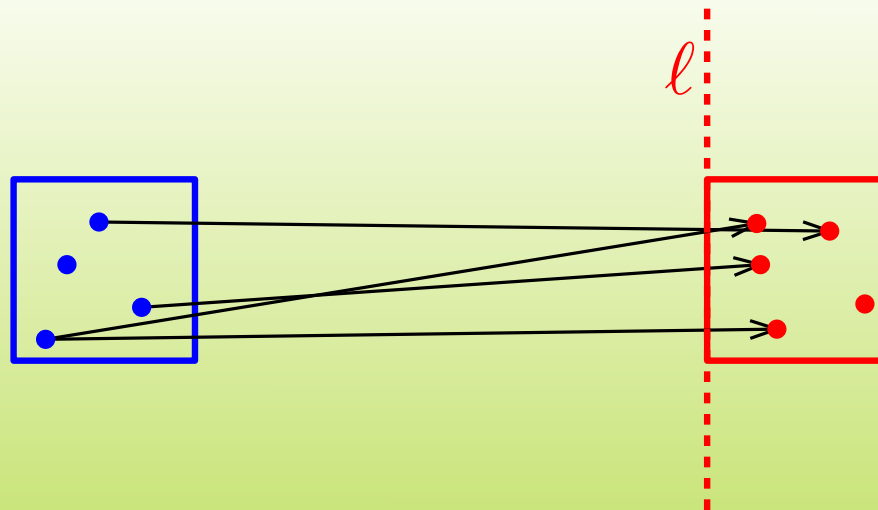
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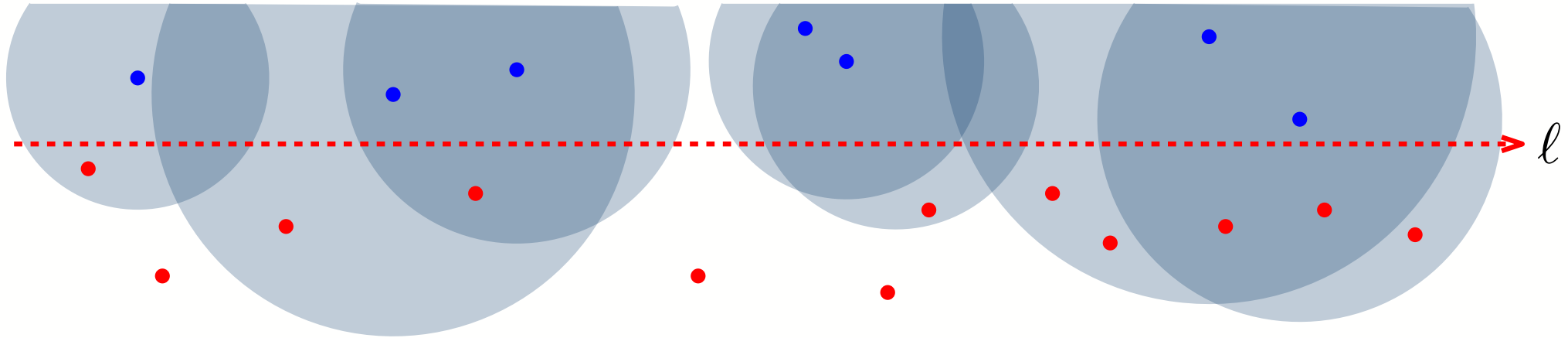
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# Fast Edge Selection and Running Time

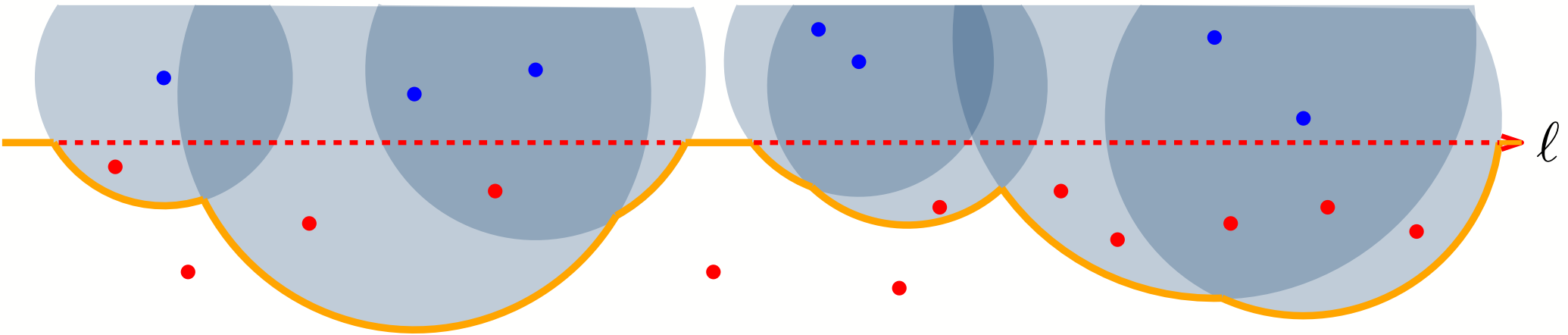
This needs time  $O(m \log m + n)$  where  $m = |R_{\sigma'}|$  and  $n = |Q|$





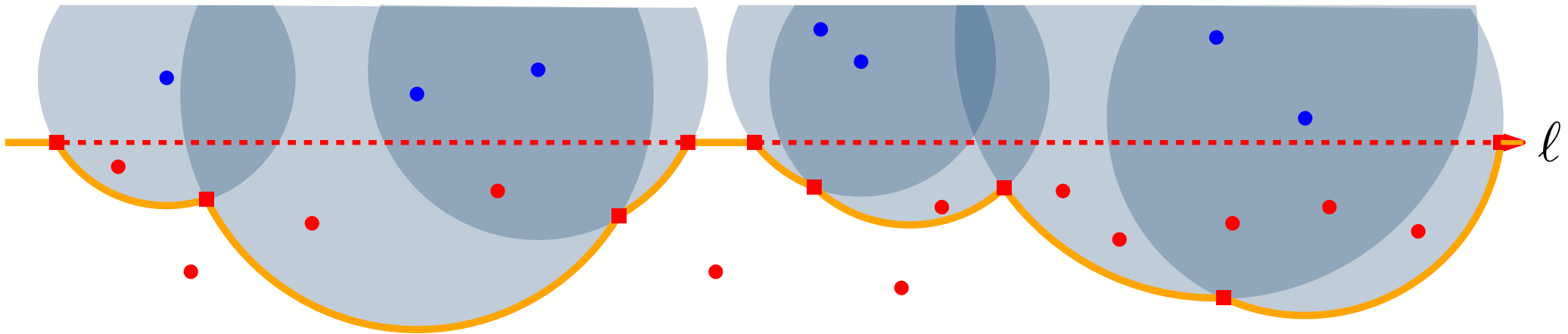
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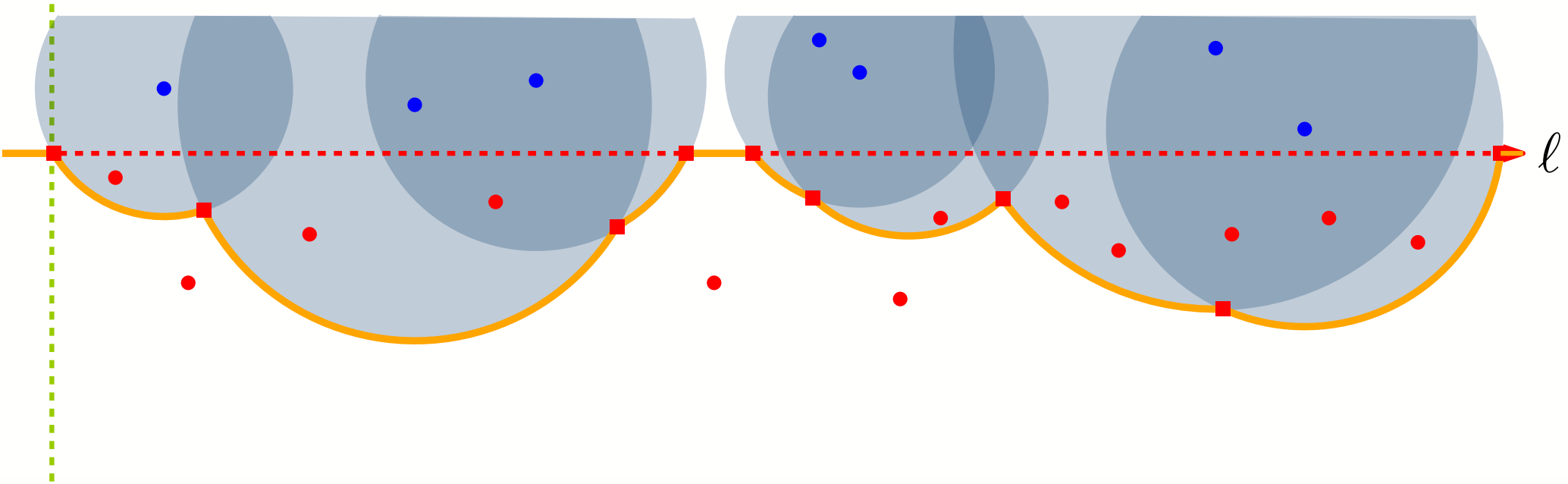
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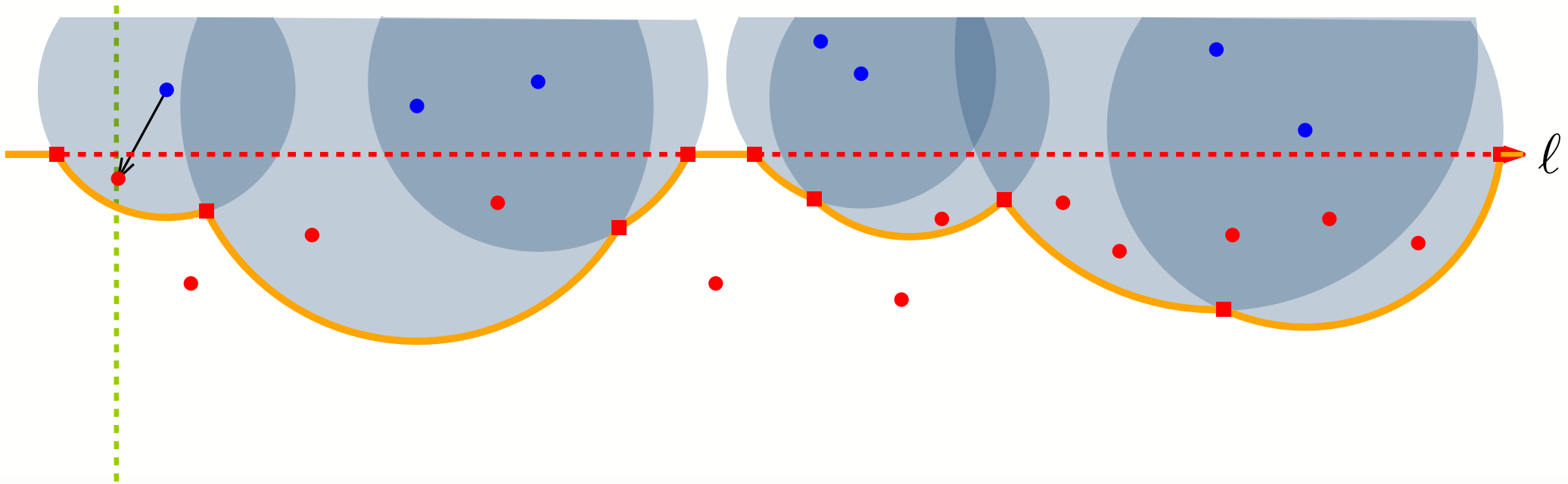
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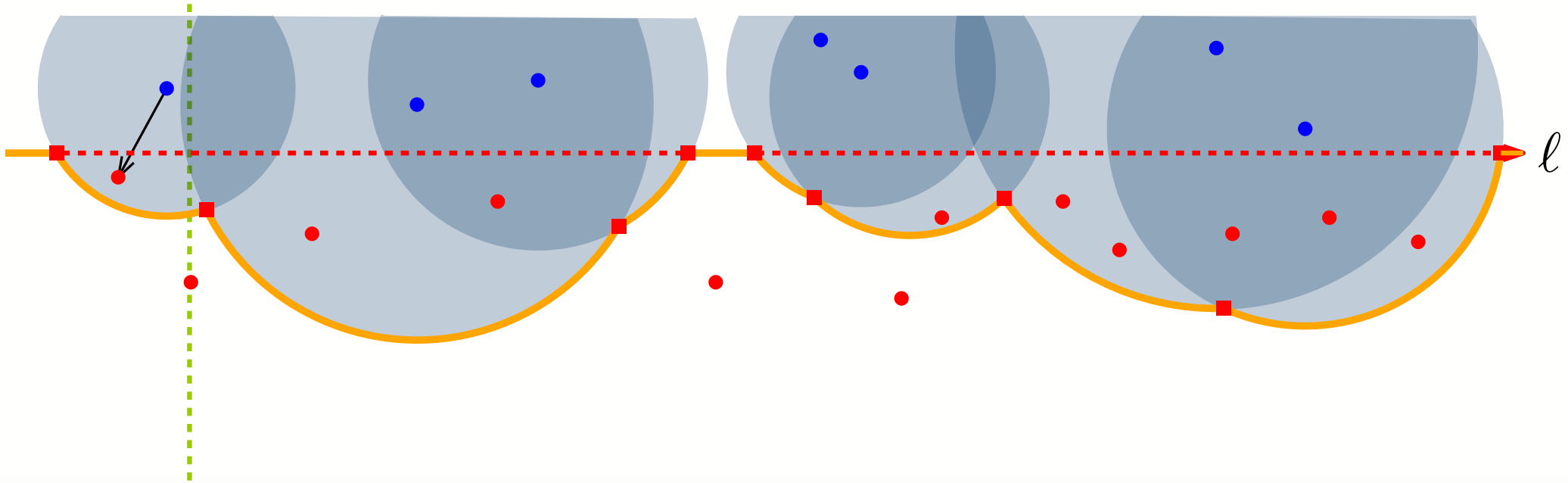
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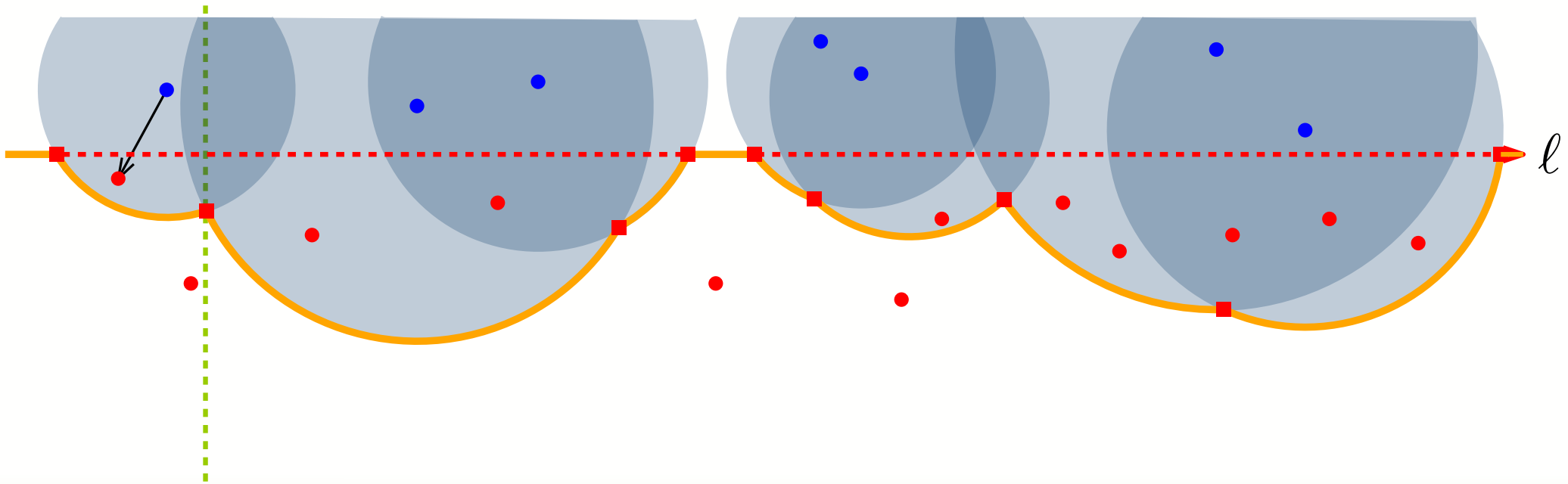
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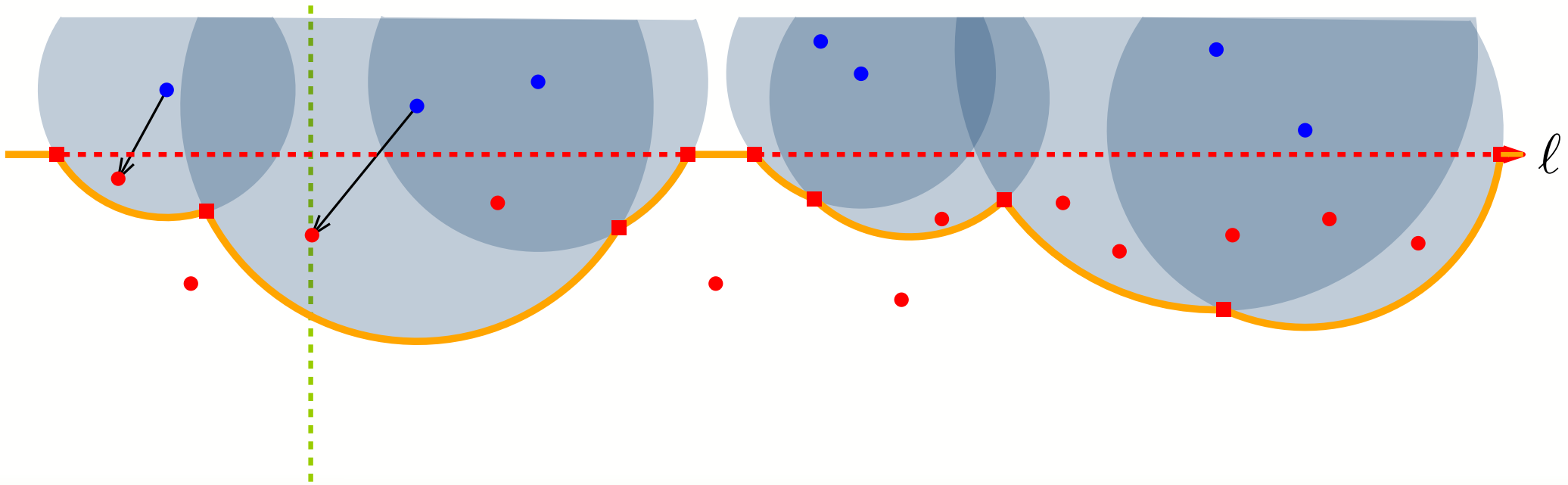
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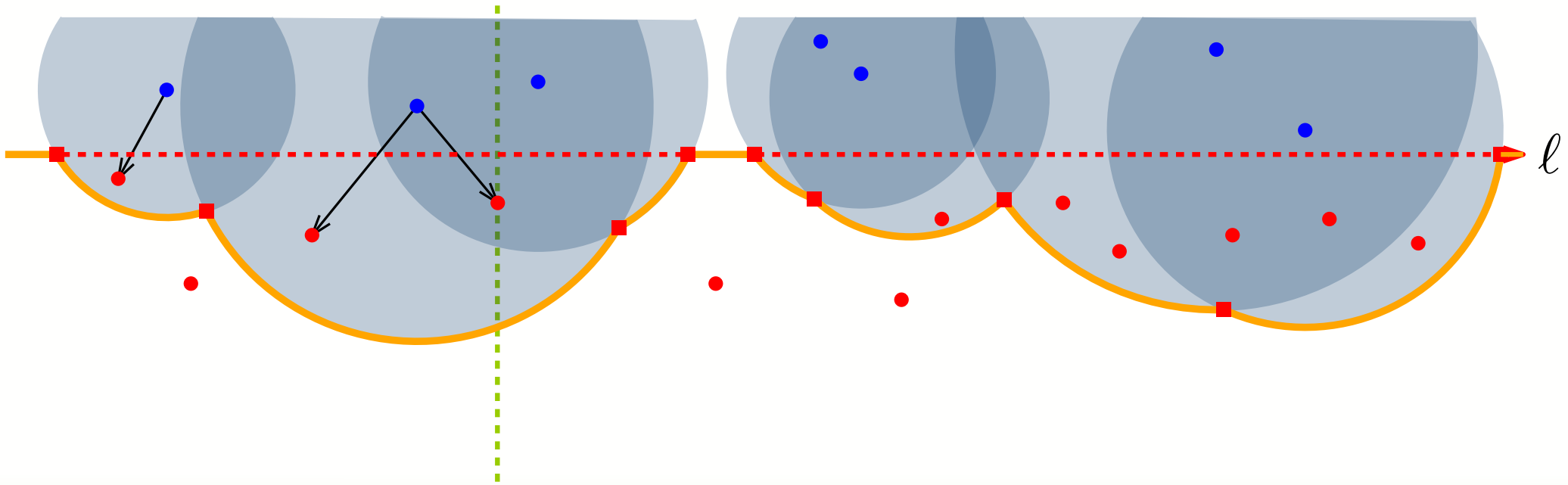
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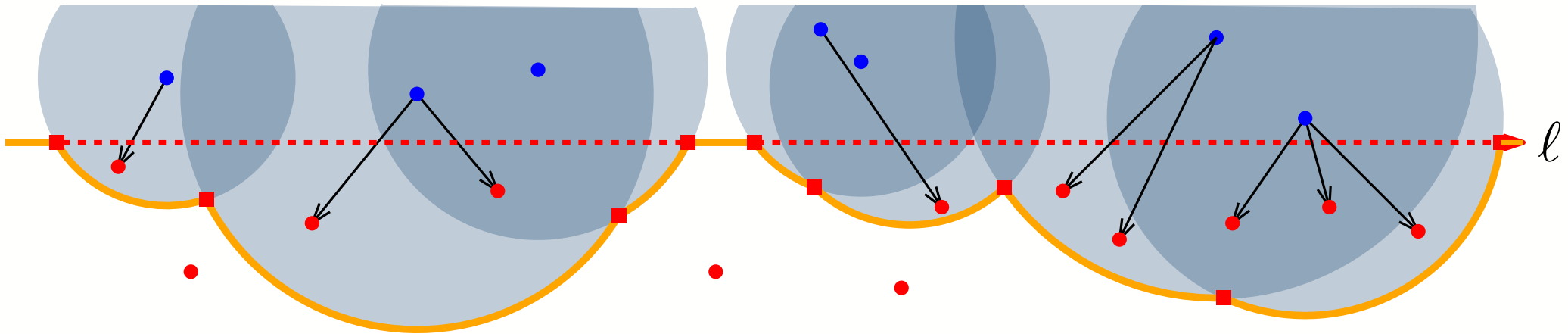
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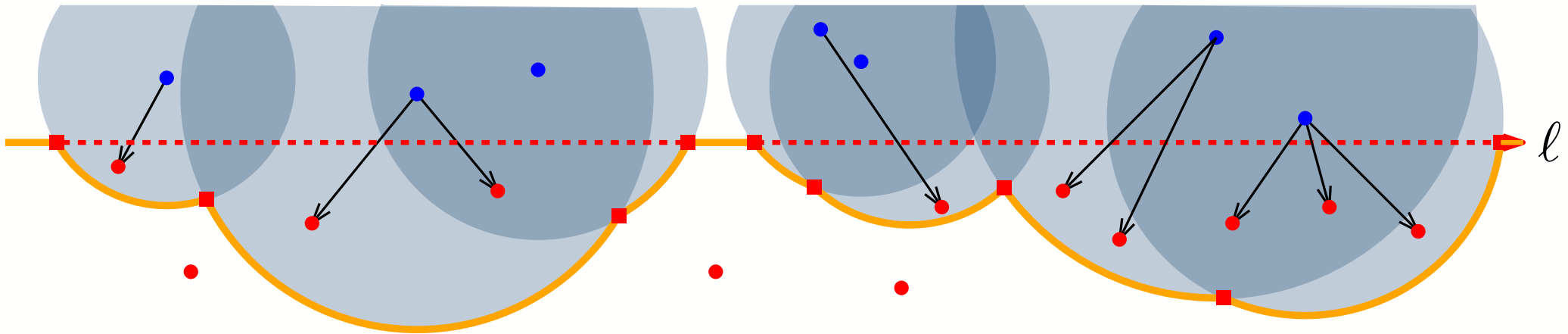
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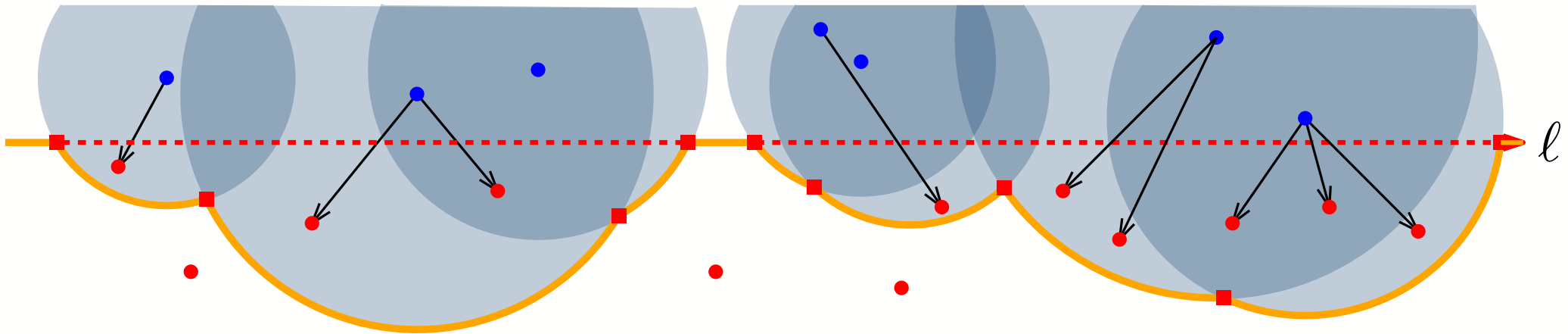


Total running time:

- $|N(\sigma)| = O(c^2)$

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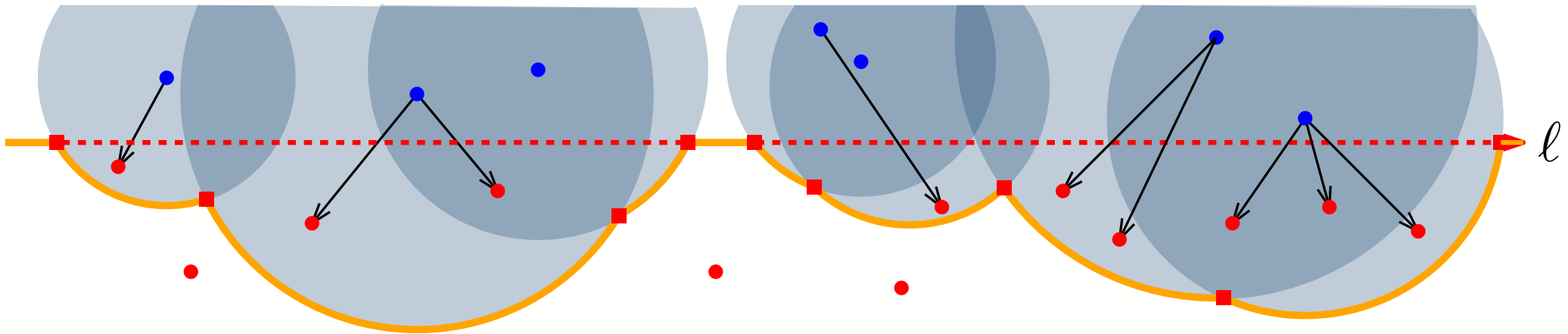


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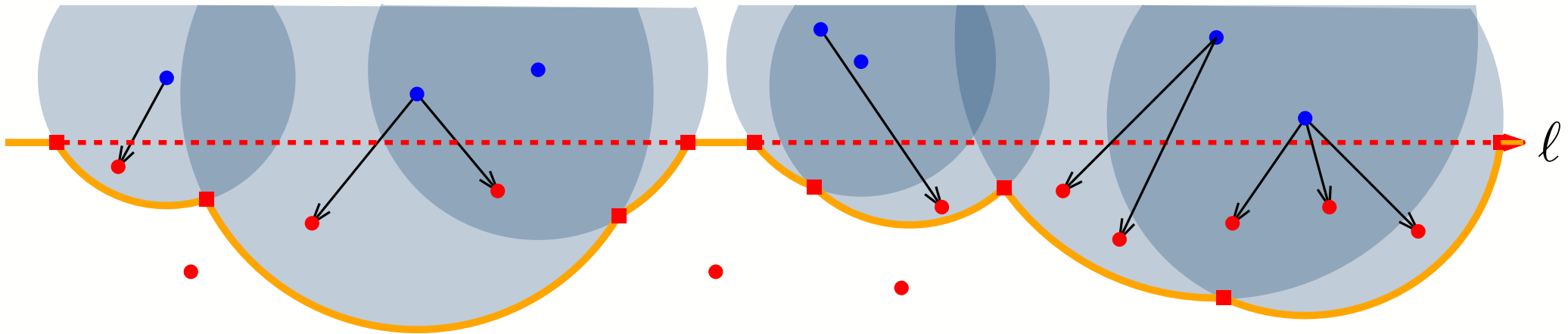


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$$O(n(\log \Phi + \log n))$$

# Final Results

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Theorem 1: Let  $P \subset \mathbb{R}^2$  be a point set with radii and with **spread**  $\Phi$ . Let  $G$  be the transmission graph of  $P$ . For any  $t > 1$  we can compute a  **$t$ -spanner**  $H \subseteq G$  for  $G$  in **time**  $O(n(\log n + \log \Phi))$ .

Theorem 2: Let  $\Psi$  be the **ratio of the largest and smallest radius** in  $P$ . We can compute a  $t$ -spanner  $H \subseteq G$  in **time**  $O(n(\log n + \log \Psi))$ .