# **Research Report**

## FINDING A LINE OF SIGHT THRU BOXES IN d-SPACE IN LINEAR TIME

Nimrod Megiddo

IBM Research Division Almaden Research Center 650 Harry Road San Jose, California 95120-6099

#### LIMITED DISTRIBUTION NOTICE

This report has been submitted for publication outside of IBM and will probably be copyrighted if accepted for publication. It has been insued as a Research Report for early disconnisation of its contents. In view of the transfer of copyright to the outside publication, requests should be filled nally by reprints or legally obtained copies of the article (e.g., payment of royakies).



Research Division Yorktown Heights, New York • San Jose, California • Zurich, Switzerland

## Finding a Line of Sight Thru Boxes in d-Space in Linear Time

Nimrod Mcgiddo

IBM Research Division Almaden Research Center 650 Harry Road San Jose, California 95120-6099

### Abstract:

The following problem is addressed. Given a set of rectangular boxes with edges parallel to the axes in a Euclidean space, find a straight line that intersects all the boxes, or conclude that no such line exists. An algorithm is presented which solves the problem in linear time for any fixed dimension of the space.

I

.

## Finding a Line of Sight Thru Boxes in d-Space in Linear Time

Nimrod Megiddo\*

September 24, 1991; revised February 28, 1996<sup>†</sup>

In this note we address a problem discussed in a paper by Amenta [1], which can be stated as follows. First, given two vectors  $a, b \in \mathbb{R}^d$ , define

$$B(\boldsymbol{a},\boldsymbol{b}) = \{ \boldsymbol{x} \in R^d : \boldsymbol{a} \leq \boldsymbol{x} \leq \boldsymbol{b} \}$$
.

**Problem.** Given are *n* rectangular boxes  $B(a^1, b^1), \ldots, B(a^n, b^n)$  in  $\mathbb{R}^d$ . Find a straight line  $\ell \subseteq \mathbb{R}^d$  such that for every k  $(k = 1, \ldots, n), \ell \cap \mathbb{B}^k \neq \emptyset$ , or prove that no such line exists. Previous work on the subject can also be found in [2, 3, 4, 5].

Suppose a line  $\ell$  is represented as

$$\ell = \{ \boldsymbol{u} + t\boldsymbol{v} : t \in R \}$$

where  $\boldsymbol{u} = (u_1, \ldots, u_d)$  and  $\boldsymbol{v} = (v_1, \ldots, v_d) \neq 0$ , and  $B = B(\boldsymbol{a}, \boldsymbol{b})$  is a box where  $\boldsymbol{a} = (a_1, \ldots, a_d)$ ,  $\boldsymbol{b} = (b_1, \ldots, b_d)$ . Obviously,  $B \cap \ell \neq \emptyset$  if and only if there exists a real number t such that

$$a_i \leq u_i + tv_i \leq b_i \quad (i = 1, \ldots, d)$$
.

Denote

$$I_{-}(\boldsymbol{v}) = \{i : v_i < 0\}, \ I_{0}(\boldsymbol{v}) = \{i : v_i = 0\}, \ I_{+}(\boldsymbol{v}) = \{i : v_i > 0\}.$$

Obviously,  $B \cap \ell \neq \emptyset$  if and only if

<sup>&</sup>lt;sup>†</sup>Publication of this note was delayed due to a lengthy patenting process (see U.S. Patent 5,481,658).

<sup>\*</sup>IBM Almaden Research Center, 650 Harry Road, San Jose, CA 95120. Research supported in part by ONR Contract N00014-91-C-0026.

(i)  $a_i \leq u_i \leq b_i$  for  $i \in I_0(\boldsymbol{v})$ , and

(ii) there exists a t such that

$$(a_i-u_i)/v_i\leq t\leq (b_i-u_i)/v_i \quad ext{ for } i\in I_+(oldsymbol{v}) ext{ and } (a_i-u_i)/v_i\geq t\geq (b_i-u_i)/v_i \quad ext{ for } i\in I_-(oldsymbol{v}) \;.$$

It follows that yet another characterization of  $B \cap \ell \neq \emptyset$  is:

(i) For all  $i \in I_0(\boldsymbol{v}), a_i \leq u_i \leq b_i$ . (ii) For all  $i, j \in I_+(\boldsymbol{v})$ ,

$$(a_i-u_i)/v_i \leq (b_j-u_j)/v_j$$
 .

(iii) For all  $i, j \in I_{-}(\boldsymbol{v})$ ,

$$(a_i-u_i)/v_i \geq (b_j-u_j)/v_j$$
.

(iv) For all  $i \in I_+(v)$  and  $j \in I_-(v)$ ,

$$(b_i - u_i)/v_i \ge (b_j - u_j)/v_j ext{ and } (a_j - u_j)/v_j \ge (a_i - u_i)/v_i \ .$$

For every *i* such that  $v_i \neq 0$ , let

$$x_i = 1/v_i$$
 and  $y_i = u_i/v_i$ .

Thus,

 $v_i = 1/x_i$  and  $u_i = y_i/x_i$ .

We can now state the following lemma:

**Lemma.** If  $B^k = B(a^k, b^k)$  (k = 1, ..., n) are nonempty boxes, then there exists a straight line  $\ell$  such  $B^k \cap \ell \neq \emptyset$  (k = 1, ..., n) if and only if there exists a partition  $\{1, ..., d\} = I_- \cup I_0 \cup I_+$  and there exist vectors  $\boldsymbol{x}, \boldsymbol{y} \in R^d$  such that

- (i) For every  $i \in I_0$ ,  $\max_k a_i^k \leq \min_k b_i^k$ ,
- (ii) For  $i \in I_+$ ,  $x_i > 0$ , and for  $i \in I_-$ ,  $x_i < 0$ ,

(iii) For all  $i, j \in I_+$ , and for  $k = 1, \ldots, n$ ,

$$a_i^{\kappa} x_i - y_i \leq b_j^{\kappa} x_j - y_j$$
 .

(iv) For all  $i, j \in I_-$ , and for  $k = 1, \ldots, n$ ,

$$a_i^k x_i - y_i \geq b_j^k x_j - y_j$$
.

(v) For every  $i \in I_+$  and  $j \in I_-$ , and for k = 1, ..., n,

$$b_i^k x_i - y_i \ge b_j^k x_j - y_j$$
 and  $a_j^k x_j - y_j \ge a_i^k x_i - y_i$ .

If such  $I_{-}$ ,  $I_{0}$ ,  $I_{+}$ , x, and y exist, then a line  $\ell = \{u + tv\}$  can be constructed as follows. For  $i \in I_{0}$ , let u, be any number such that

$$\max_{k} a_{i}^{k} \leq u_{i} \leq \min_{k} b_{i}^{k} ,$$

and let  $v_i = 0$ . For any other i, let

$$v_i = 1/x$$
, and  $u_i = y_i/x_i$ .

For every partition, the problem of finding suitable x and y amounts to solving a system of not more than  $2d^2n + d$  linear inequalities in at most 2dvariables. Note that some of these inequalities are strict. We can, however, solve our problem by solving the linear programming problem of maximizing  $\xi$  subject to: (i) for every  $i \in I_+$ ,  $\xi \leq x_i$ , (ii) for every  $i \in I_-$ ,  $\xi \leq -x_i$ , and subject to all the weak inequalities stated in the lemma. This can thus be done in O(n) time for any fixed d. Since the number of partitions is independent of n, we have the following theorem:

**Theorem.** For any fixed dimension d, the problem of finding a traversal line  $\ell$  for a collection of n rectangular boxes parallel to the coordinate axes can be solved in O(n) time.

## References

- N. Amenta, "Finding a line traversal of axial objects in three dimensions," Proceedings of the 3rd Annual ACM-SIAM Symposium on Discrete Algorithms (1992), pp. 55-71.
- [2] D. Avis and R. Wenger, "Algorithms for line traversals in space," Computational Geometry, 1987.
- [3] M. McKenna and J. O'Rourke, "Arrangements of lines in 3-space: A data structure with applications," *Computational Geometry*, 1988.
- [4] M. Hohmeyer and S. Teller, "Stabbing isothetic boxes and rectangles in  $O(n \log n)$  time," U.C. Berkeley Tech. Rep. 91/634, 1991.
- [5] S. Teller and C. Sequin "Visibility processing for interactive walk-throughs," SIGGraph, 1991.

4