

Recent Results on Semialgebraic Range Searching Lower Bounds



Some Overview of Data Structure Lower Bounds

Contents:

1. Introduction
2. Pointer-machine Lower Bounds
3. A framework
4. An example of a LB
5. Semialgebraic
6. Overview of LB techniques

Introduction

- No general, unconditional framework

Introduction

- **No general, unconditional** framework (we can't even prove a $n^{\omega(1)}$ lower bound for 3-SAT)



Introduction

- **No general, unconditional** framework (we can't even prove a $n^{\omega(1)}$ lower bound for 3-SAT)
- **Conditional:** Conjecture Problem A is hard, then use reductions

Introduction

- **No general, unconditional** framework (we can't even prove a $n^{\omega(1)}$ lower bound for 3-SAT)
- **Conditional**: Conjecture Problem A is hard, then use reductions
- **Pointer Machine**: Disallows random access, only applies when we need to report a large list. **A Navigation** bottleneck, **free information/computation**



Introduction

- **No general, unconditional** framework (we can't even prove a $n^{\omega(1)}$ lower bound for 3-SAT)
- **Conditional**: Conjecture Problem A is hard, then use reductions
- **Pointer Machine**: Disallows random access, only applies when we need to report a large list. **A Navigation** bottleneck, **free information/computation**
- **Cell-probe**: Can't go beyond $\Omega(\log n)$ static query time; **Information** bottleneck, **free computation**



Introduction

- **No general, unconditional** framework (we can't even prove a $n^{\omega(1)}$ lower bound for 3-SAT)
- **Conditional**: Conjecture Problem A is hard, then use reductions
- **Pointer Machine**: Disallows random access, only applies when we need to report a large list. **A Navigation** bottleneck, **free information/computation**
- **Cell-probe**: Can't go beyond $\Omega(\log n)$ static query time; **Information** bottleneck, **free computation**
- **Semi-group**: **Limits what DS can store and do**. Only for weighted counting, weights from a semi-group, i.e., no subtractions
- **Group**: **Limits what DS can store and do**. Allows subtractions but we only know how to do dynamic lower bounds



Introduction

- **No general, unconditional** framework (we can't even prove a $n^{\omega(1)}$ lower bound for 3-SAT)
- **Conditional**: Conjecture Problem A is hard, then use reductions
- **Pointer Machine**: Disallows random access, only applies when we need to report a large list. **A Navigation** bottleneck, **free information/computation**
- **Cell-probe**: Can't go beyond $\Omega(\log n)$ static query time; **Information** bottleneck, **free computation**
- **Semi-group**: **Limits what DS can store and do**. Only for weighted counting, weights from a semi-group, i.e., no subtractions
- **Group**: **Limits what DS can store and do**. Allows subtractions but we only know how to do dynamic lower bounds

Must avoid icebergs!



The Pointer Machine Model



Range Reporting

Range Reporting:

- A general class of Computational Geometric problems
- **Input:** A set of n **objects**, e.g., **points**, given by coordinates.
 - In 2D we have (x_i, y_i) , $1 \leq i \leq n$
- We want to build a **Data Structure**:
 - Process the data using some **preprocessing time**, $P(n)$
 - Store the process data using $S(n)$ units of storage, i.e., **space**



Range Reporting

Range Reporting:

- A general class of Computational Geometric problems
- **Input:** A set of n **objects**, e.g., **points**, given by coordinates.
 - In 2D we have (x_i, y_i) , $1 \leq i \leq n$
- We want to build a **Data Structure**:
 - Process the data using some **preprocessing time**, $P(n)$
 - Store the process data using $S(n)$ units of storage, i.e., **space**

The Goal:

- Answer queries
- A **query** is a geometric **region** or **object**.
 - Triangle
 - Circle
 - Point
 - ...
- **Output:** List of all the input objects that intersect the query object

Range Reporting

Range Reporting:

- A general class of Computational Geometric problems
- **Input:** A set of n **objects**, e.g., **points**, given by coordinates.
 - In 2D we have (x_i, y_i) , $1 \leq i \leq n$
- We want to build a **Data Structure**:
 - Process the data using some **preprocessing time**, $P(n)$
 - Store the process data using $S(n)$ units of storage, i.e., **space**

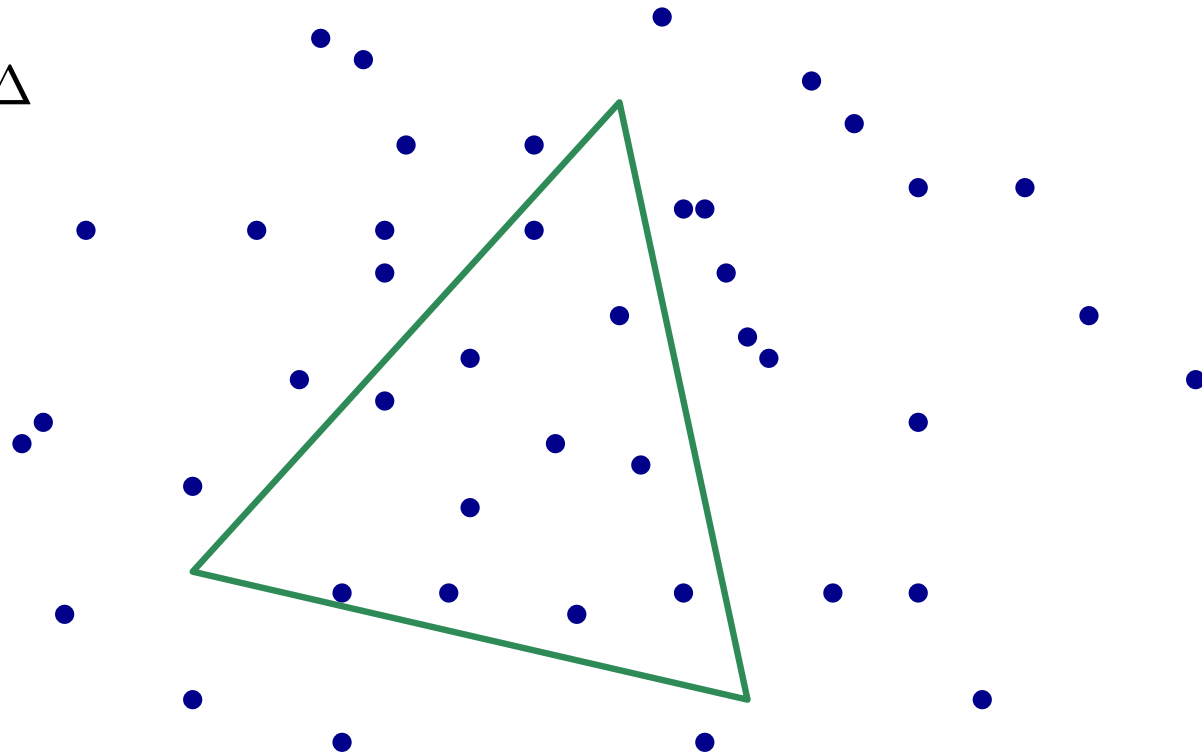
The Goal:

- Answer queries
- A **query** is a geometric **region** or **object**.
 - Triangle
 - Circle
 - Point
 - ...
- **Output:** List of all the input objects that intersect the query object
- k : Output size



A 2D Range Reporting Example

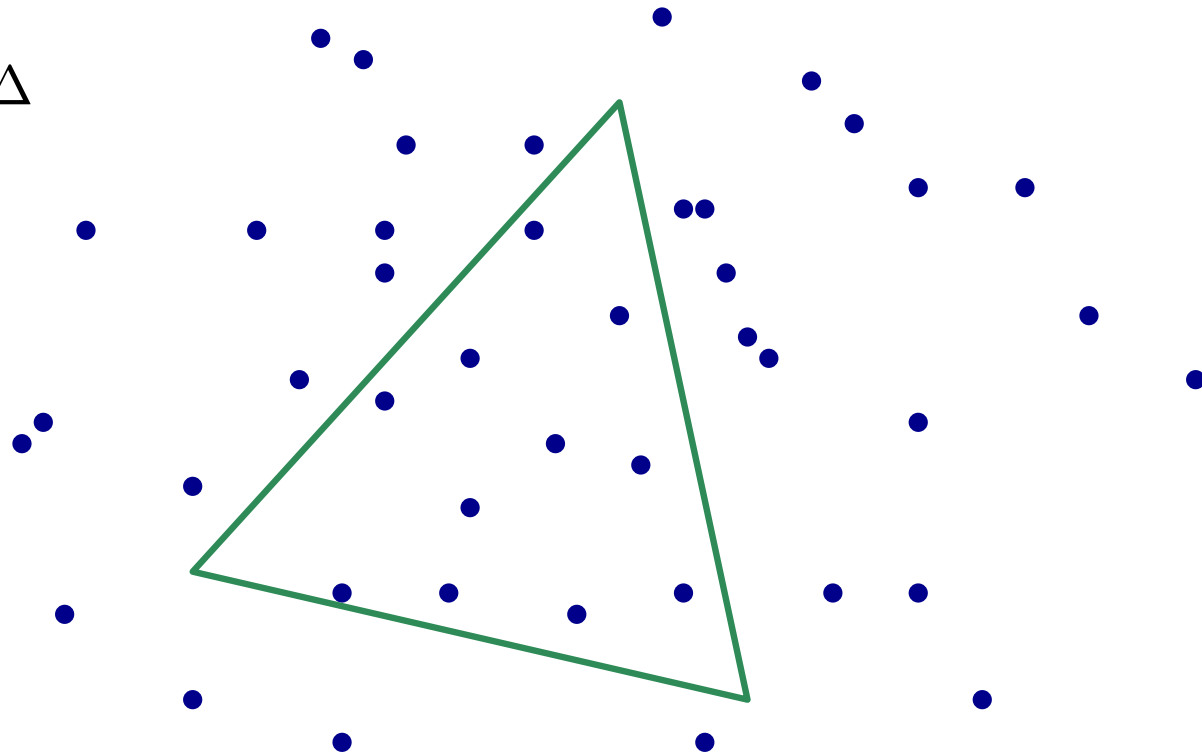
- **Input:** n points in 2D
- **Query:** A triangle Δ
- **Output:** List of k points inside Δ



A 2D Range Reporting Example

- **Input:** n points in 2D
- **Query:** A triangle Δ
- **Output:** List of k points inside Δ

- We want to spend $O(n)$ space
- **Query time?**

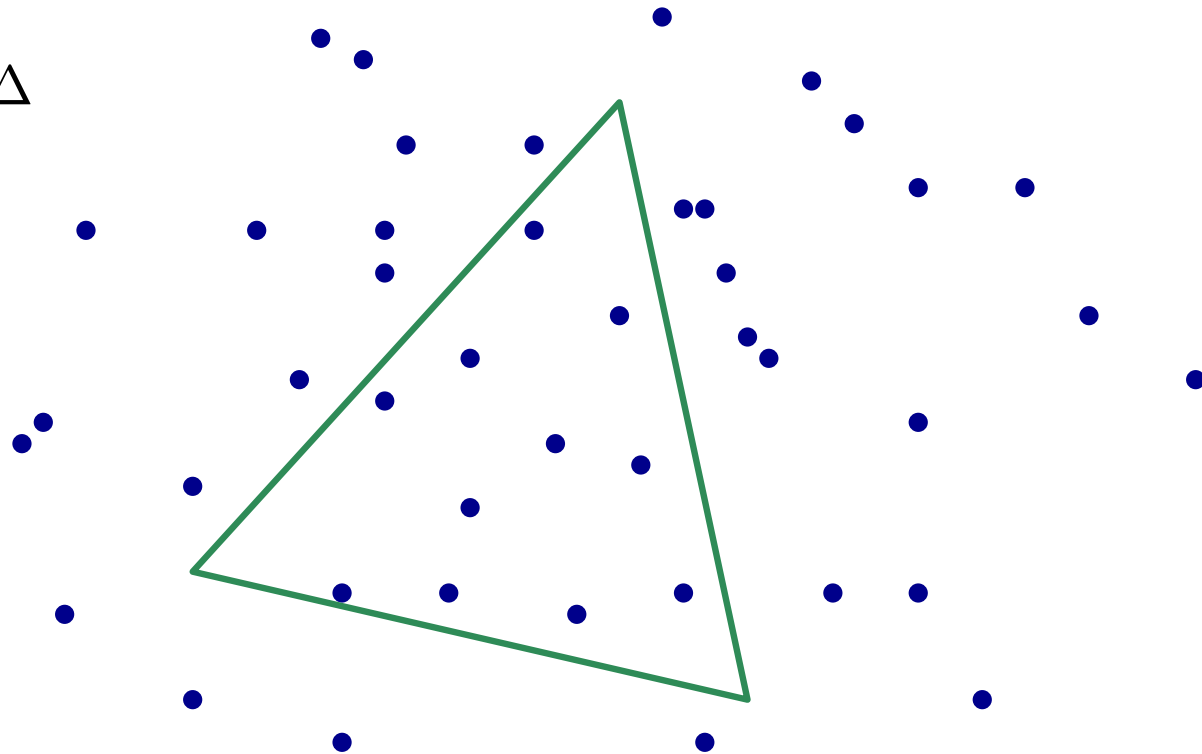


A 2D Range Reporting Example

- **Input:** n points in 2D
- **Query:** A triangle Δ
- **Output:** List of k points inside Δ

- We want to spend $O(n)$ space
- **Query time?**

- **Answer:** $O(\sqrt{n} + k)$

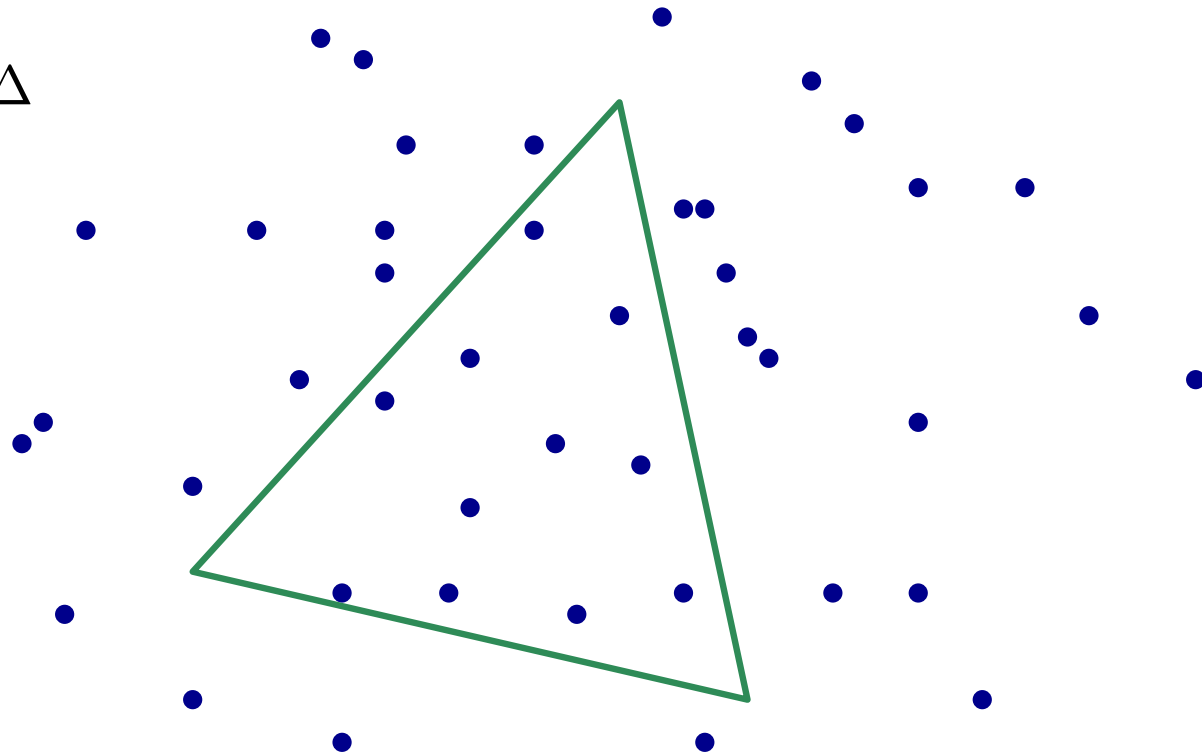


A 2D Range Reporting Example

- **Input:** n points in 2D
- **Query:** A triangle Δ
- **Output:** List of k points inside Δ

- We want to spend $O(n)$ space
- **Query time?**

- **Answer:** $O(\sqrt{n} + k)$
 - Some people invented crazy techniques: cutting lemma, partition theorem, partition trees, etc.



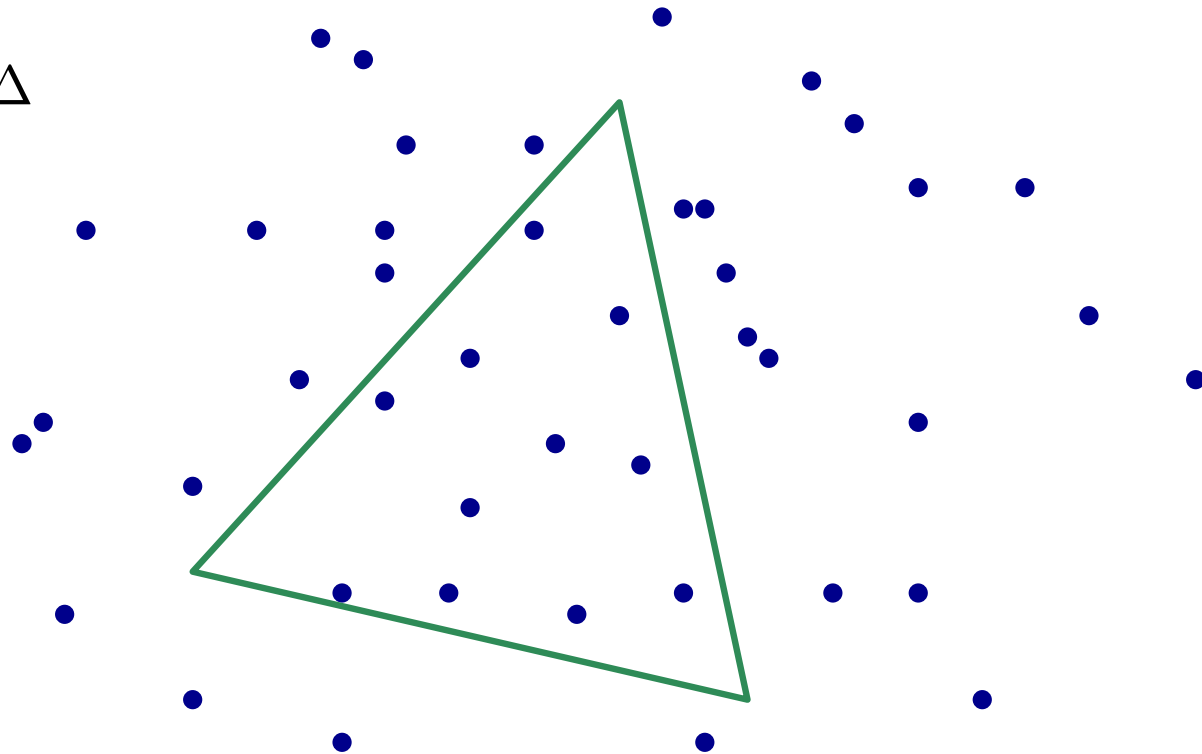
A 2D Range Reporting Example

- **Input:** n points in 2D
- **Query:** A triangle Δ
- **Output:** List of k points inside Δ

- We want to spend $O(n)$ space
- **Query time?**

- **Answer:** $O(\sqrt{n} + k)$
 - Some people invented crazy techniques: cutting lemma, partition theorem, partition trees, etc.

- This is **optimal!**



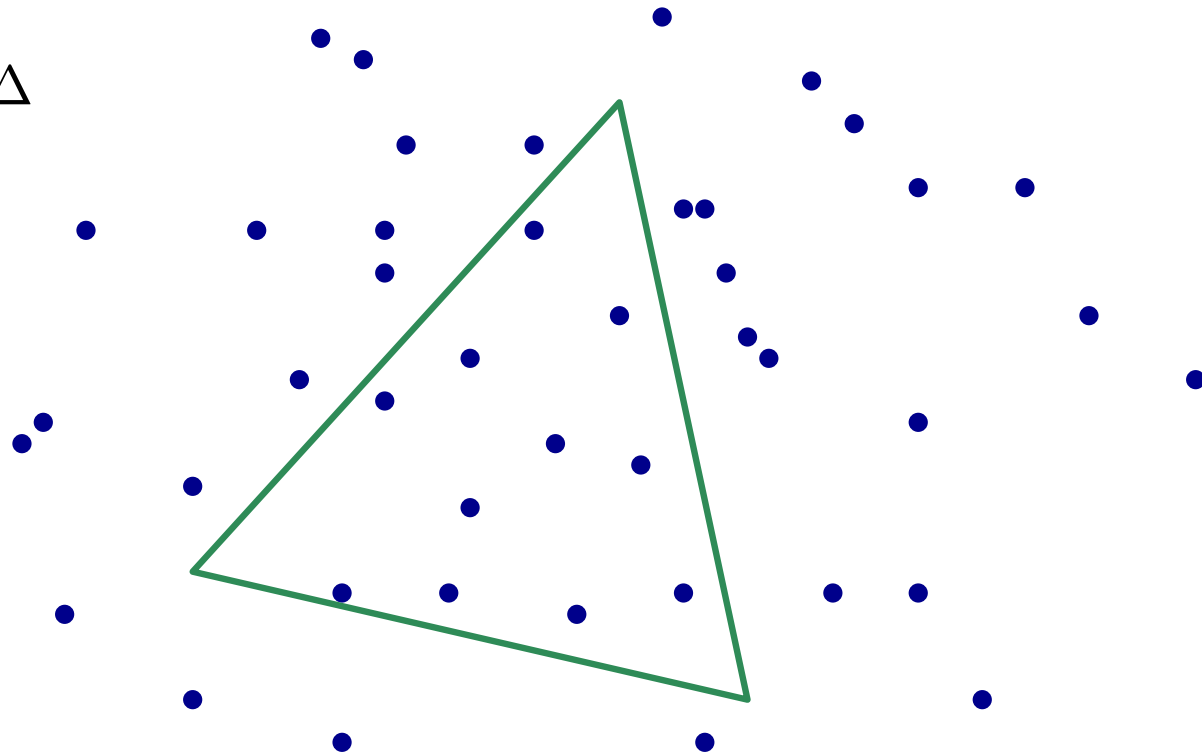
A 2D Range Reporting Example

- **Input:** n points in 2D
- **Query:** A triangle Δ
- **Output:** List of k points inside Δ

- We want to spend $O(n)$ space
- **Query time?**

- **Answer:** $O(\sqrt{n} + k)$
 - Some people invented crazy techniques: cutting lemma, partition theorem, partition trees, etc.

- This is **optimal!**



Assume we have a data structure:

1. Works on any input of n points
2. Uses $O(n)$ space
3. Finds all the points inside any triangle
4. Query time is $O(Q(n) + k)$



A 2D Range Reporting Example

- **Input:** n points in 2D
- **Query:** A triangle Δ
- **Output:** List of k points inside Δ

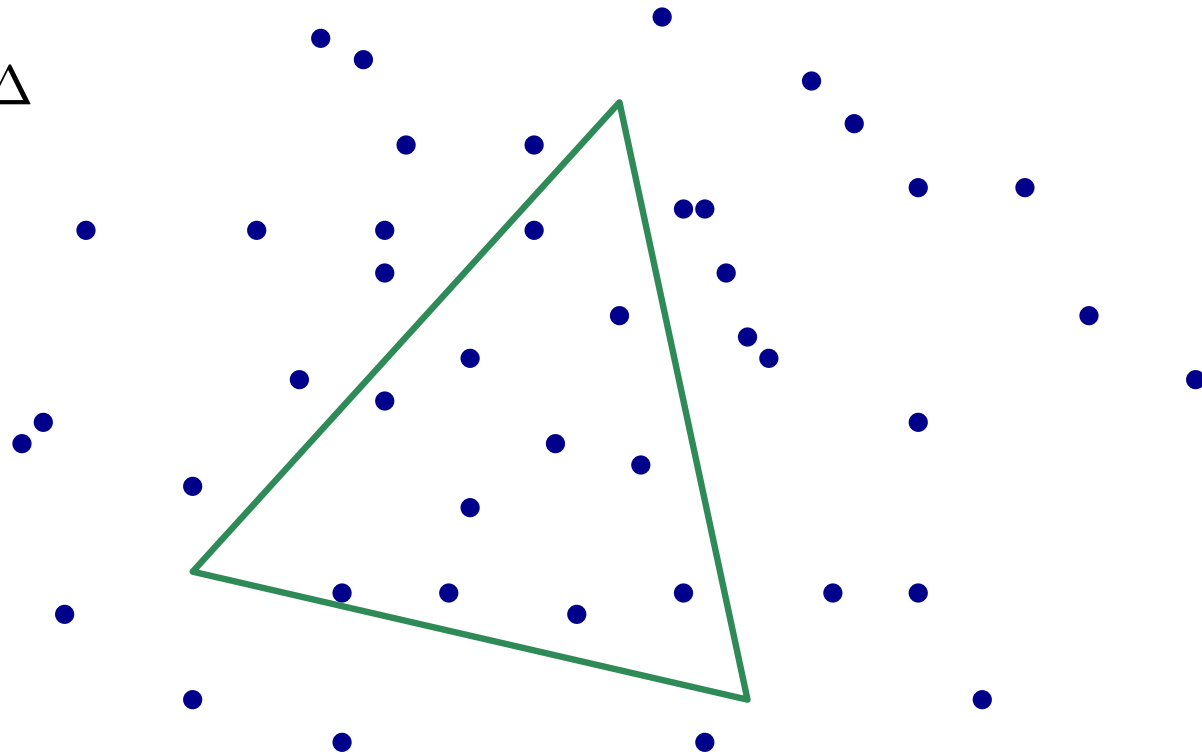
- We want to spend $O(n)$ space
- **Query time?**

- **Answer:** $O(\sqrt{n} + k)$
 - Some people invented crazy techniques: cutting lemma, partition theorem, partition trees, etc.

- This is **optimal!**

Assume we have a data structure:

1. Works on any input of n points
2. Uses $O(n)$ space
3. Finds all the points inside any triangle
4. Query time is $O(Q(n) + k) \implies Q(n) = \Omega(\sqrt{n})$



A 2D Range Reporting Example

- **Input:** n points in 2D
- **Query:** A triangle Δ
- **Output:** List of k points inside Δ

- We want to spend $O(n)$ space
- **Query time?**

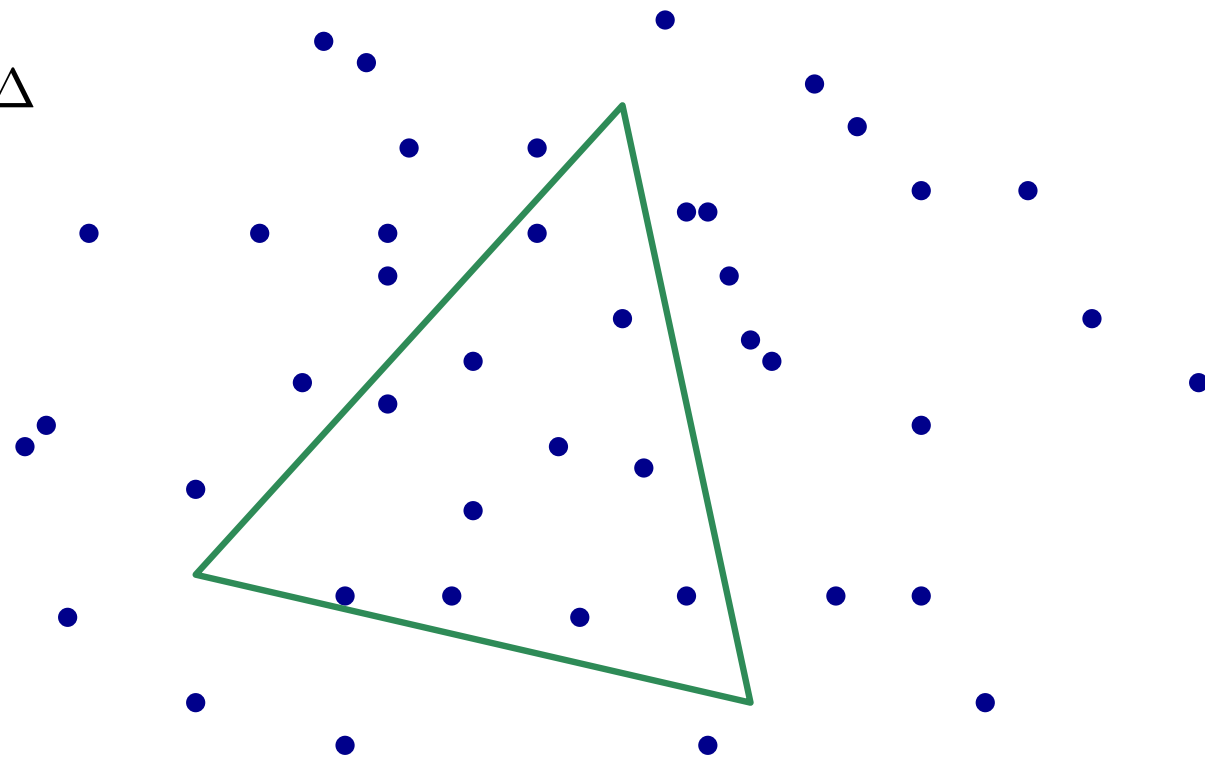
- **Answer:** $O(\sqrt{n} + k)$
 - Some people invented crazy techniques: cutting lemma, partition theorem, partition trees, etc.

- This is **optimal!**

Assume we have a data structure:

1. Works on any input of n points
2. Uses $O(n)$ space
3. Finds all the points inside any triangle
4. Query time is $O(Q(n) + k)$

$$\implies Q(n) = \Omega(\sqrt{n})$$



This is a claim that holds for *any* data structure that satisfies 1-4!!



A 2D Range Reporting Example

- **Input:** n points in 2D
- **Query:** A triangle Δ
- **Output:** List of k points inside Δ

- We want to spend $O(n)$ space
- **Query time?**

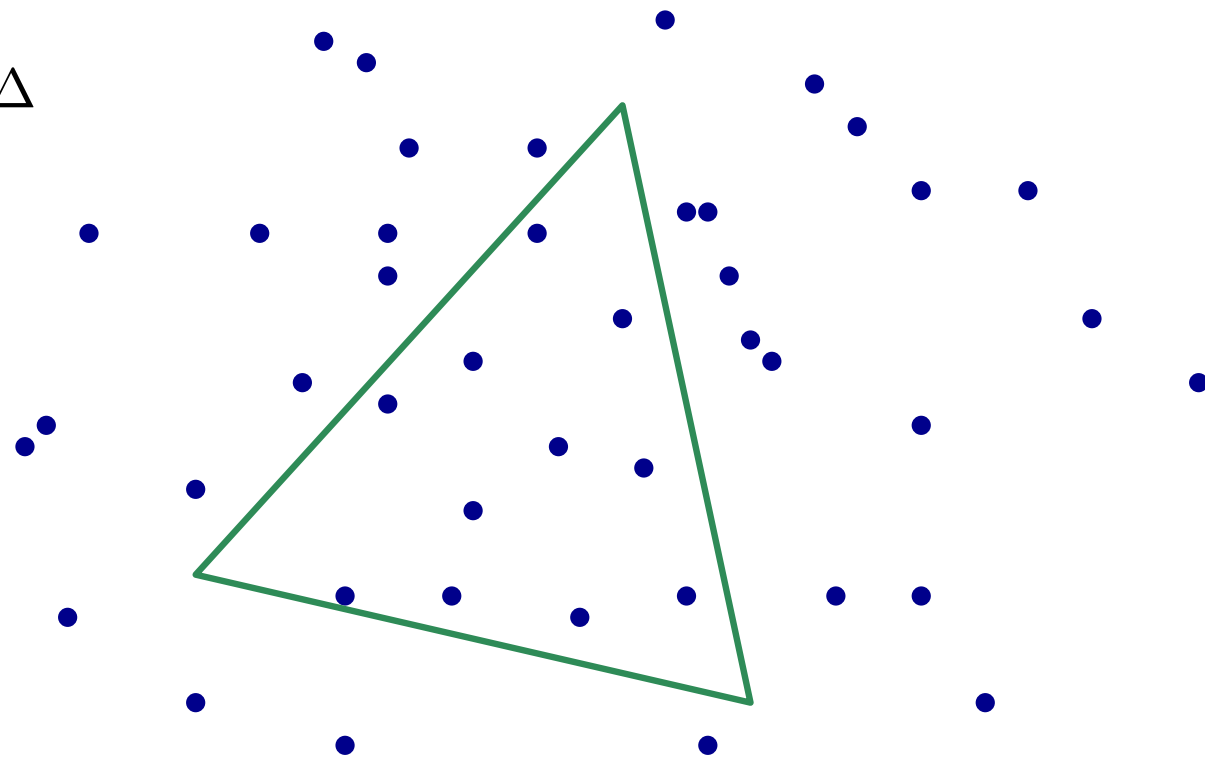
- **Answer:** $O(\sqrt{n} + k)$
 - Some people invented crazy techniques: cutting lemma, partition theorem, partition trees, etc.

- This is **optimal!**

Assume we have a data structure:

1. Works on any input of n points
2. Uses $O(n)$ space
3. Finds all the points inside any triangle
4. Query time is $O(Q(n) + k)$

$$\implies Q(n) = \Omega(\sqrt{n})$$



This is a claim that holds for *any* data structure that satisfies 1-4!!

How do we prove it?



Data Structure Lower Bounds

Theorem we want to prove

Assume we have a data structure:

1. Given any input of n points in 2D,
2. stores them using $O(n)$ space, s.t., it
3. finds all the points inside any given query triangle, using
4. query time of $O(Q(n) + k)$.

Then, we must have $Q(n) = \Omega(\sqrt{n})$



Data Structure Lower Bounds

Theorem we want to prove

Assume we have a data structure:

1. Given any input of n points in 2D,
2. stores them using $O(n)$ space, s.t., it
3. finds all the points inside any given query triangle, using
4. query time of $O(Q(n) + k)$.

Then, we must have $Q(n) = \Omega(\sqrt{n})$



Theorem we want to prove

It is impossible to have a data structure that:

1. Given any input of n points in 2D,
2. stores them using $O(n)$ space, s.t., it
3. finds all the points inside any given query triangle, using
4. query time of $o(\sqrt{n}) + O(k)$.



Data Structure Lower Bounds

Theorem we want to prove

Assume we have a data structure:

1. Given any input of n points in 2D,
2. stores them using $O(n)$ space, s.t., it
3. finds all the points inside any given query triangle, using
4. query time of $O(Q(n) + k)$.

Then, we must have $Q(n) = \Omega(\sqrt{n})$



Theorem we want to prove

Impossibility result!

It is impossible to have a data structure that:

1. Given any input of n points in 2D,
2. stores them using $O(n)$ space, s.t., it
3. finds all the points inside any given query triangle, using
4. query time of $o(\sqrt{n}) + O(k)$.

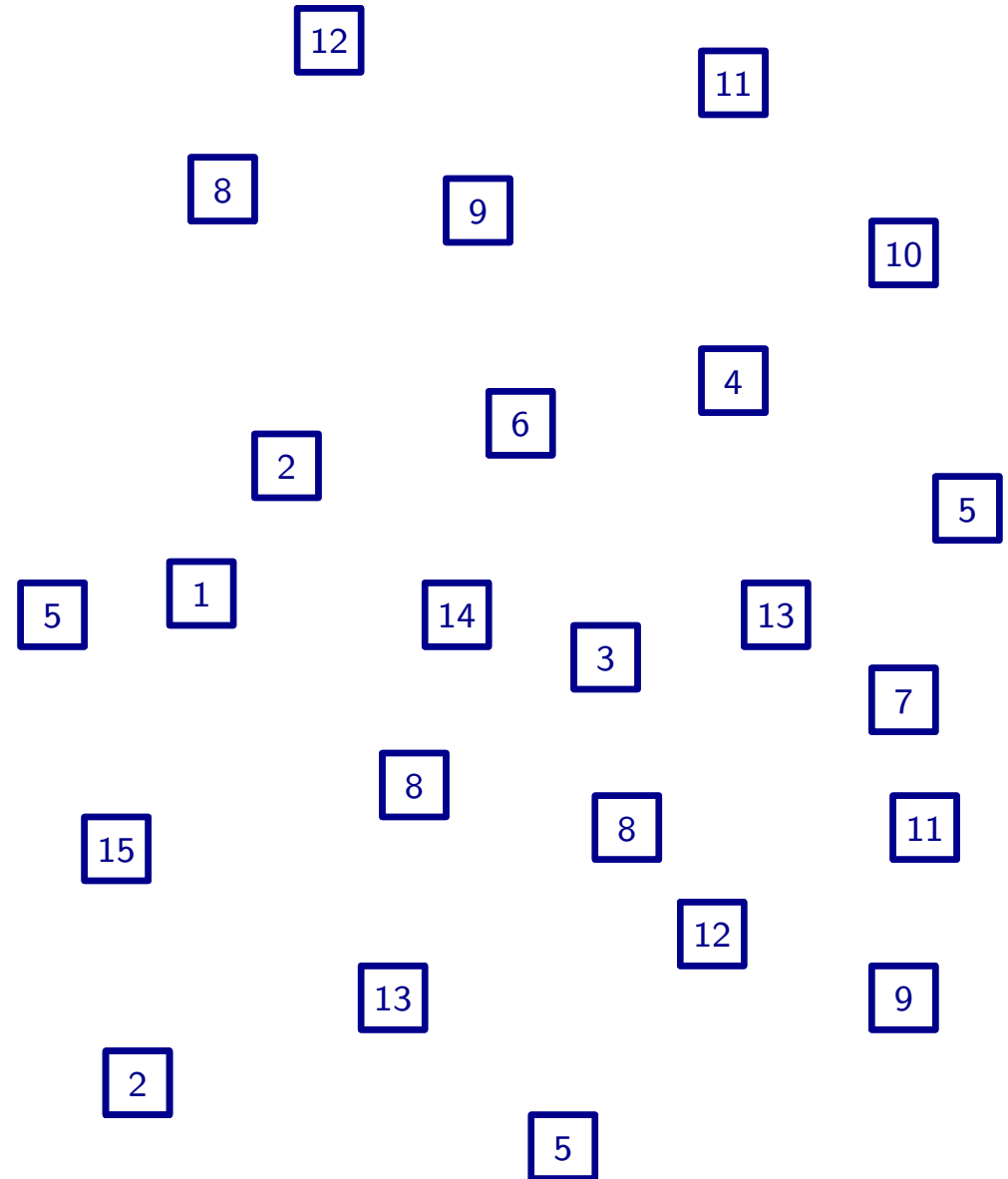


The Model of Computation: A Pointer Machine

Assume, the input is a set P of n items (e.g., points)

DS:

- **Storage** is a collection of **cells**
- A cell stores **one** item
- A cell **points** to two other cells
- There is a special node called the **root**

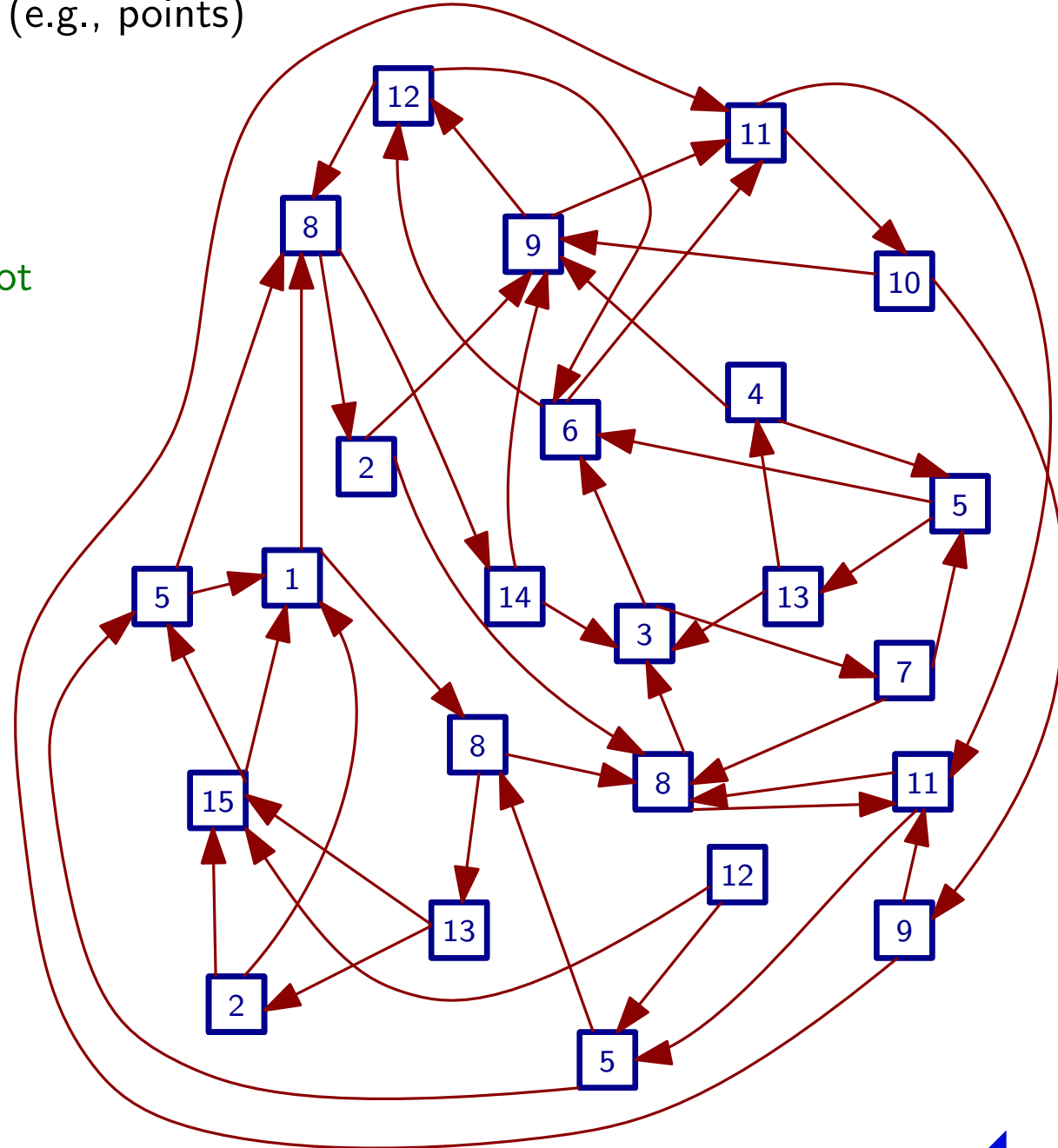


The Model of Computation: A Pointer Machine

Assume, the input is a set P of n items (e.g., points)

DS:

- Storage is a collection of cells
- A cell stores **one** item
- A cell **points** to two other cells
- There is a special node called the **root**

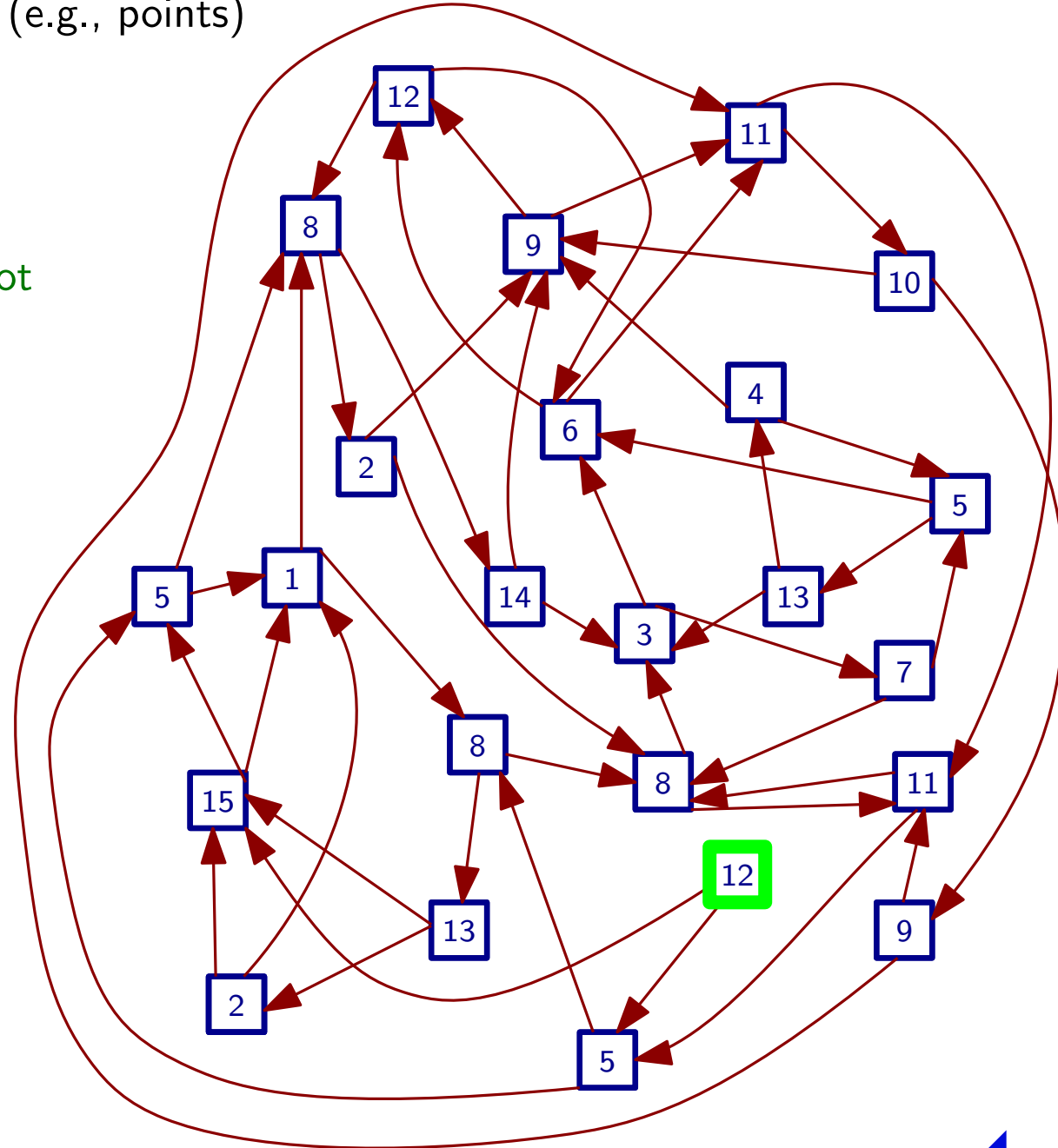


The Model of Computation: A Pointer Machine

Assume, the input is a set P of n items (e.g., points)

DS:

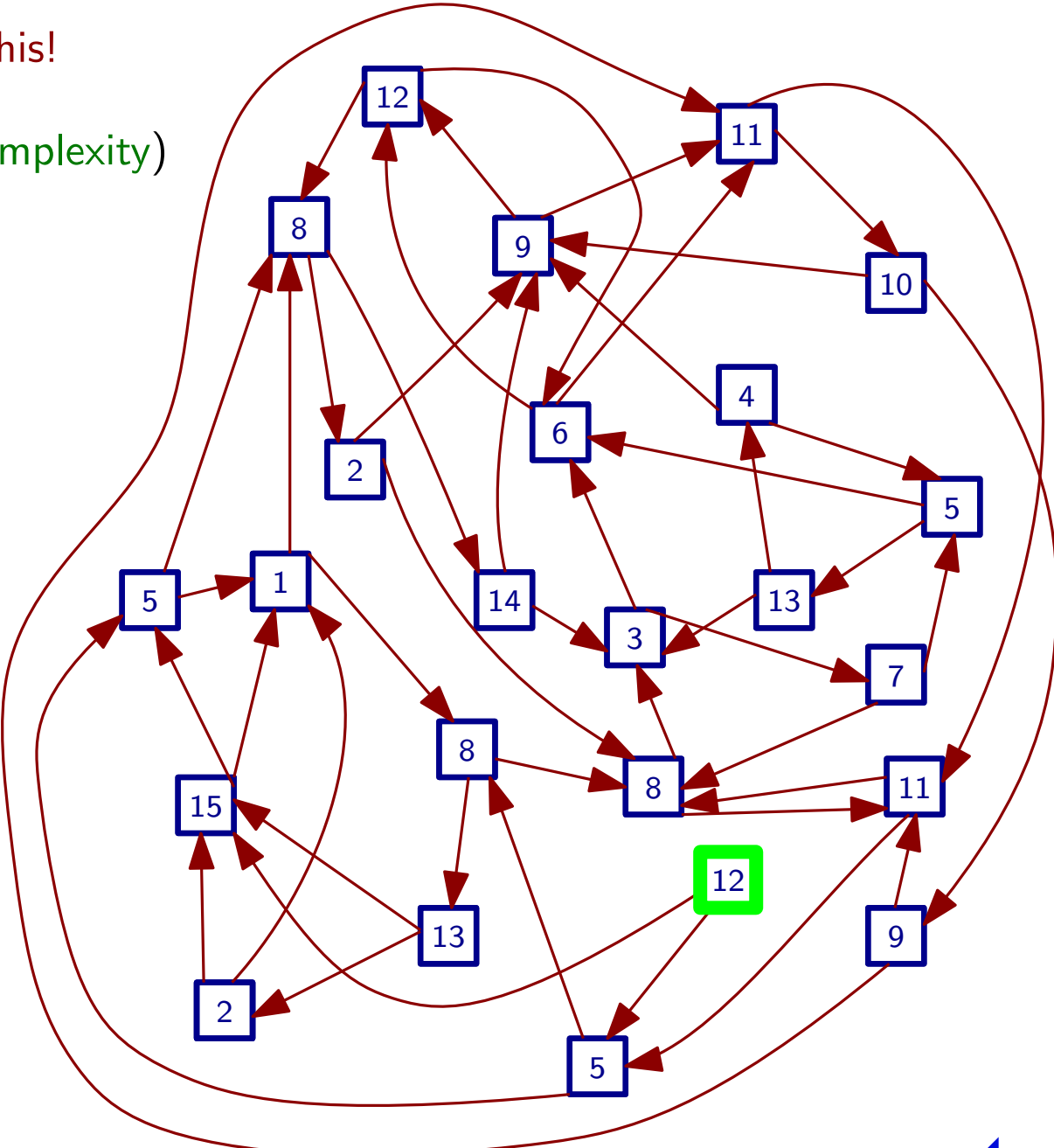
- Storage is a collection of cells
- A cell stores **one** item
- A cell **points** to two other cells
- There is a special node called the **root**



The Model of Computation: A Pointer Machine

Don't care how long it takes to build this!

of cells is the space usage (space complexity)

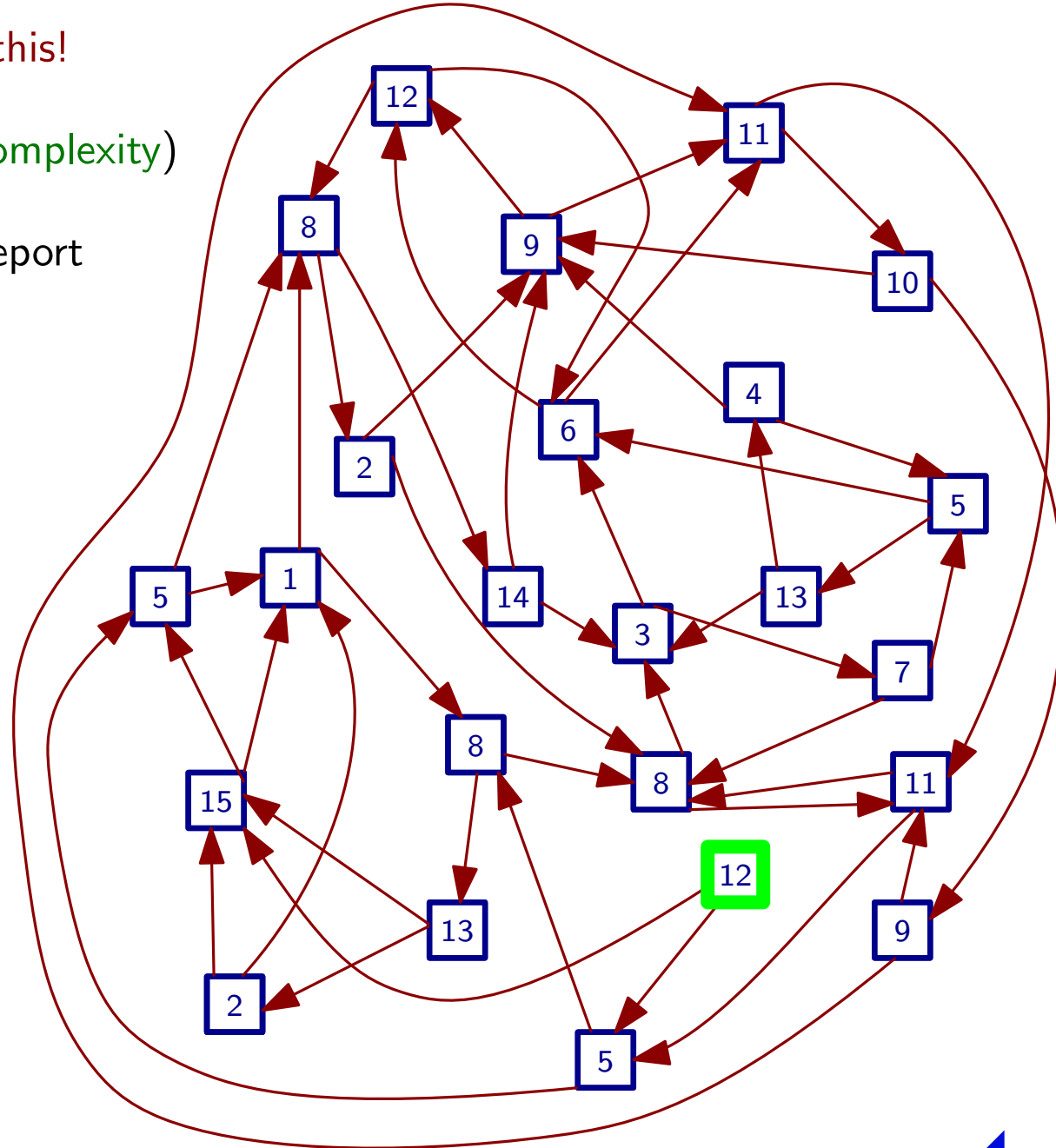


The Model of Computation: A Pointer Machine

Don't care how long it takes to build this!

of cells is the **space usage** (space complexity)

Given a query q , assume we need to report $P_q \subset P$:



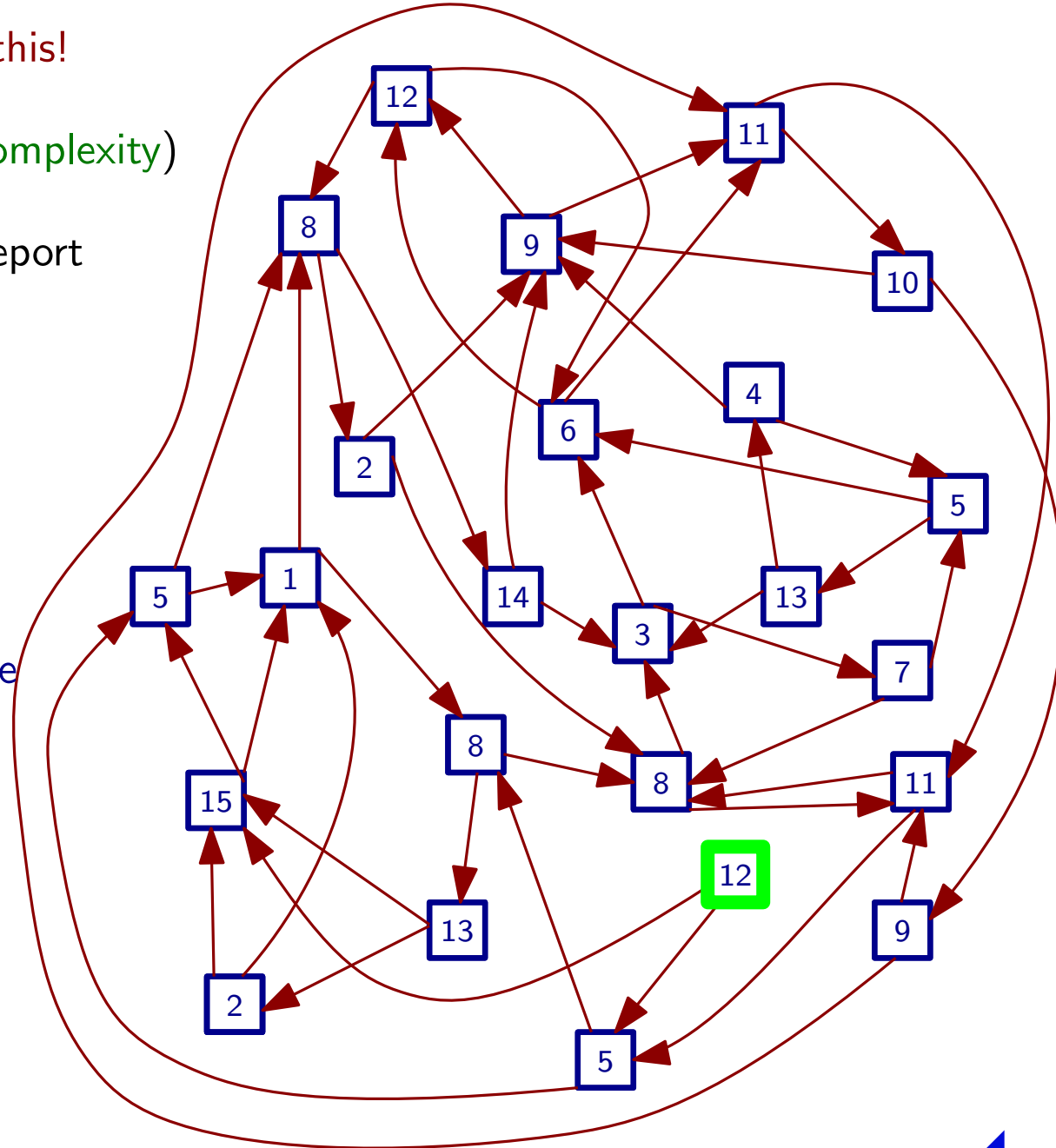
The Model of Computation: A Pointer Machine

Don't care how long it takes to build this!

of cells is the **space usage** (space complexity)

Given a query q , assume we need to report $P_q \subset P$:

- $\forall x \in P_q$: We must visit a cell that stores x
- Only through pointer navigation
- # of pointer navigations = query time



The Model of Computation: A Pointer Machine

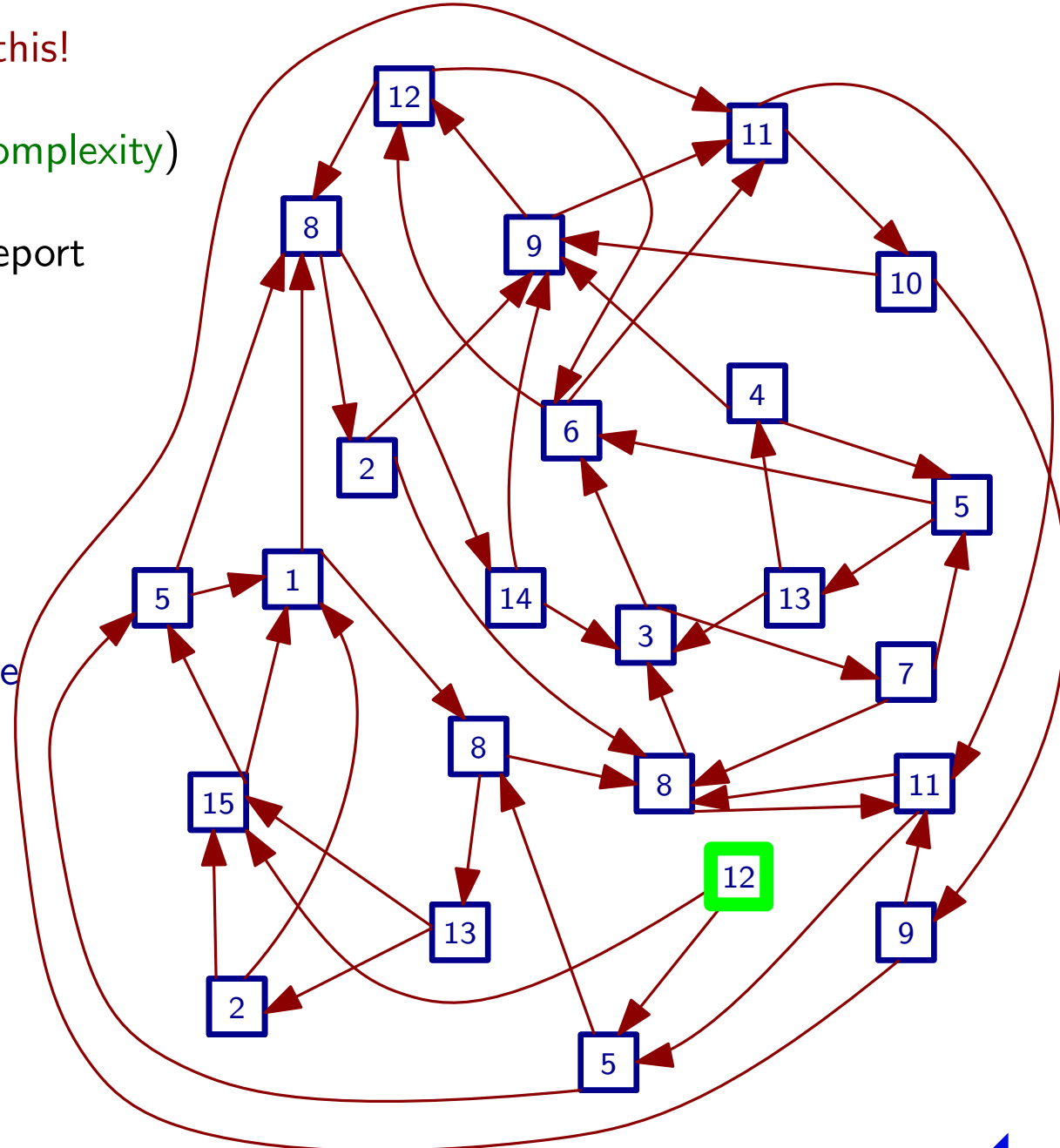
Don't care how long it takes to build this!

of cells is the **space usage** (space complexity)

Given a query q , assume we need to report $P_q \subset P$:

- $\forall x \in P_q$: We must visit a cell that stores x
- Only through pointer navigation
- # of pointer navigations = query time

- Computation is **free!**
- Information is **free!**



The Model of Computation: A Pointer Machine

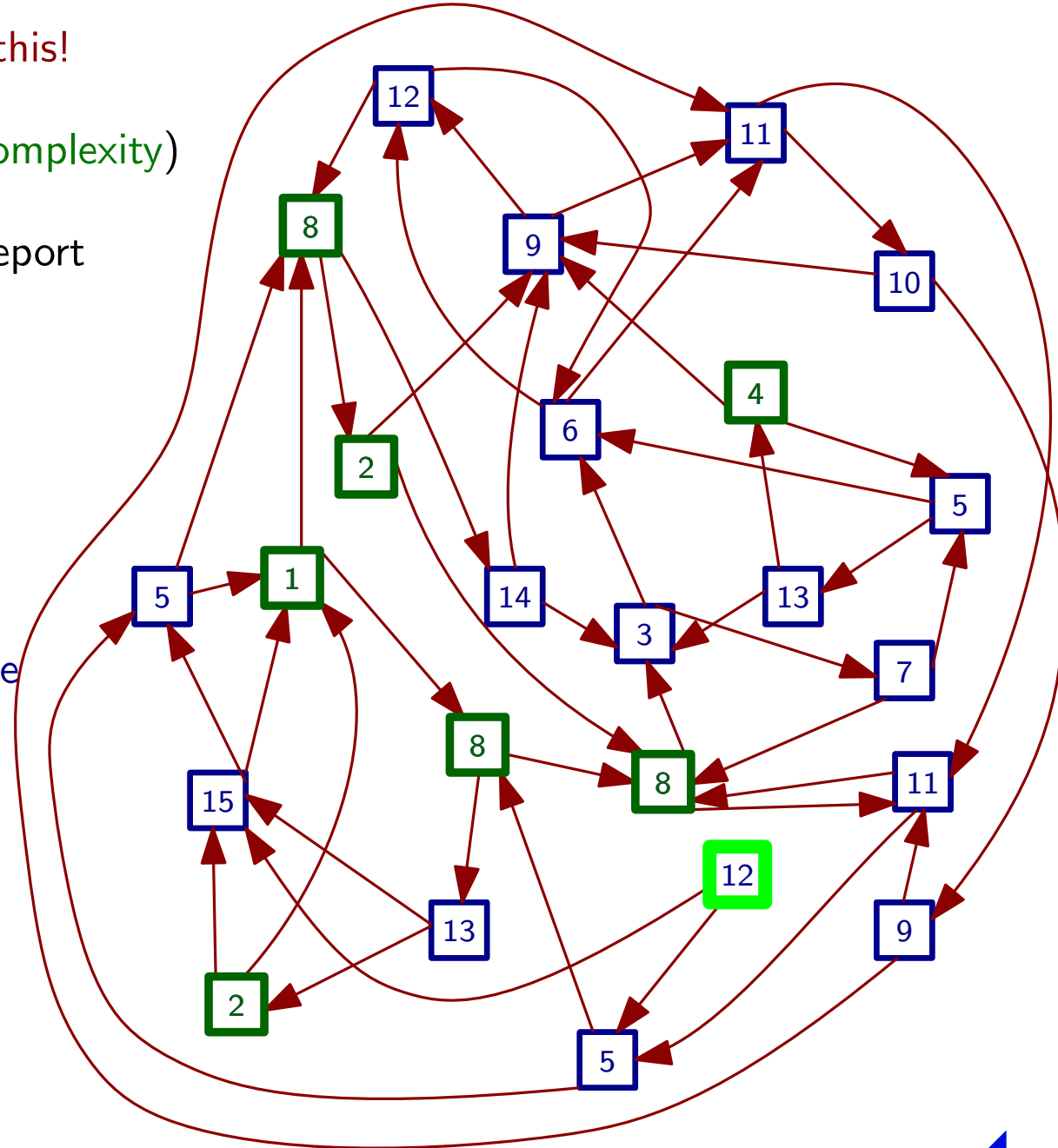
Don't care how long it takes to build this!

of cells is the **space usage** (space complexity)

Given a query q , assume we need to report $P_q \subset P$:

- $\forall x \in P_q$: We must visit a cell that stores x
- Only through pointer navigation
- # of pointer navigations = query time

We want to report $\{1, 2, 4, 8\}$



The Model of Computation: A Pointer Machine

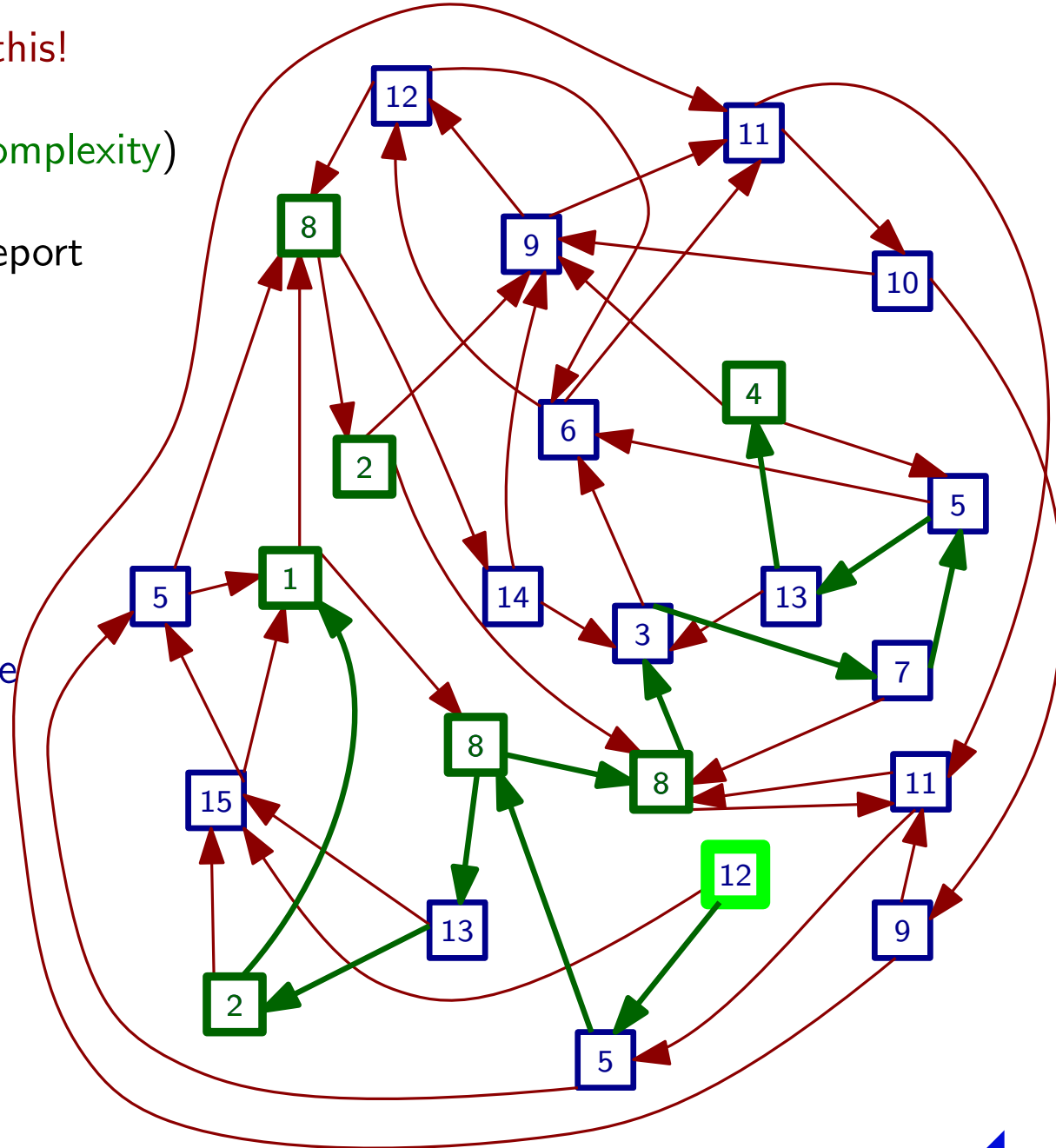
Don't care how long it takes to build this!

of cells is the **space usage** (space complexity)

Given a query q , assume we need to report $P_q \subset P$:

- $\forall x \in P_q$: We must visit a cell that stores x
- Only through pointer navigation
- # of pointer navigations = query time

We want to report $\{1, 2, 4, 8\}$



The Model of Computation: A Pointer Machine

Don't care how long it takes to build this!

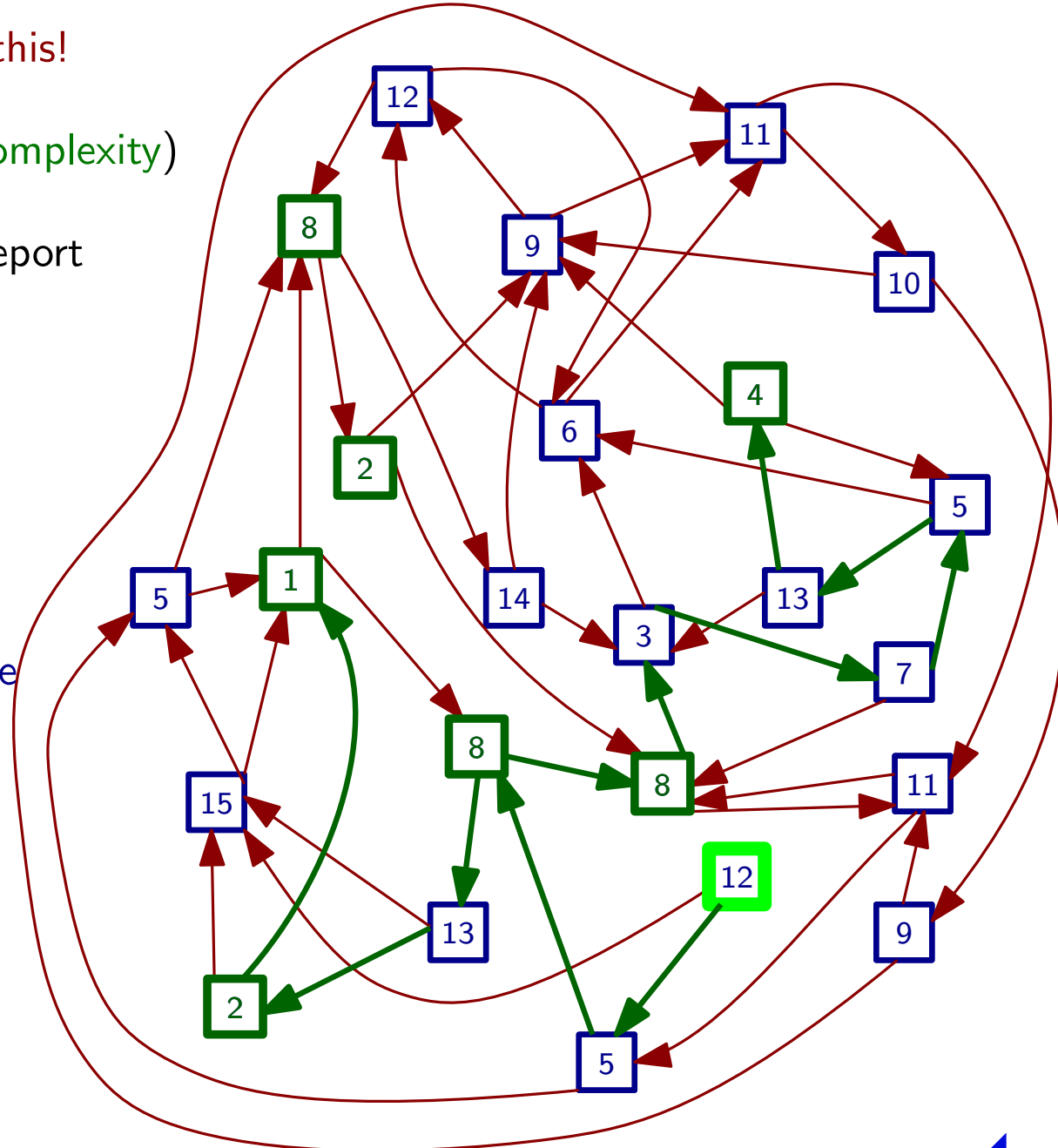
of cells is the **space usage** (space complexity)

Given a query q , assume we need to report $P_q \subset P$:

- $\forall x \in P_q$: We must visit a cell that stores x
- Only through pointer navigation
- # of pointer navigations = query time

We want to report $\{1, 2, 4, 8\}$

We used 11 pointers \Rightarrow query time at least 11

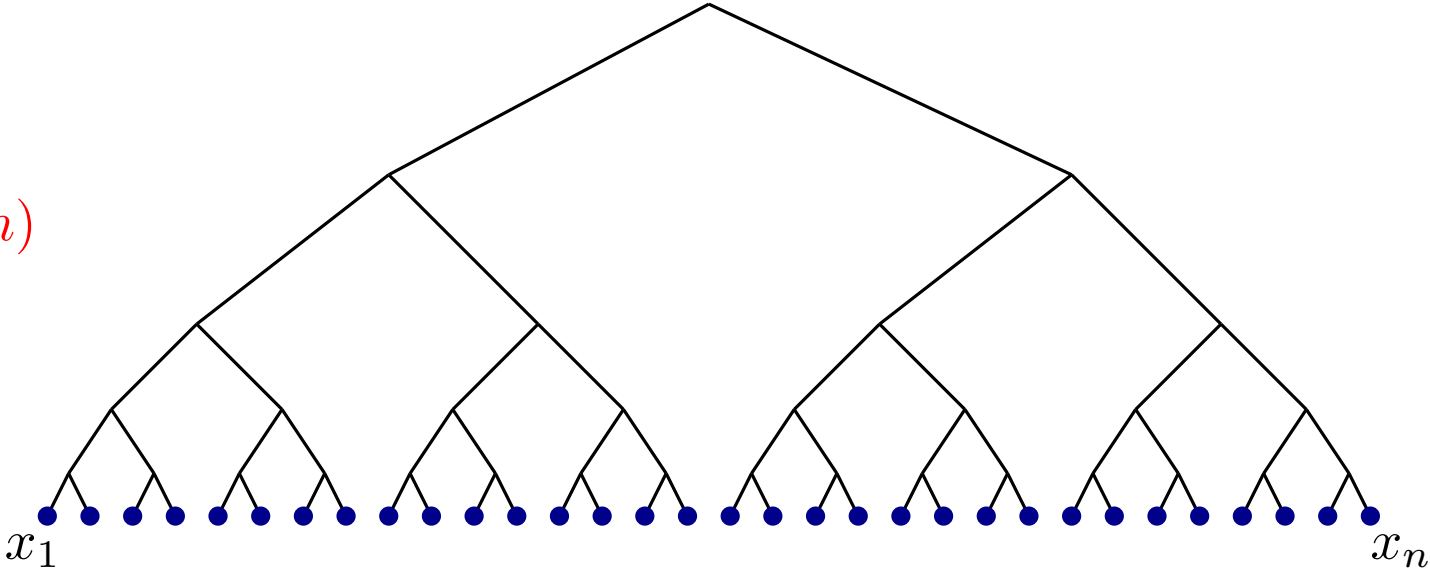


The Model of Computation: A Pointer Machine

BALANCED BINARY TREE

Space: $O(n)$

Query: $O(k \log n)$

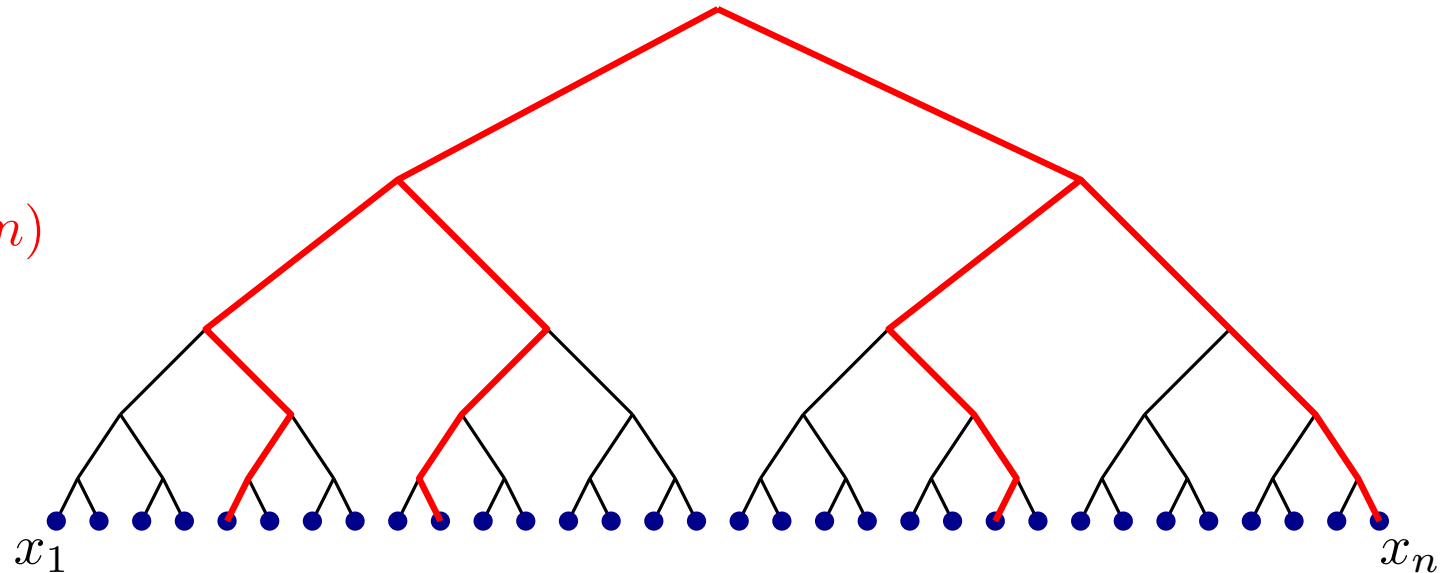


The Model of Computation: A Pointer Machine

BALANCED BINARY TREE

Space: $O(n)$

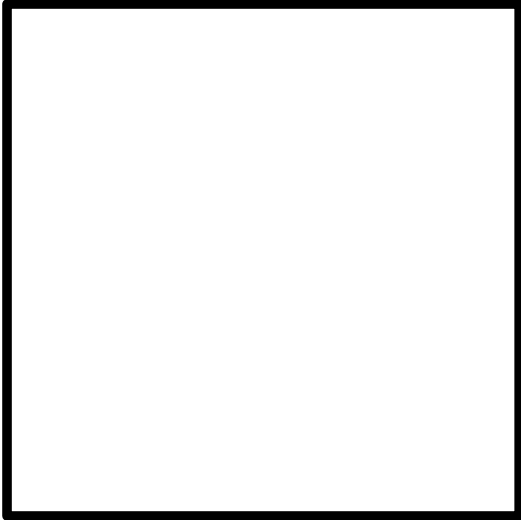
Query: $O(k \log n)$



- Query time must be $Q(n) + O(k)$ (or $Q(n) + o(k \log n)$)
- PM can simulate RAM w/ extra $O(\log n)$ factor
 - LB in PM with $Q(n) + O(k \log n) \Rightarrow Q(n)/\log n + O(k)$ LB in RAM

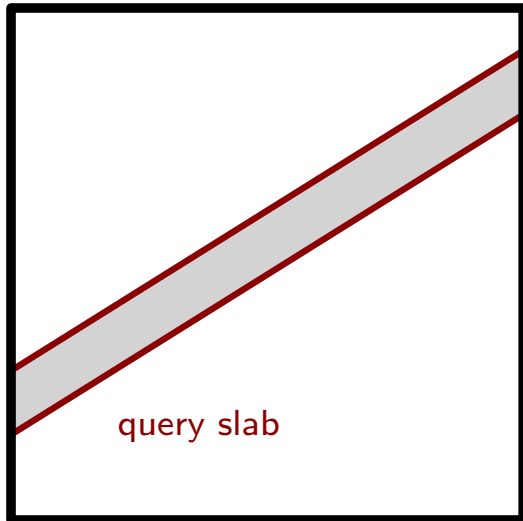
A Framework Theorem

Unit square in 2D



A Framework Theorem

Unit square in 2D



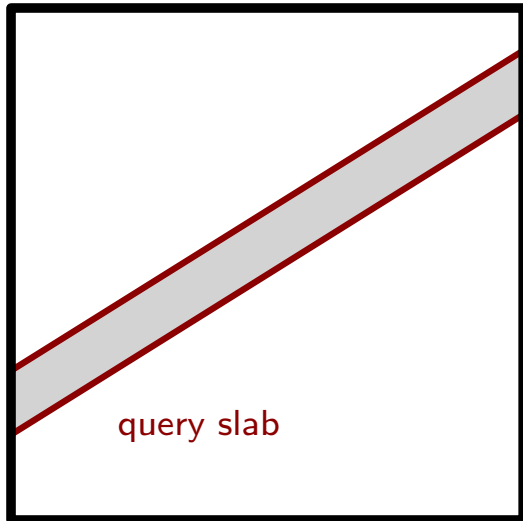
Problem:

- Input: n points
- Goal: A data structure
- Query: A region inside the unit square
- Output: All the points inside the region



A Framework Theorem

Unit square in 2D



Problem:

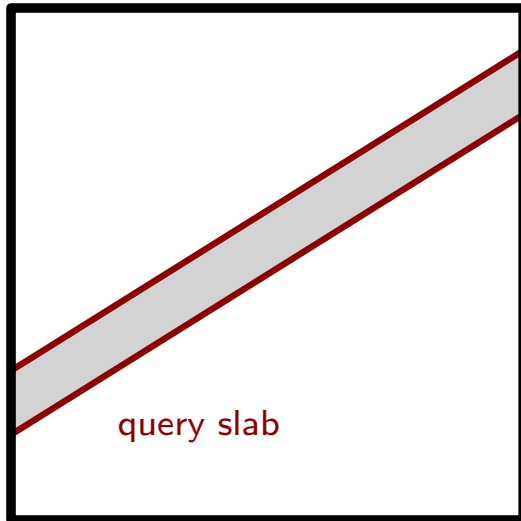
- Input: n points
- Goal: A data structure
- Query: A region inside the unit square
- Output: All the points inside the region

Geometric Range Reporting: GRR



A Framework Theorem

Unit square in 2D



Problem:

- Input: n points
- Goal: A data structure
- Query: A region inside the unit square
- Output: All the points inside the region

Geometric Range Reporting: GRR

Framework Theorem:

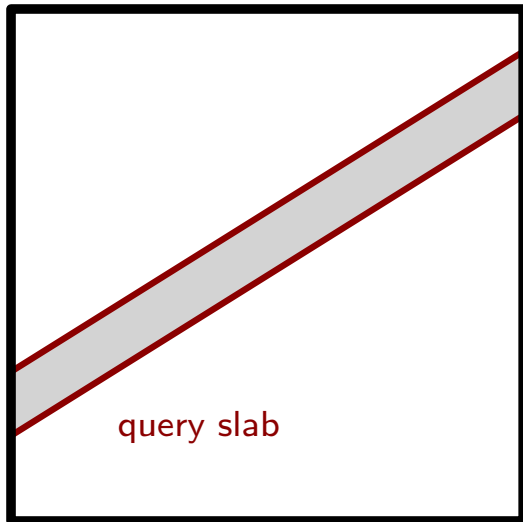
(i) Assume we have a data structure that solves our GRR:

1. Given any input of n points
2. stores them using $S(n)$ space, s.t., it
3. answers any query in $O(Q(n) + k)$ time.



A Framework Theorem

Unit square in 2D



Problem:

- Input: n points
- Goal: A data structure
- Query: A region inside the unit square
- Output: All the points inside the region

Geometric Range Reporting: GRR

Framework Theorem:

(i) Assume we have a data structure that solves our GRR:

1. Given any input of n points
2. stores them using $S(n)$ space, s.t., it
3. answers any query in $O(Q(n) + k)$ time.

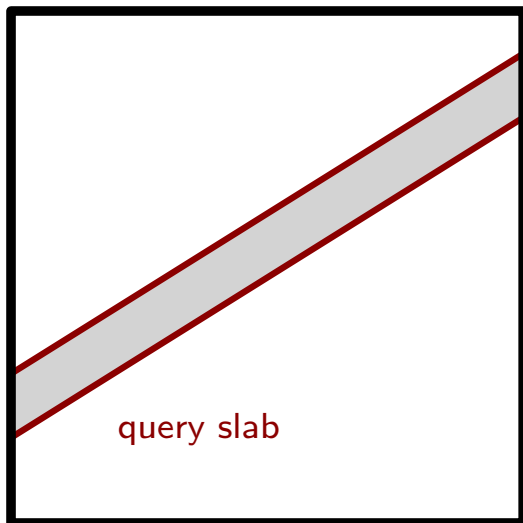
Assume we can build:

- n points
- m query regions, r_1, \dots, r_m
- (Cond. I) Every r_i contains $\Omega(Q(n))$ points
- (Cond. II) Any α queries contain at most β points



A Framework Theorem

Unit square in 2D



Problem:

- Input: n points
- Goal: A data structure
- Query: A region inside the unit square
- Output: All the points inside the region

Geometric Range Reporting: GRR

Framework Theorem:

(i) Assume we have a data structure that solves our GRR:

1. Given any input of n points
2. stores them using $S(n)$ space, s.t., it
3. answers any query in $O(Q(n) + k)$ time.

Assume we can build:

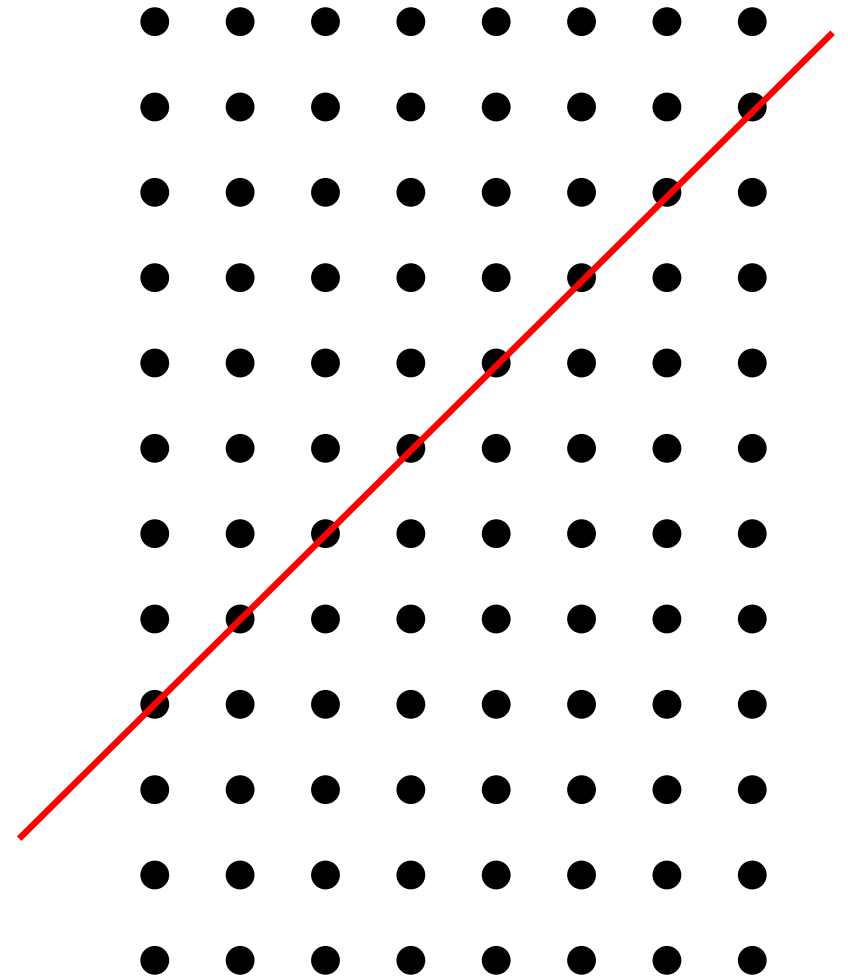
- n points
- m query regions, r_1, \dots, r_m
- (Cond. I) Every r_i contains $\Omega(Q(n))$ points
- (Cond. II) Any α queries contain at most β points

$$S(n) = \Omega \left(\frac{\sum |r_i|}{\alpha 2^{O(\beta)}} \right)$$



A Discrete Geometry View

- Input: n points
- Query: lines



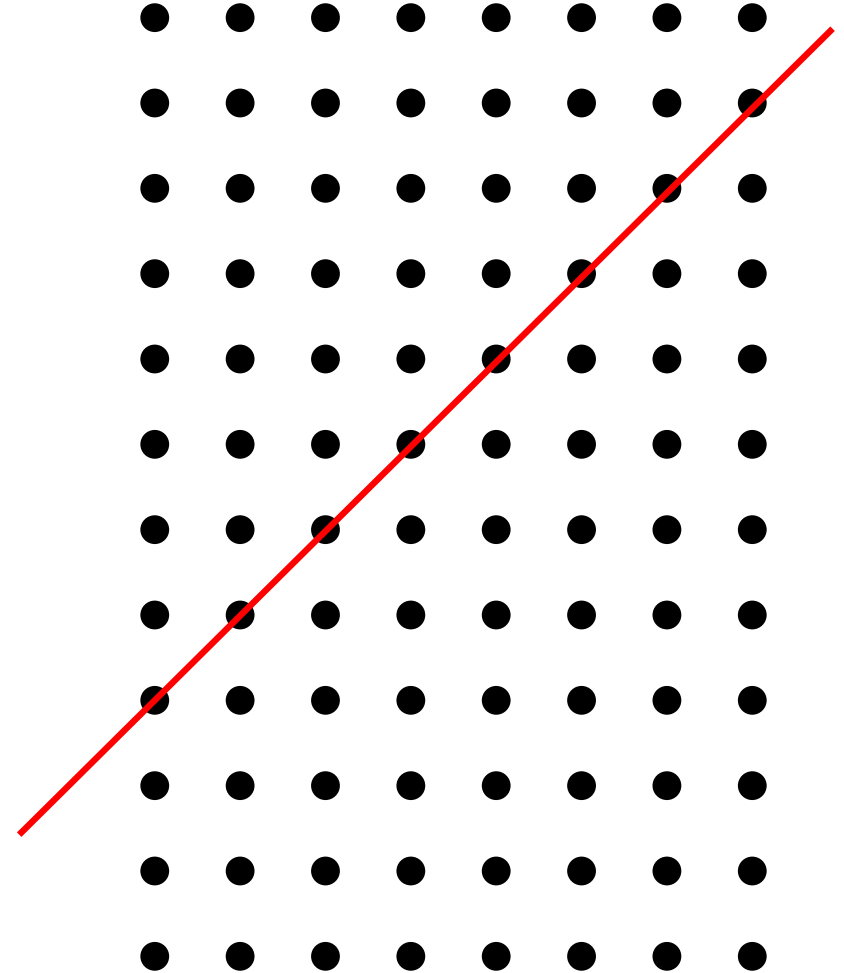
A Discrete Geometry View

- Input: n points
- Query: lines

Build:

- n points
- (a lot of) m query regions, r_1, \dots, r_m
- (Cond. I) Every r_i contains $\Omega(Q(n))$ points
- (Cond. II) Any α queries contain at most β points.

$$S(n) = \Omega\left(\frac{\sum |r_i|}{\alpha 2^{O(\beta)}}\right)$$



A Discrete Geometry View

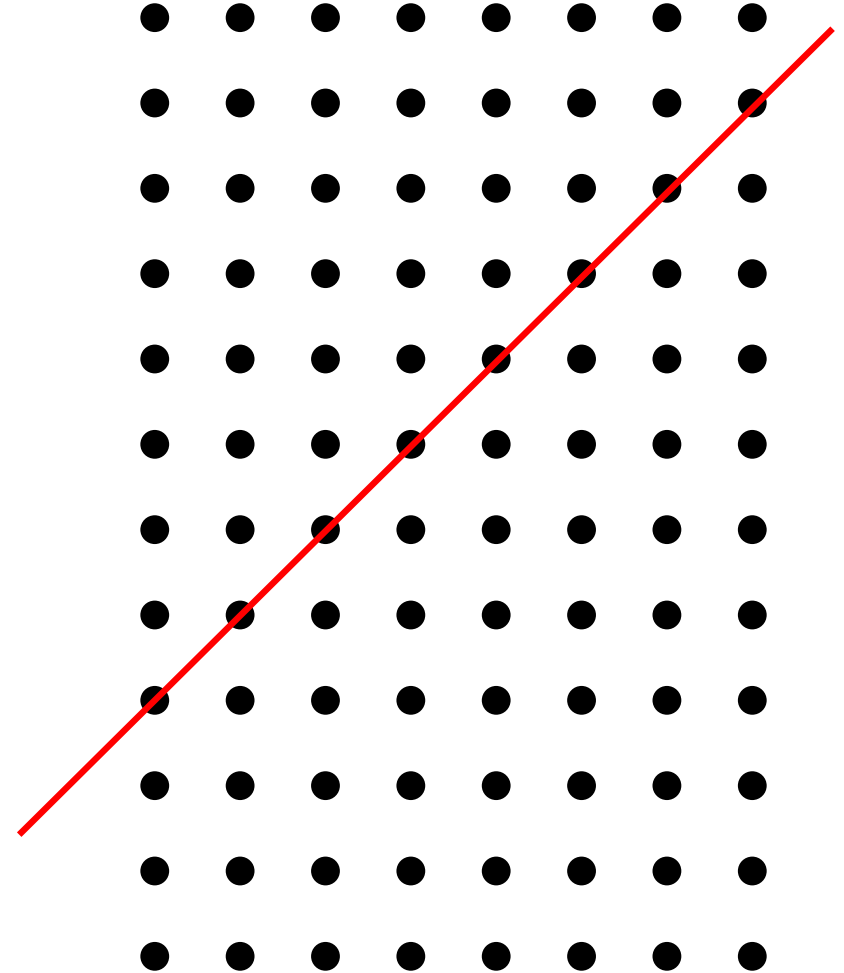
- Input: n points
- Query: lines

Build:

- n points
- (a lot of) m query regions, r_1, \dots, r_m
- (Cond. I) Every r_i contains $\Omega(Q(n))$ points
- (Cond. II) Any α queries contain at most β points.

$$S(n) = \Omega\left(\frac{\sum |r_i|}{\alpha 2^{O(\beta)}}\right)$$

- Every line is $Q(n)$ -rich
- No $K_{\alpha, \beta}$ in incidence graph
- Lower bound: $S(n) \gg \frac{\# \text{ of incidences}}{\alpha 2^{O(\beta)}}$



A Discrete Geometry View

- Input: n points
- Query: lines

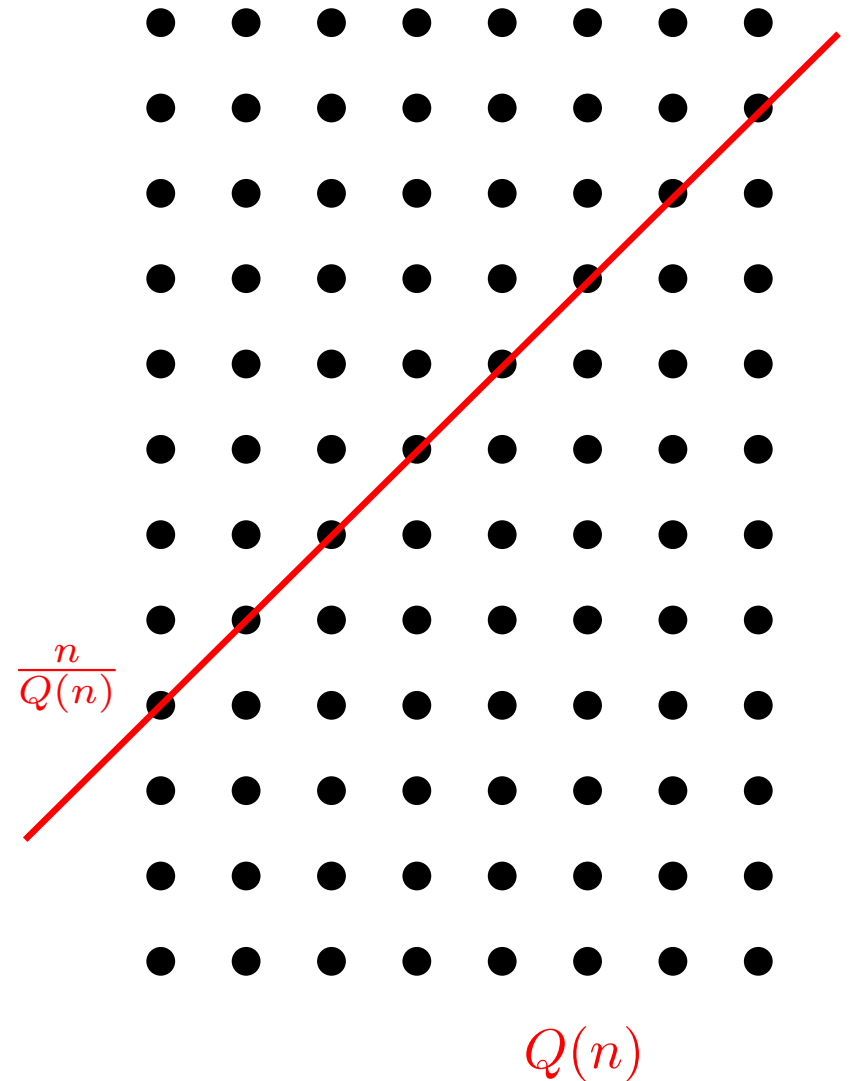
Build:

- n points
- (a lot of) m query regions, r_1, \dots, r_m
- (Cond. I) Every r_i contains $\Omega(Q(n))$ points
- (Cond. II) Any α queries contain at most β points.

$$S(n) = \Omega\left(\frac{\sum |r_i|}{\alpha 2^{O(\beta)}}\right)$$

- Every line is $Q(n)$ -rich
- No $K_{\alpha, \beta}$ in incidence graph
- Lower bound: $S(n) \gg \frac{\# \text{ of incidences}}{\alpha 2^{O(\beta)}}$

Well-known construction:



A Discrete Geometry View

- Input: n points
- Query: lines

Build:

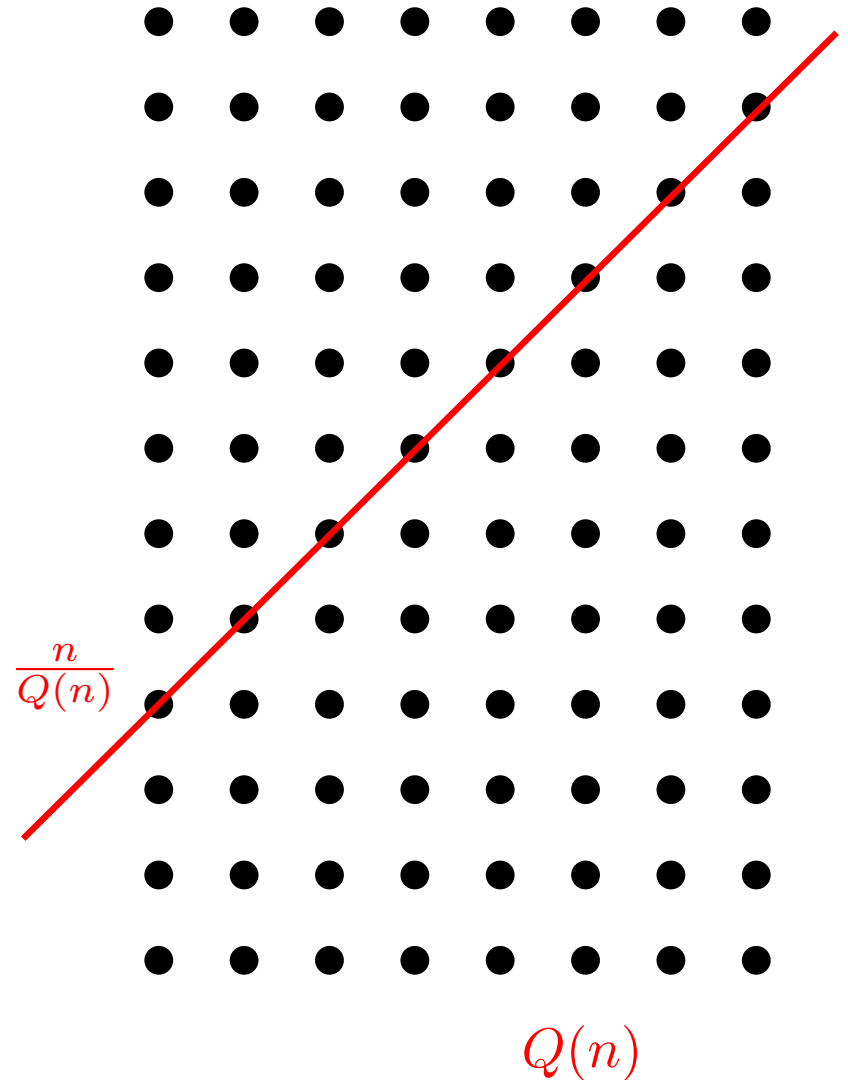
- n points
- (a lot of) m query regions, r_1, \dots, r_m
- (Cond. I) Every r_i contains $\Omega(Q(n))$ points
- (Cond. II) Any α queries contain at most β points.

$$S(n) = \Omega\left(\frac{\sum |r_i|}{\alpha 2^{O(\beta)}}\right)$$

- Every line is $Q(n)$ -rich
- No $K_{\alpha, \beta}$ in incidence graph
- Lower bound: $S(n) \gg \frac{\# \text{ of incidences}}{\alpha 2^{O(\beta)}}$

Well-known construction:

Slopes of $1, 2, 3, \dots, \frac{n}{Q^2(n)}$



A Discrete Geometry View

- Input: n points
- Query: lines

Build:

- n points
- (a lot of) m query regions, r_1, \dots, r_m
- (Cond. I) Every r_i contains $\Omega(Q(n))$ points
- (Cond. II) Any α queries contain at most β points.

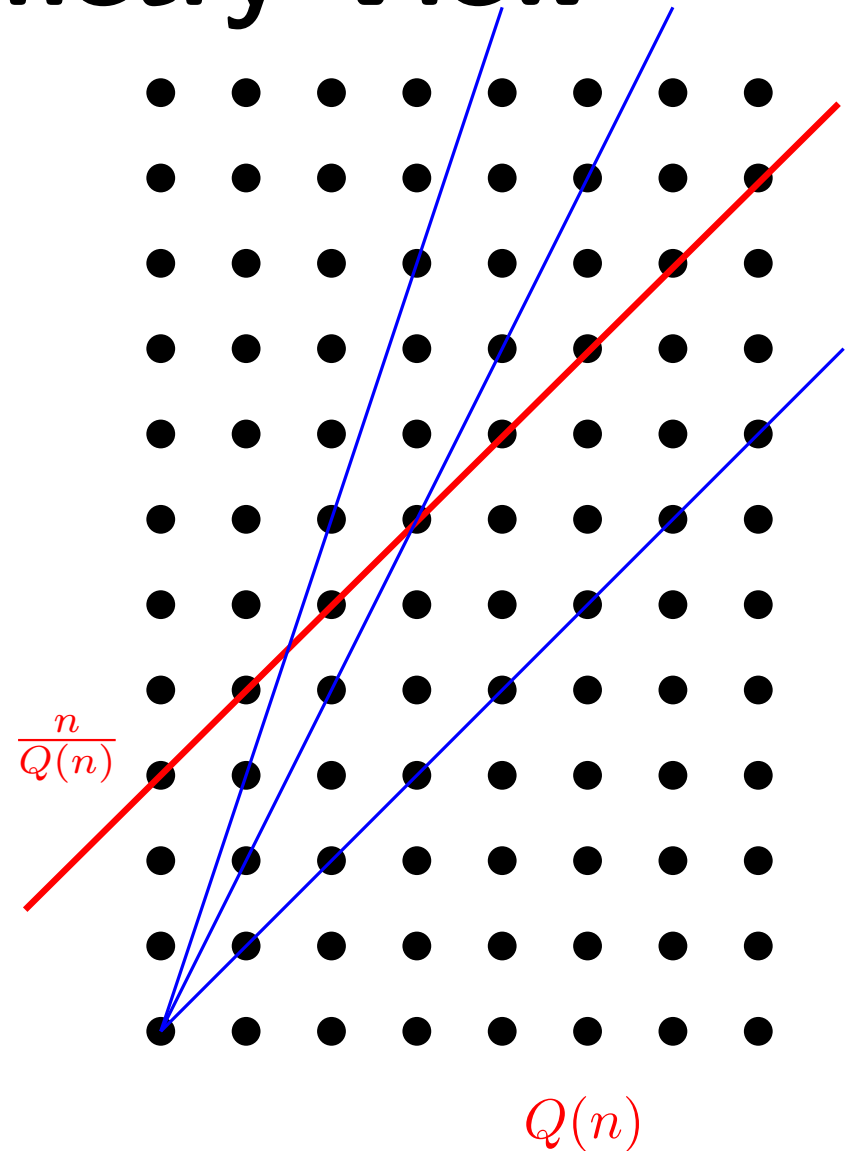
$$S(n) = \Omega\left(\frac{\sum |r_i|}{\alpha 2^{O(\beta)}}\right)$$

- Every line is $Q(n)$ -rich
- No $K_{\alpha, \beta}$ in incidence graph
- Lower bound: $S(n) \gg \frac{\# \text{ of incidences}}{\alpha 2^{O(\beta)}}$

Well-known construction:

Slopes of $1, 2, 3, \dots, \frac{n}{Q^2(n)}$

$\Omega\left(\frac{n}{Q(n)}\right)$ values for Y -intercepts



A Discrete Geometry View

- Input: n points
- Query: lines

Build:

- n points
- (a lot of) m query regions, r_1, \dots, r_m
- (Cond. I) Every r_i contains $\Omega(Q(n))$ points
- (Cond. II) Any α queries contain at most β points.

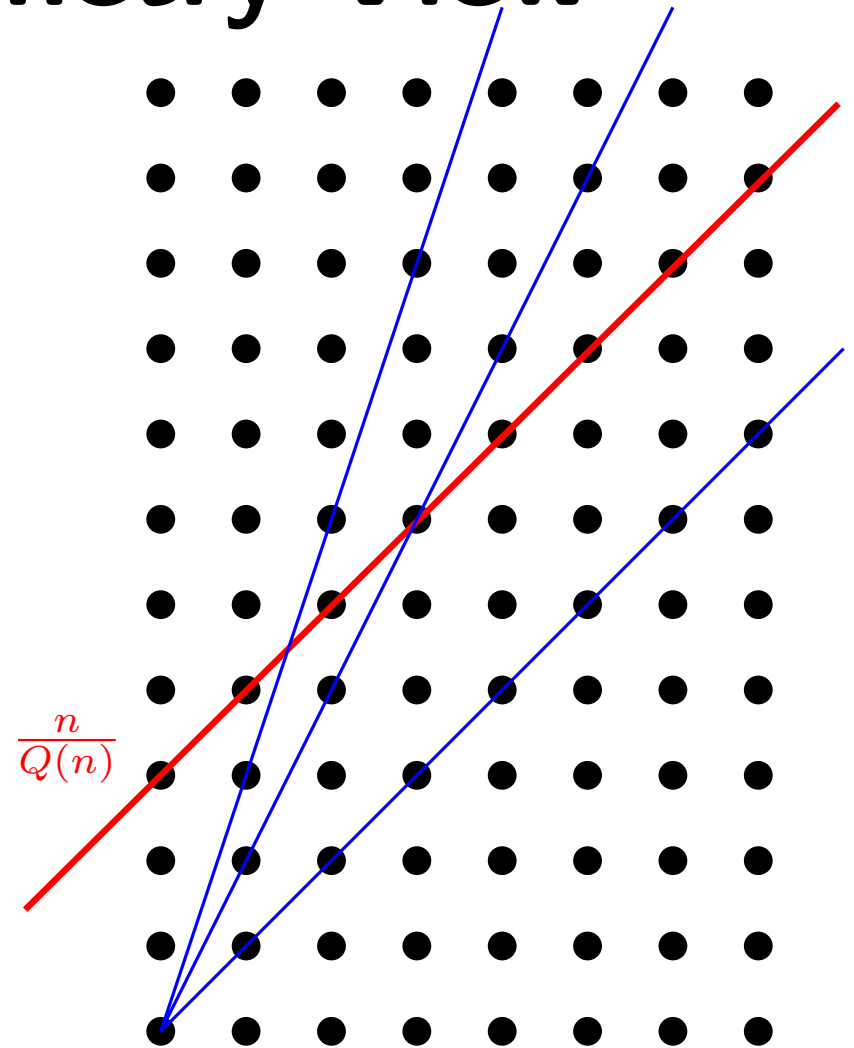
$$S(n) = \Omega\left(\frac{\sum |r_i|}{\alpha 2^{O(\beta)}}\right)$$

- Every line is $Q(n)$ -rich
- No $K_{\alpha, \beta}$ in incidence graph
- Lower bound: $S(n) \gg \frac{\# \text{ of incidences}}{\alpha 2^{O(\beta)}}$

Well-known construction:

Slopes of $1, 2, 3, \dots, \frac{n}{Q^2(n)}$

$\Omega\left(\frac{n}{Q(n)}\right)$ values for Y -intercepts



No $K_{2,2}$

$I = \frac{n^2}{Q^2(n)}$ space lower bound

Optimal



A Discrete Geometry View

- Input: n points
- Query: lines

Build:

- n points
- (a lot of) m query regions, r_1, \dots, r_m
- (Cond. I) Every r_i contains $\Omega(Q(n))$ points
- (Cond. II) Any α queries contain at most β points.

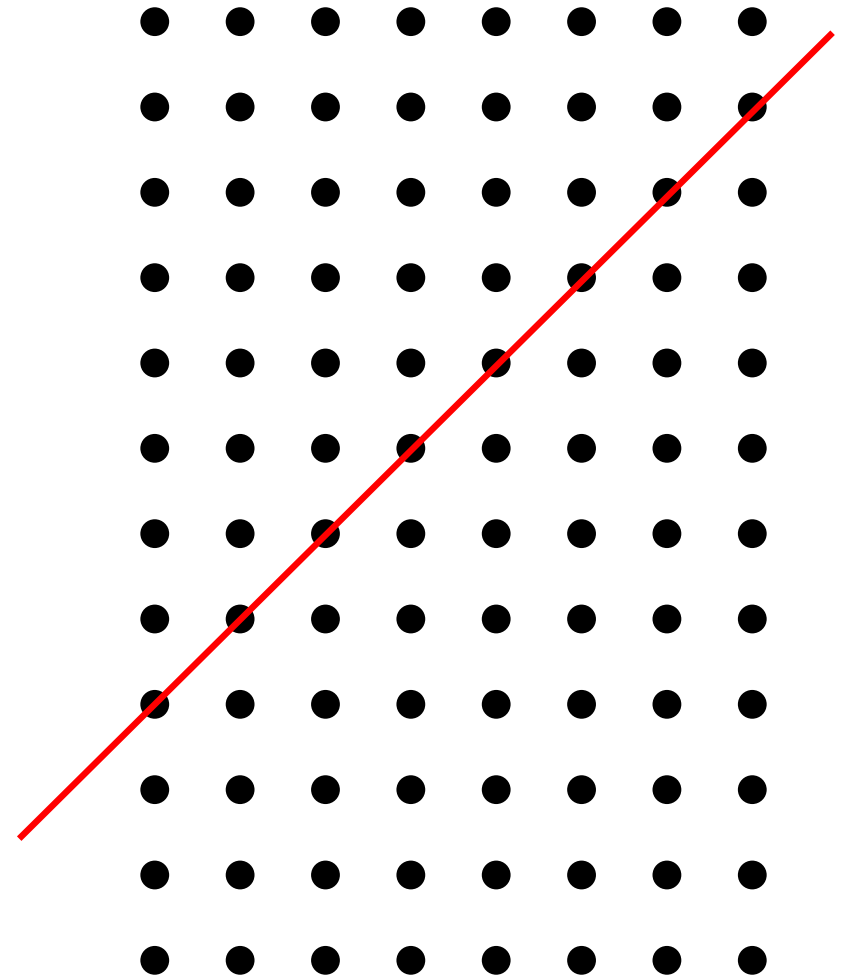
$$S(n) = \Omega\left(\frac{\sum |r_i|}{\alpha 2^{O(\beta)}}\right)$$

- Every line is $Q(n)$ -rich
- No $K_{\alpha, \beta}$ in incidence graph
- Lower bound: $S(n) \gg \frac{\# \text{ of incidences}}{\alpha 2^{O(\beta)}}$

Afshani, Cheng, *SOSA*'23:

$$Q(n) \gg \left(\frac{n^2}{S(n)}\right)^{\frac{d-1}{d}}$$

For $S(n) = O(n) \Rightarrow Q(n) = \Omega(n^{1-1/d})$
(only **tight** LB for $d > 2$)



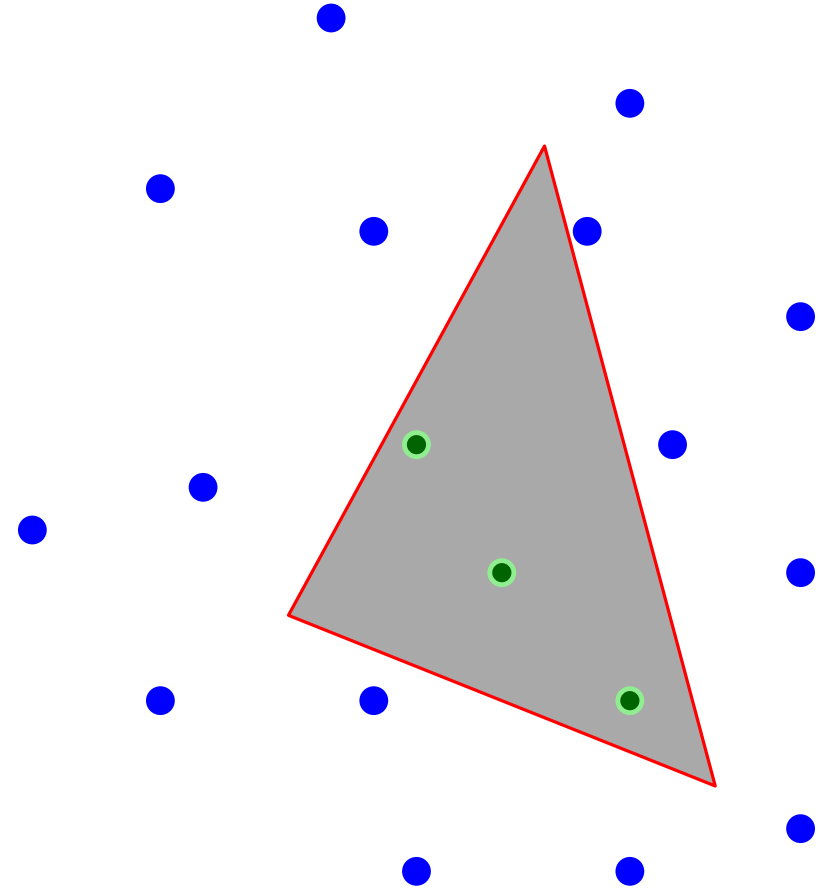
Semialgebraic Range Reporting

Input:

- n points in \mathbb{R}^d .
- Store in a DS
- Given a range R
 - list them.

n space, $n^{1-1/d}$ query time (low space)

n^d space, $\log^{d-1} n$ query time (fast query)



Semialgebraic Range Reporting

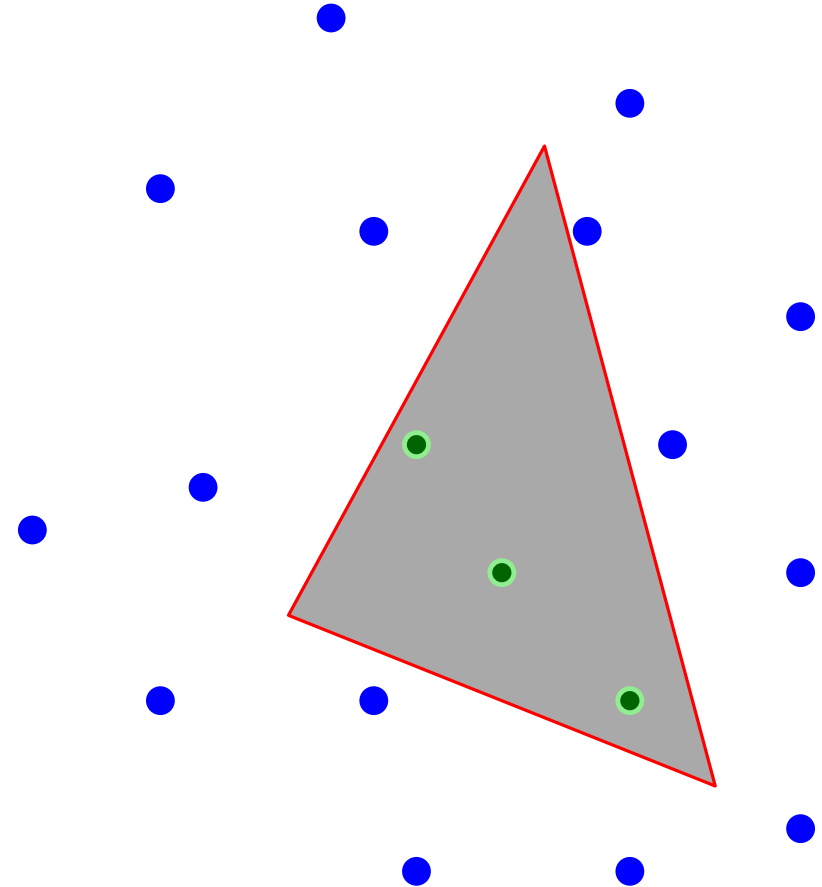
Input:

- n points in \mathbb{R}^d .
- Store in a DS
- Given a range R
 - list them.

n space, $n^{1-1/d}$ query time (low space)

n^d space, $\log^{d-1} n$ query time (fast query)

$$S(n) = \frac{n^d}{Q^d(n)}$$



Semialgebraic Range Reporting

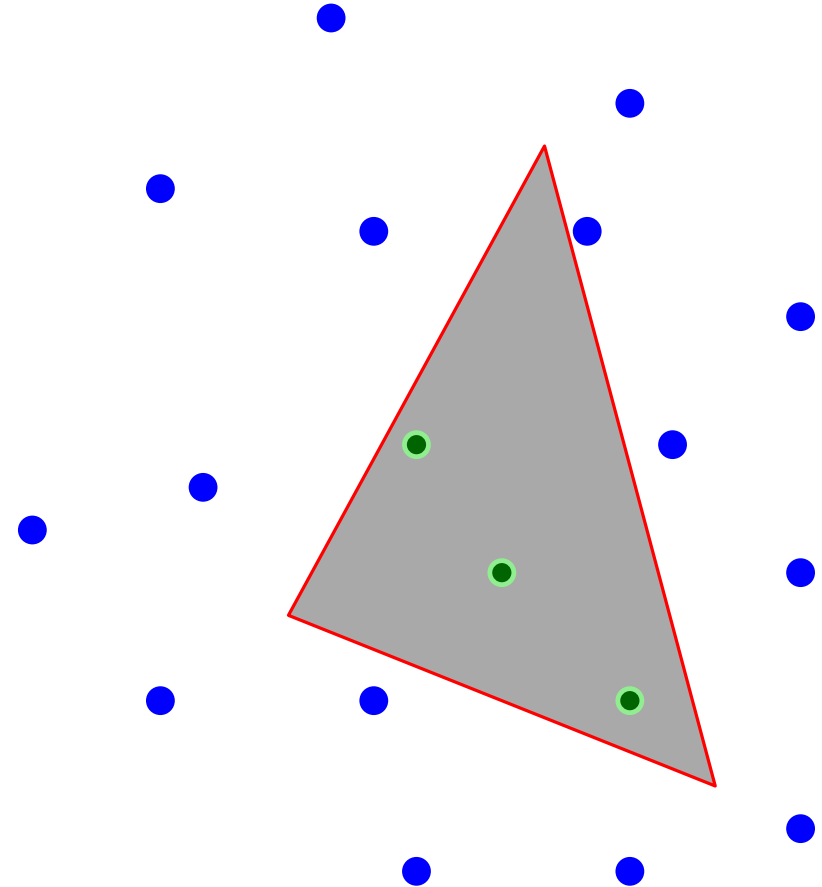
Input:

- n points in \mathbb{R}^d .
- Store in a DS
- Given a range R
 - list them.

n space, $n^{1-1/d}$ query time (low space)

n^d space, $\log^{d-1} n$ query time (fast query)

$$S(n) = \frac{n^d}{Q^d(n)}$$



Semialgebraic Range Reporting

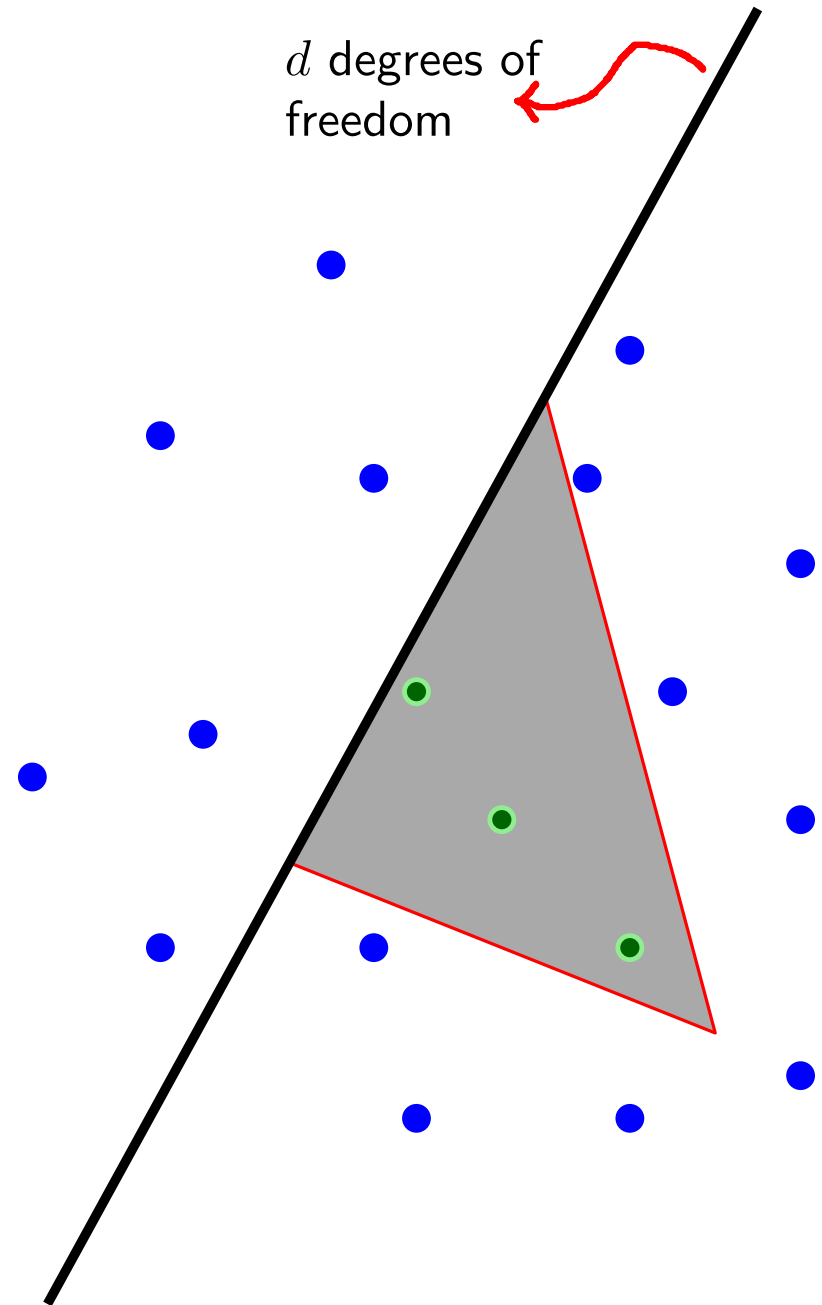
Input:

- n points in \mathbb{R}^d
- Store in a DS
- Given a range R
 - list them.

n space, $n^{1-1/d}$ query time (low space)

n^d space, $\log^{d-1} n$ query time (fast query)

$$S(n) = \frac{n^d}{Q^d(n)}$$



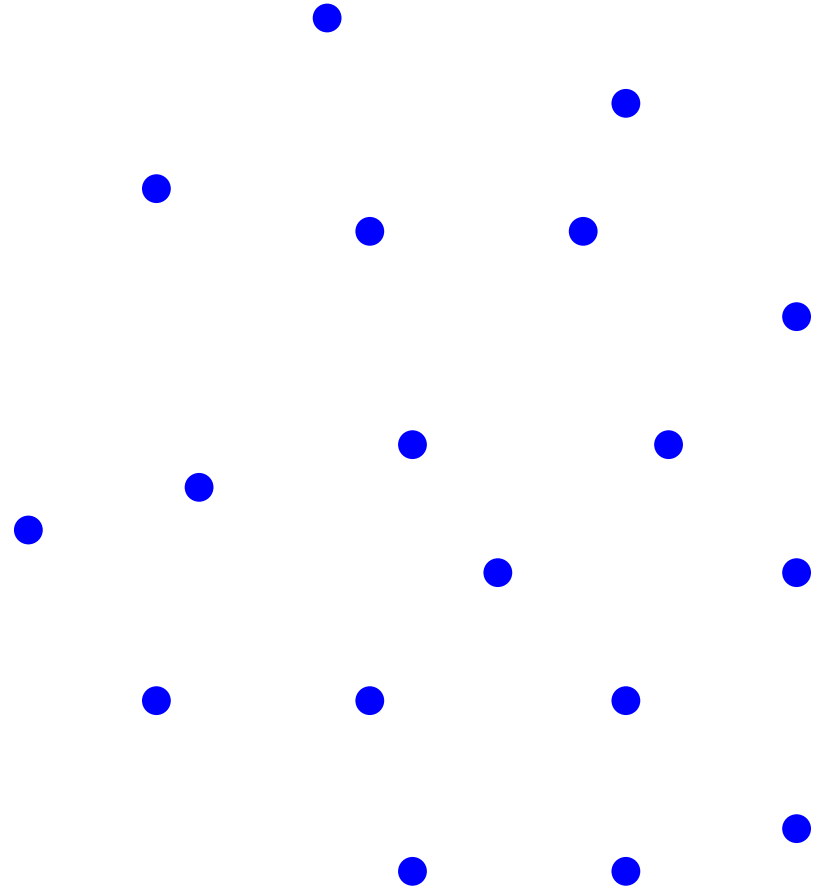
Semialgebraic Range Reporting

Input:

- n points in \mathbb{R}^d .
- Store in a DS
- Given a range R
 - list them.

$$S(n) = \frac{n^d}{Q^d(n)}$$

d -dimensional
 d degrees of
freedom



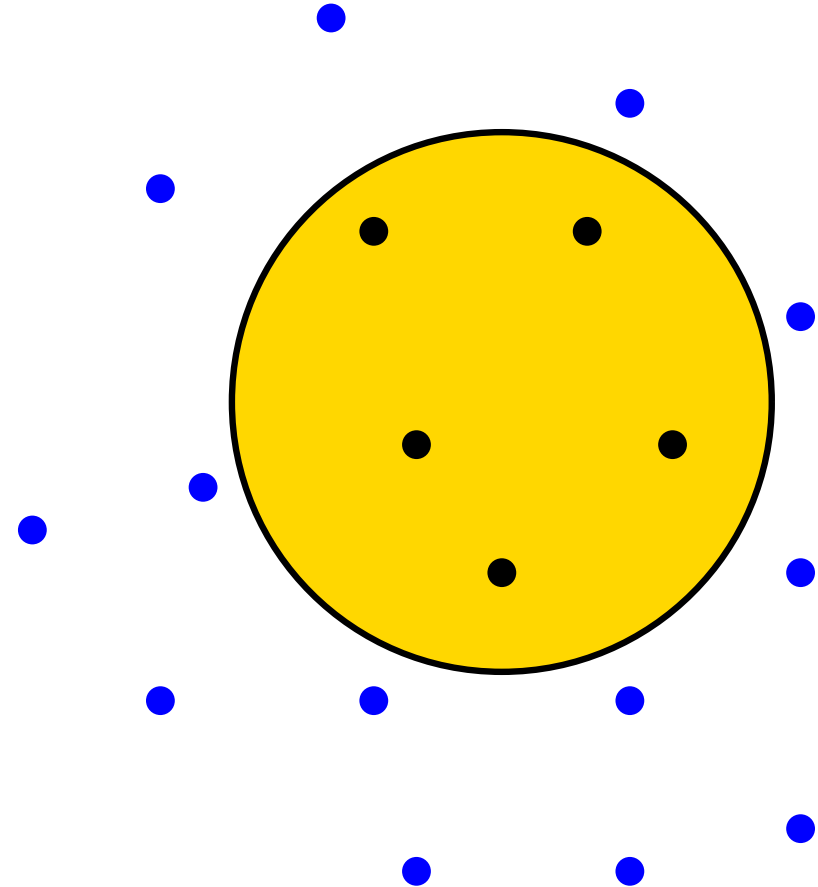
Semialgebraic Range Reporting

Input:

- n points in \mathbb{R}^d .
- Store in a DS
- Given a range R
 - list them.

$$S(n) = \frac{n^d}{Q^d(n)}$$

d -dimensional
 d degrees of
freedom



Semialgebraic Range Reporting

Input:

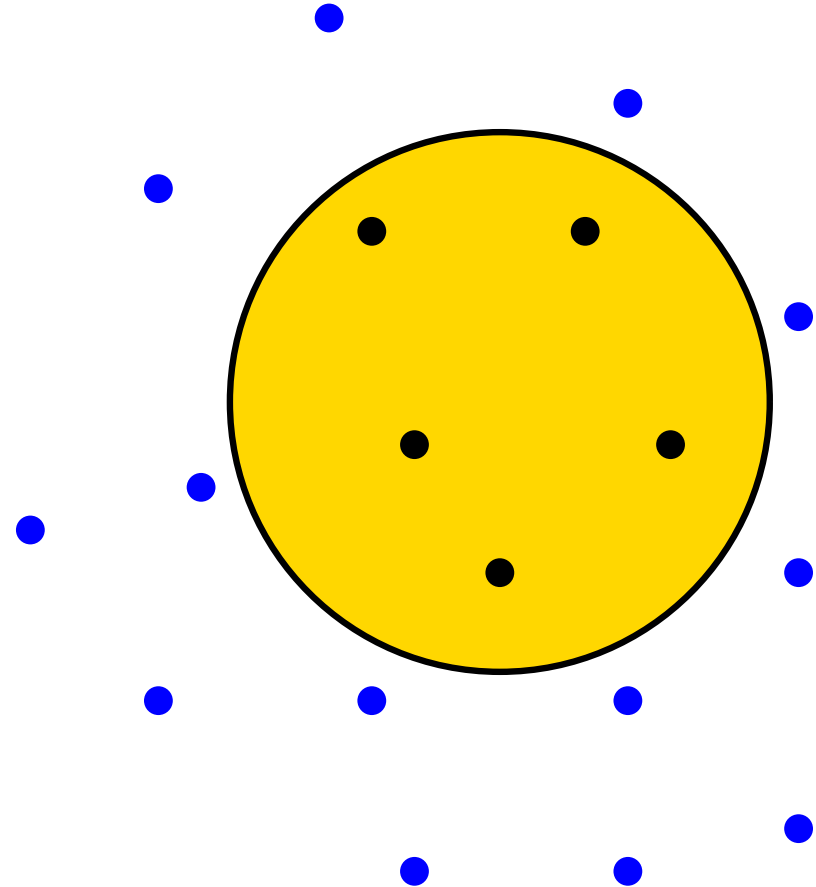
- n points in \mathbb{R}^d .
- Store in a DS
- Given a range R
 - list them.

$$S(n) = \frac{n^d}{Q^d(n)}$$

d -dimensional
 d degrees of
freedom



Find all (x_i, y_i) s.t.,
 $(x_i - a)^2 + (y_i - b)^2 \leq r^2$



Semialgebraic Range Reporting

Input:

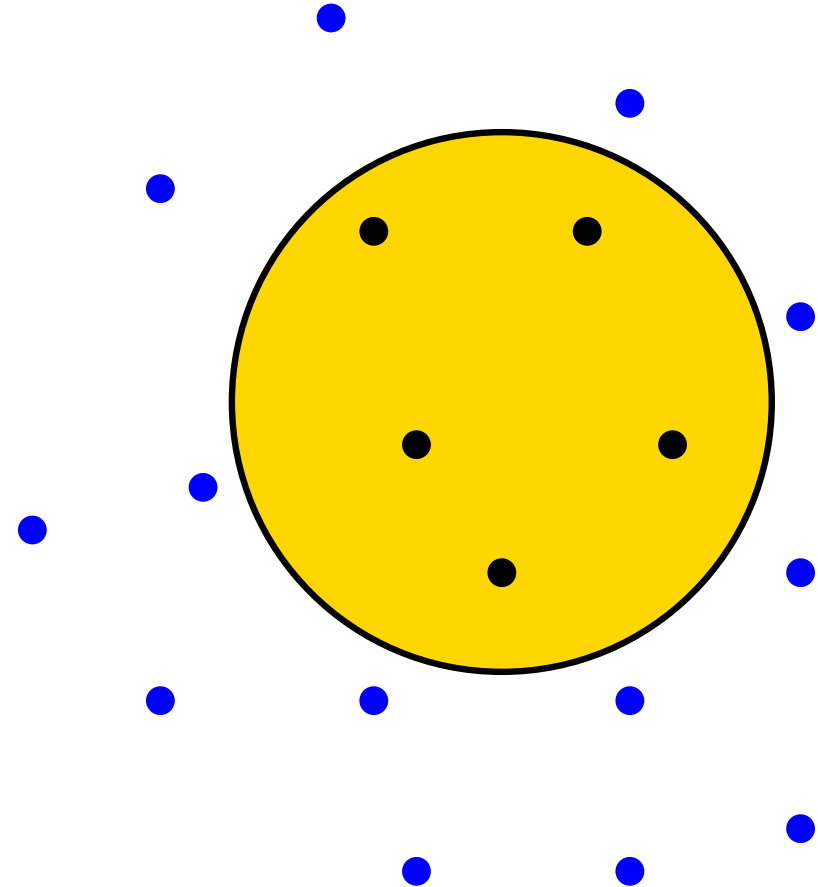
- n points in \mathbb{R}^d .
- Store in a DS
- Given a range R
 - list them.

$$S(n) = \frac{n^d}{Q^d(n)}$$

d -dimensional
 d degrees of
freedom



Find all (x_i, y_i) s.t.,
 $(x_i - a)^2 + (y_i - b)^2 \leq r^2$



Semialgebraic Range Reporting

Input:

- n points in \mathbb{R}^d .
- Store in a DS
- Given a range R
 - list them.

$$S(n) = \frac{n^d}{Q^d(n)}$$

d -dimensional
 d degrees of
freedom



Find all (x_i, y_i) s.t.,

$$(x_i - a)^2 + (y_i - b)^2 \leq r^2$$

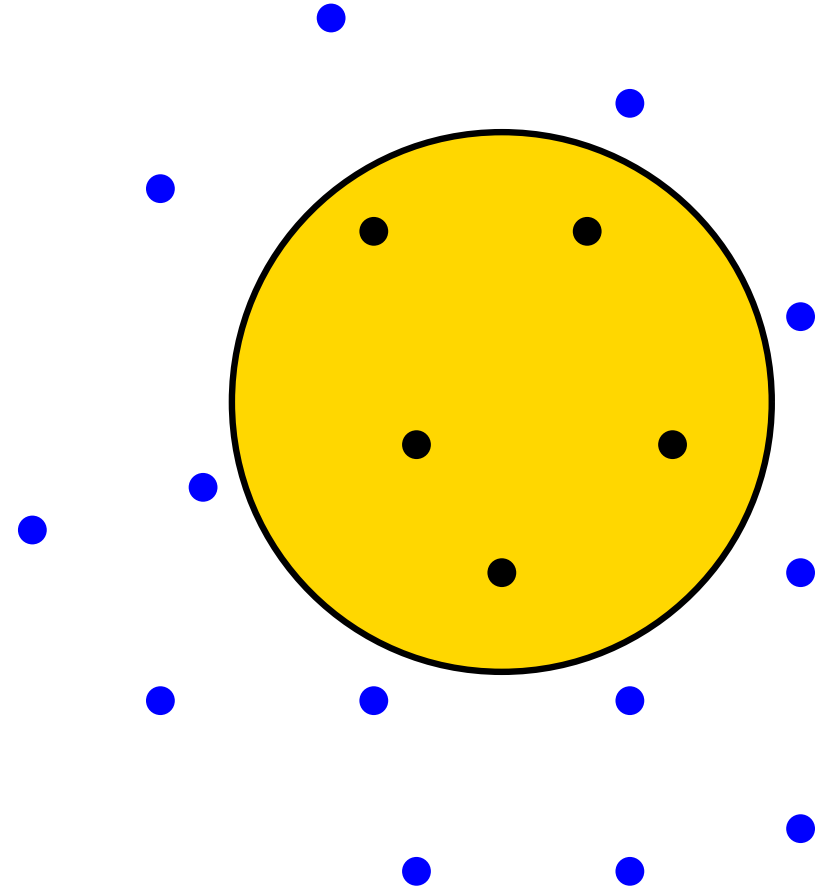
$$x_i^2 - 2ax_i + a^2 + y_i^2 - 2by_i + b^2 \leq r^2$$

$$z_i - 2ax_i + a^2 + -2by_i + b^2 \leq r^2$$

$$z_i \leq 2ax_i + 2by_i + r^2 - a^2 - b^2$$

Point $(x_i, y_i, x_i^2 + y_i^2)$ below halfspace

$$H(a, b, r) : Z \leq 2aX + 2bY + r^2 - a^2 - b^2$$



Semialgebraic Range Reporting

Input:

- n points in \mathbb{R}^d .
- Store in a DS
- Given a range R
 - list them.

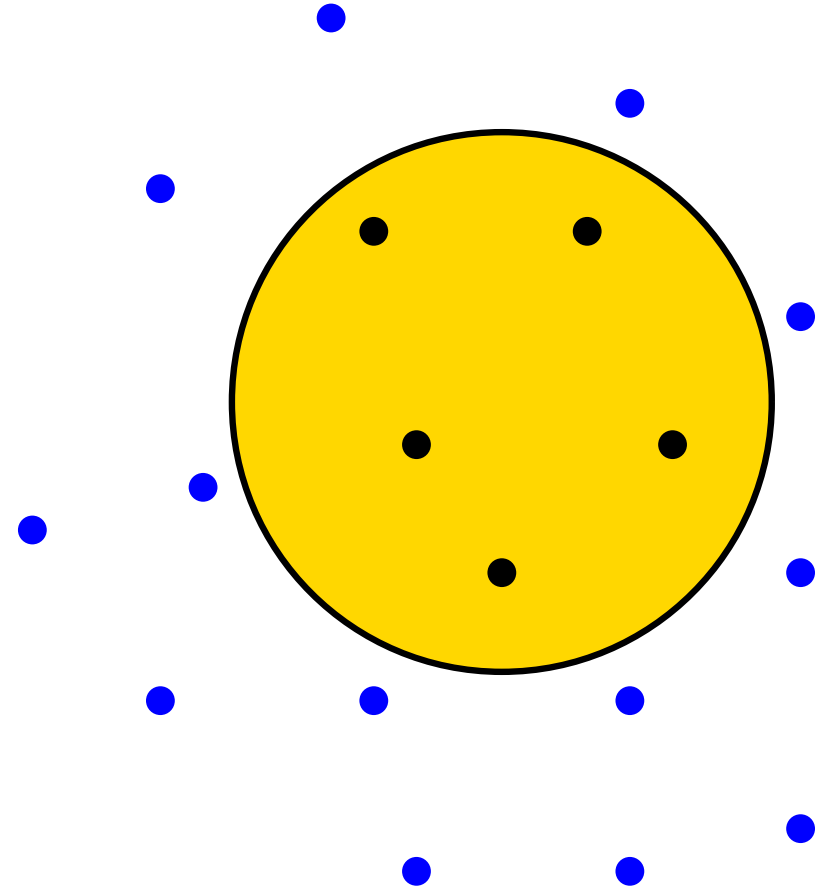
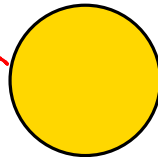
$$S(n) = \frac{n^d}{Q^d(n)}$$

d -dimensional
 d degrees of
freedom



$$S(n) = \frac{n^3}{Q^3(n)}$$

2D
3 degrees of
freedom



Semialgebraic Range Reporting

Input:

- n points in \mathbb{R}^d .
- Store in a DS
- Given a range R
 - list them.

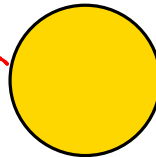
$$S(n) = \frac{n^d}{Q^d(n)}$$

d -dimensional
 d degrees of
freedom



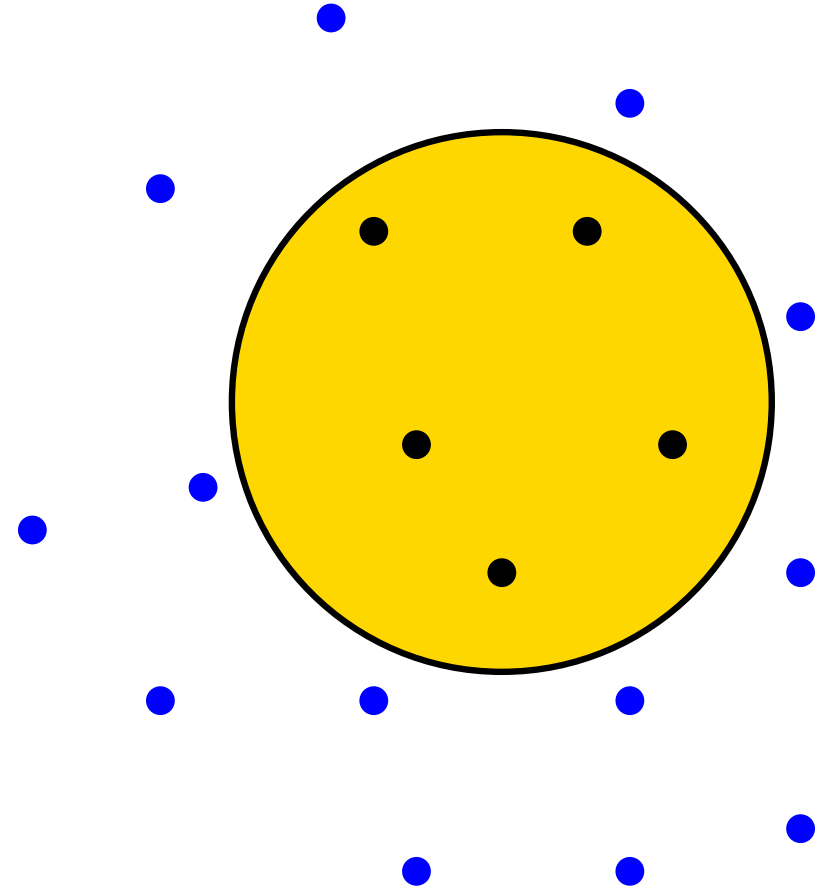
$$S(n) = \frac{n^3}{Q^3(n)}$$

2D
3 degrees of
freedom



n space, $n^{1-1/3} = n^{2/3}$ query time (low space)

n^3 space, $\log^2 n$ query time (fast query)



Semialgebraic Range Reporting

Input:

- n points in \mathbb{R}^d .
- Store in a DS
- Given a range R
 - list them.

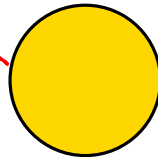
$$S(n) = \frac{n^d}{Q^d(n)}$$

d -dimensional
 d degrees of
freedom



$$S(n) = \frac{n^3}{Q^3(n)}$$

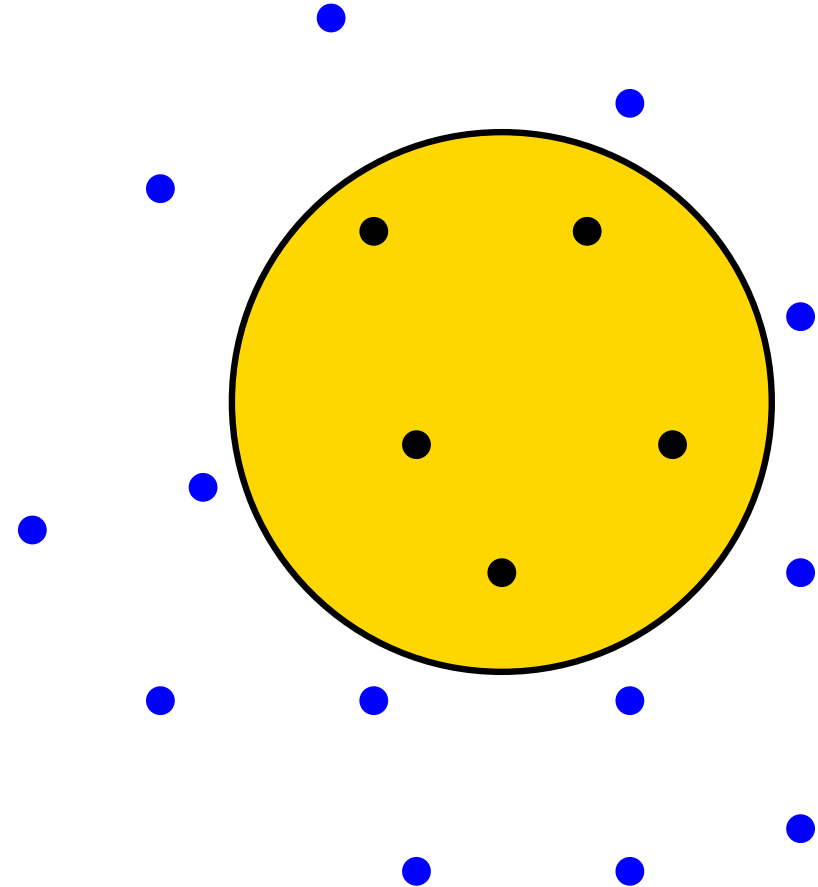
2D
3 degrees of
freedom



n space, $n^{1-1/2} = n^{1/2}$ query time (low space)

n^3 space, $\log^2 n$ query time (fast query)

The polynomial
Method



Semialgebraic Range Reporting

Input:

- n points in \mathbb{R}^d .
- Store in a DS
- Given a range R
 - list them.

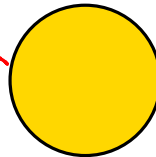
$$S(n) = \frac{n^d}{Q^d(n)}$$

d -dimensional
 d degrees of
freedom



$$S(n) = \frac{n^3}{Q^3(n)}$$

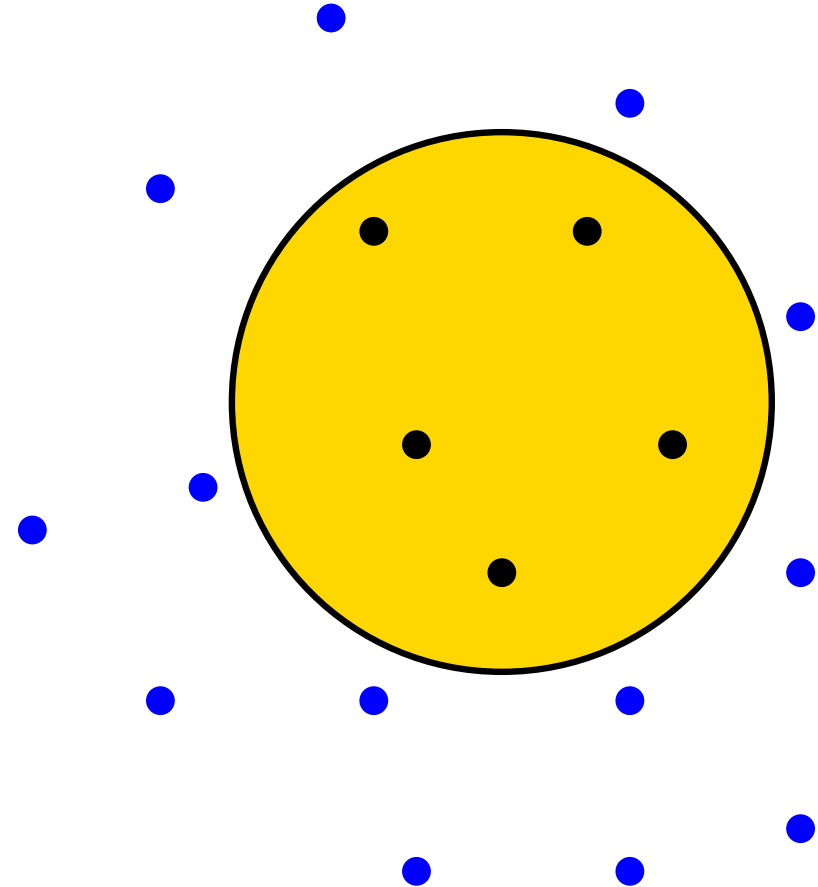
2D
3 degrees of
freedom



n space, $n^{1-1/2} = n^{1/2}$ query time (low space)

n^3 space, $\log^2 n$ query time (fast query)

The polynomial
Method



Semialgebraic Range Reporting

Input:

- n points in \mathbb{R}^d .
- Store in a DS
- Given a range R
 - list them.

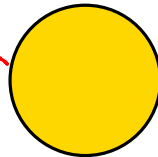
$$S(n) = \frac{n^d}{Q^d(n)}$$

d -dimensional
 d degrees of
freedom



$$S(n) = \frac{n^3}{Q^3(n)}$$

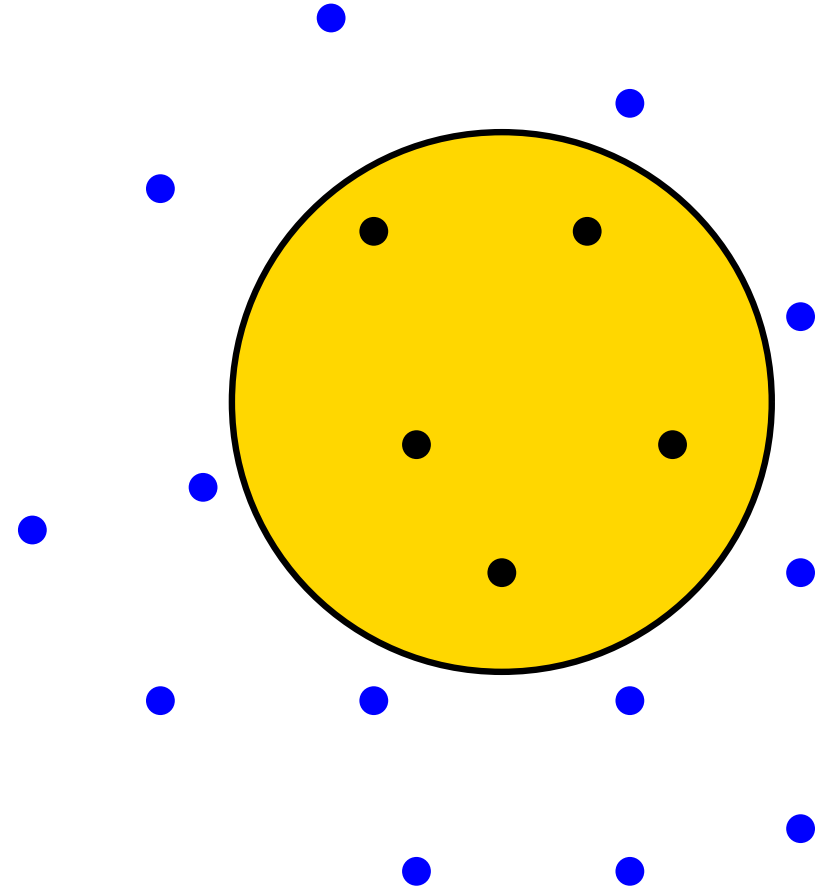
2D
3 degrees of
freedom



n space, $n^{1-1/2} = n^{1/2}$ query time (low space)

n^3 space, $\log^2 n$ query time (fast query)

The polynomial
Method



Current knowledge: $\frac{n^3}{Q^5(n)} \leq S(n) \leq \frac{n^3}{Q^4(n)}$



Semialgebraic Range Reporting

Input:

- n points in \mathbb{R}^d .
- Store in a DS
- Given a range R
 - list them.

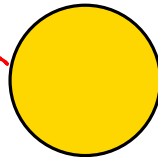
$$S(n) = \frac{n^d}{Q^d(n)}$$

d -dimensional
 d degrees of
freedom



$$S(n) = \frac{n^3}{Q^3(n)}$$

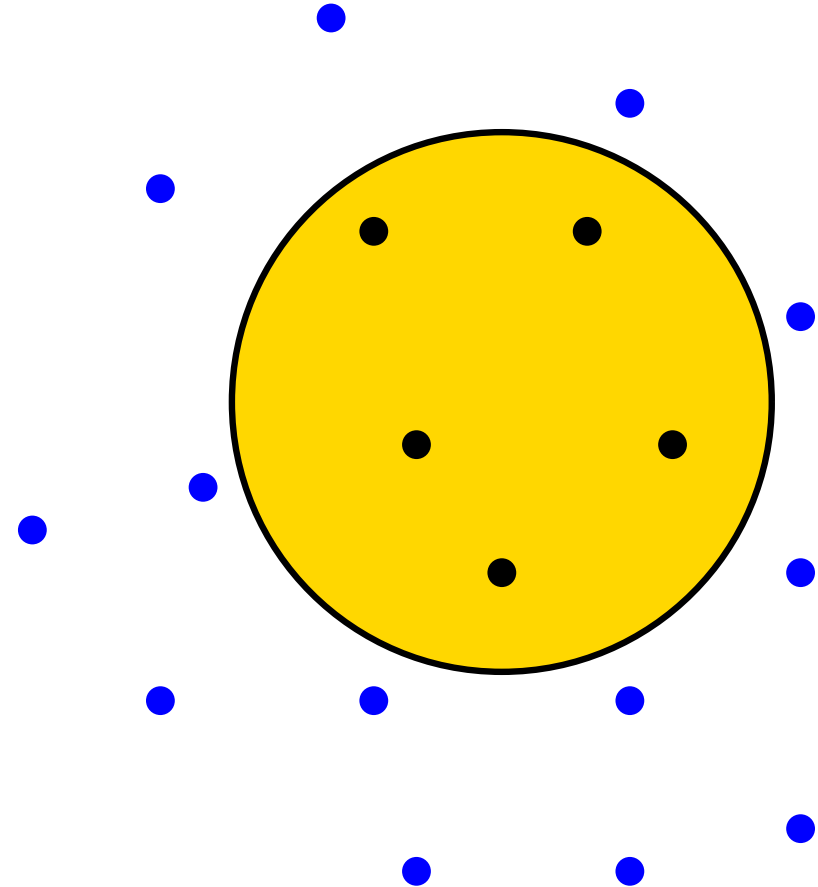
2D
3 degrees of
freedom



n space, $n^{1-1/2} = n^{1/2}$ query time (low space)

n^3 space, $\log^2 n$ query time (fast query)
tight

The polynomial
Method

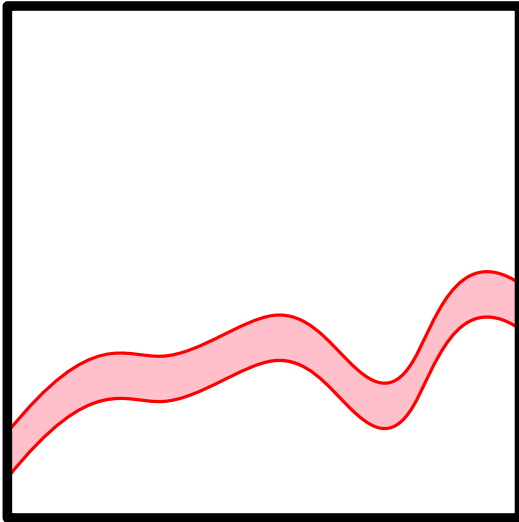


Current knowledge: $\frac{n^3}{Q^5(n)} \leq S(n) \leq \frac{n^3}{Q^4(n)}$



Fast Query Lower Bound: The General Approach

Unit square in 2D

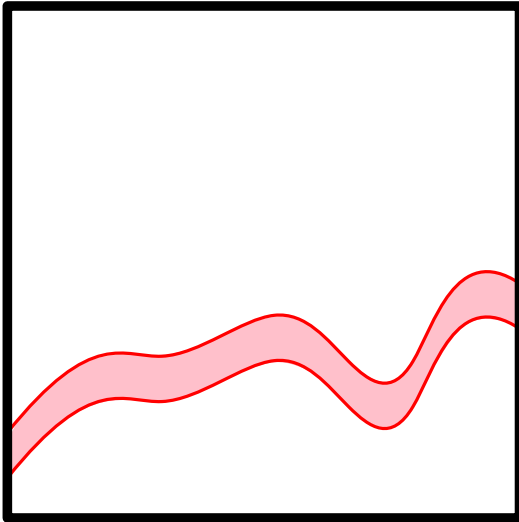


- Input: n uniformly random points
- Query: $-w \leq P(x, y) \leq w$
- List the points in the query
- **Goal:** Lower bound for polylog $Q(n)$; $Q(n) = \tilde{O}(1)$
- Space Lower Bound: roughly n^β
- β : Degrees of freedom



Fast Query Lower Bound: The General Approach

Unit square in 2D



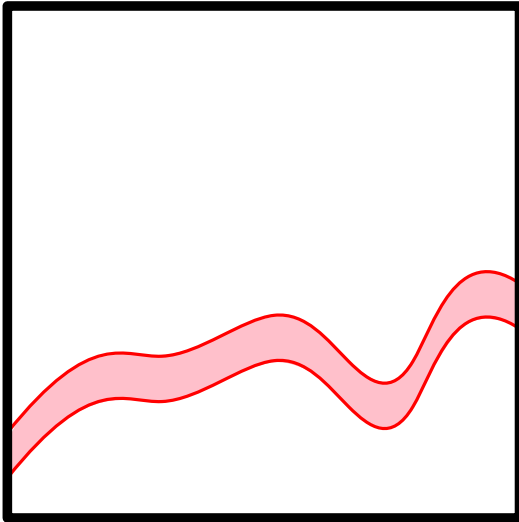
- Input: n uniformly random points
- Query: $-w \leq P(x, y) \leq w$
- List the points in the query
- **Goal:** Lower bound for polylog $Q(n)$; $Q(n) = \tilde{O}(1)$
- Space Lower Bound: roughly n^β
- β : Degrees of freedom

How to:

- Create n^β polynomials $P_i(x, y)$
- Area of $-w \leq P(x, y) \leq w$ is $\Theta(w)$
- $w \approx \frac{Q(n)}{n} = \tilde{O}(1)$: Each region is “ $Q(n)$ -rich”

Fast Query Lower Bound: The General Approach

Unit square in 2D



- Input: n uniformly random points
- Query: $-w \leq P(x, y) \leq w$
- List the points in the query
- **Goal:** Lower bound for polylog $Q(n)$; $Q(n) = \tilde{O}(1)$
- Space Lower Bound: roughly n^β
- β : Degrees of freedom

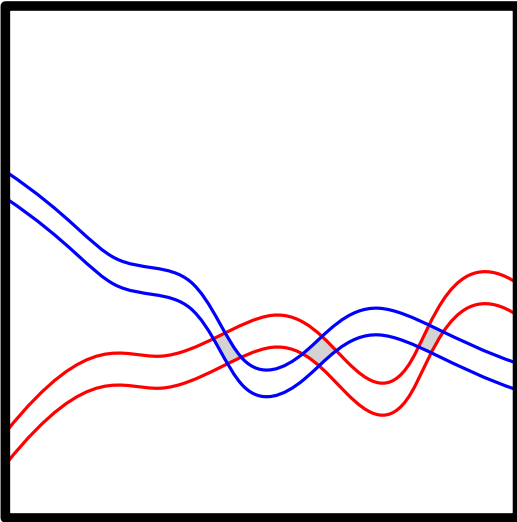
How to:

- Create n^β polynomials $P_i(x, y)$
- Area of $-w \leq P(x, y) \leq w$ is $\Theta(w)$
- $w \approx \frac{Q(n)}{n} = \tilde{O}(1)$: Each region is “ $Q(n)$ -rich”
- (main challenge) **Intersection** of two regions: $\ll \frac{1}{n}$



Fast Query Lower Bound: The General Approach

Unit square in 2D



- Input: n uniformly random points
- Query: $-w \leq P(x, y) \leq w$
- List the points in the query
- **Goal:** Lower bound for polylog $Q(n)$; $Q(n) = \tilde{O}(1)$
- Space Lower Bound: roughly n^β
- β : Degrees of freedom

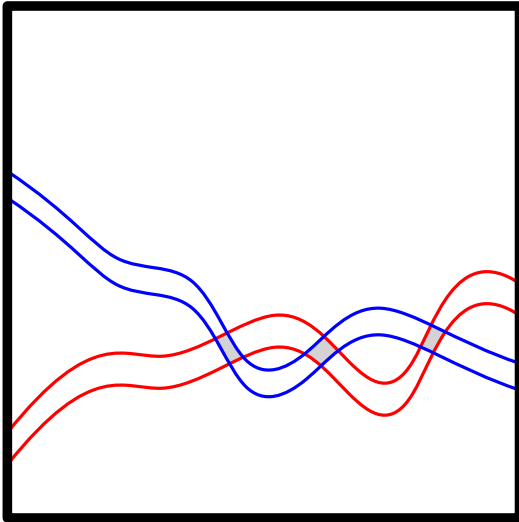
How to:

- Create n^β polynomials $P_i(x, y)$
- Area of $-w \leq P(x, y) \leq w$ is $\Theta(w)$
- $w \approx \frac{Q(n)}{n} = \tilde{O}(1)$: Each region is “ $Q(n)$ -rich”
- (main challenge) **Intersection** of two regions: $\ll \frac{1}{n}$



Fast Query Lower Bound: The General Approach

Unit square in 2D



- Input: n uniformly random points
- Query: $-w \leq P(x, y) \leq w$
- List the points in the query
- **Goal:** Lower bound for polylog $Q(n)$; $Q(n) = \tilde{O}(1)$
- Space Lower Bound: roughly n^β
- β : Degrees of freedom

How to:

- Create n^β polynomials $P_i(x, y)$
- Area of $-w \leq P(x, y) \leq w$ is $\Theta(w)$
- $w \approx \frac{Q(n)}{n} = \tilde{O}(1)$: Each region is “ $Q(n)$ -rich”
- (main challenge) **Intersection** of two regions: $\ll \frac{1}{n}$

So far only one approach:

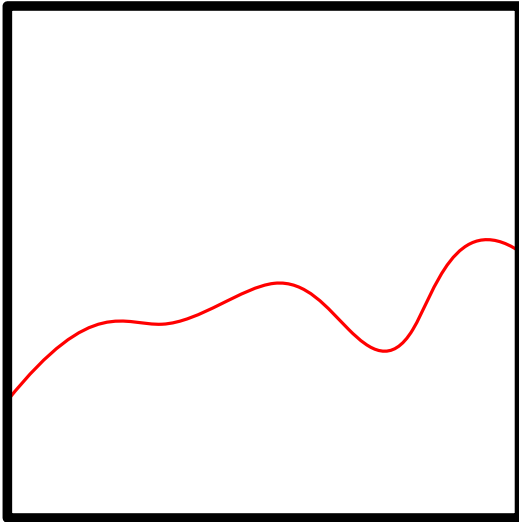
Create: $P_1(x, y), P_2(x, y), \dots, P_M(x, y)$

Min. distance between coefficients is **large**

Prove it implies (main challenge)

The First Technique

Unit square in 2D



$$P(x, y) : Y = \square X^\Delta + \square X^{\Delta-1} + \dots + \square X + \square$$

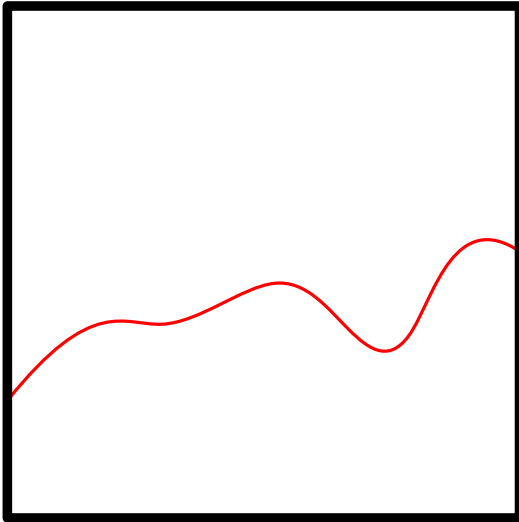
How to:

- Create $n^{\Delta+1}$ polynomials $P_i(x, y)$
- $-\frac{Q(n)}{n} \leq P(x, y) \leq \frac{Q(n)}{n}$
- Each region is “ $Q(n)$ -rich”
- (main challenge) **Intersection** of two regions: $\ll \frac{1}{n}$



The First Technique

Unit square in 2D



$$P_j(x, y) : Y = \square X^\Delta + \square X^{\Delta-1} + \dots + \square X + \square$$

Distance $\frac{Q^\Delta(n)}{n}$ is enough
to imply (main challenge)

$$P_i(x, y) : Y = \square X^\Delta + \square X^{\Delta-1} + \dots + \square X + \square$$

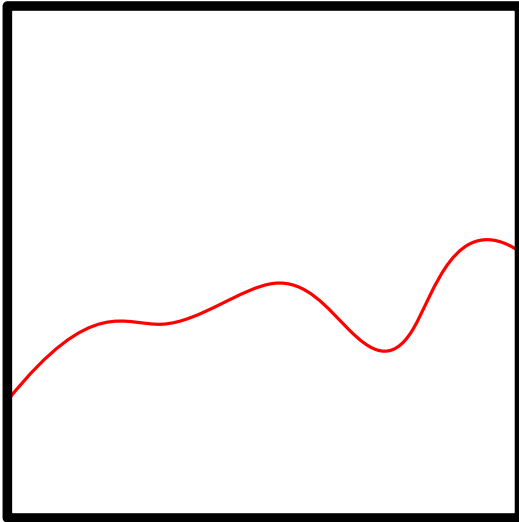
How to:

- Create $n^{\Delta+1}$ polynomials $P_i(x, y)$
- $-\frac{Q(n)}{n} \leq P(x, y) \leq \frac{Q(n)}{n}$
- Each region is “ $Q(n)$ -rich”
- (main challenge) **Intersection** of two regions: $\ll \frac{1}{n}$



The Second Technique

Unit square in 2D



$$P(x, y) : Y = X^\Delta + \square X^{\Delta-1} Y + \dots + \square X^i Y^j + \dots + \square Y + \square X + \square$$

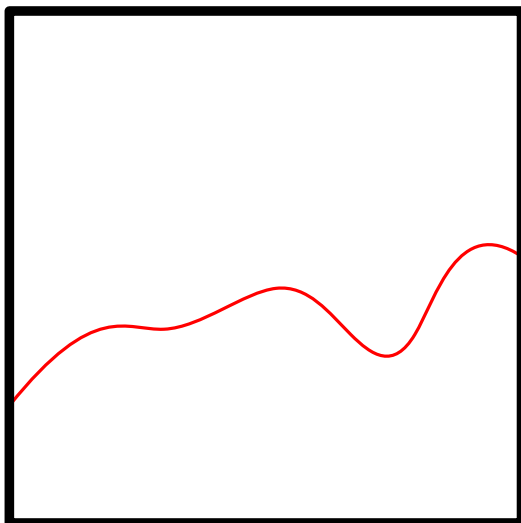
How to:

- Create $n^{\binom{\Delta+d}{d}}$ polynomials $P_i(x, y)$
- $-\frac{Q(n)}{n} \leq P(x, y) \leq \frac{Q(n)}{n}$
- Each region is “ $Q(n)$ -rich”
- (main challenge) **Intersection** of two regions: $\ll \frac{1}{n}$



The Second Technique

Unit square in 2D



$$P_i(x, y) : Y = X^\Delta + \square X^{\Delta-1}Y + \dots + \square X^i Y^j + \dots + \square Y + \square X + \square$$

Distance $\frac{Q^{\Delta^2}(n)}{n}$ and small magnitude is enough to imply (main challenge)

$$P_j(x, y) : Y = X^\Delta + \square X^{\Delta-1}Y + \dots + \square X^i Y^j + \dots + \square Y + \square X + \square$$

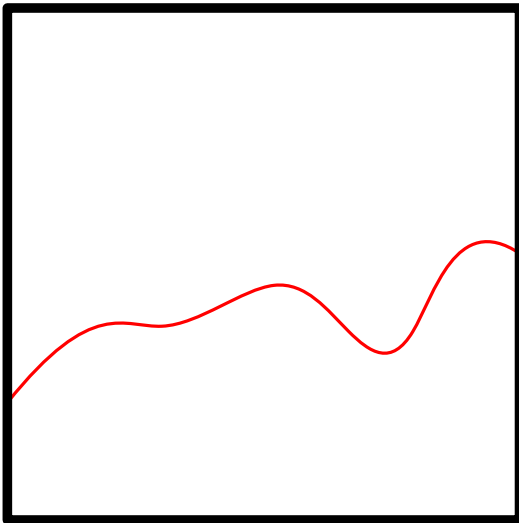
How to:

- Create $n^{\binom{\Delta+d}{d}}$ polynomials $P_i(x, y)$
- $-\frac{Q(n)}{n} \leq P(x, y) \leq \frac{Q(n)}{n}$
- Each region is “ $Q(n)$ -rich”
- (main challenge) **Intersection** of two regions: $\ll \frac{1}{n}$



The Main Open Question

Unit square in 2D



$$P(x, y) : 0 = \square X^\Delta + \square X^{\Delta-1} Y + \dots + \square X^i Y^j + \dots + \square Y + \square X + \square$$

- In many problems, \square 's **CANNOT** be independent.
- \square is a polynomial of a_1, \dots, a_β
- Some of them have to zero.
- Some of them have to constants
- Some of them depend on other coefficients

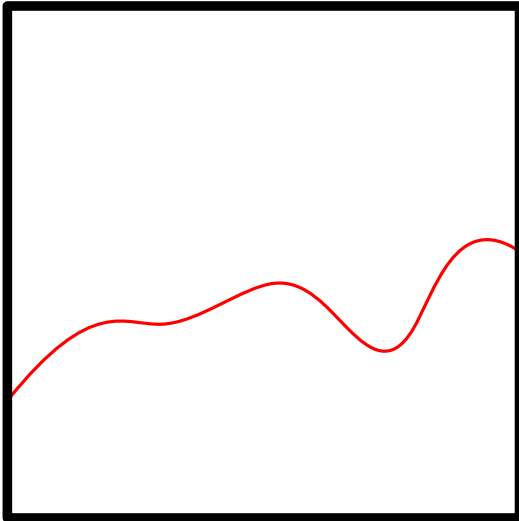
How to:

- Create n^β polynomials $P_i(x, y)$
- $-\frac{Q(n)}{n} \leq P(x, y) \leq \frac{Q(n)}{n}$
- Each region is " $Q(n)$ -rich"
- (main challenge) **Intersection** of two regions: $\ll \frac{1}{n}$



The Main Open Question

Unit square in 2D



$$P(x, y) : 0 = \square X^\Delta + \square X^{\Delta-1} Y + \dots + \square X^i Y^j + \dots + \square Y + \square X + \square$$

- In many problems, \square 's **CANNOT** be independent.
- \square is a polynomial of a_1, \dots, a_β
- Some of them have to zero.
- Some of them have to constants
- Some of them depend on other coefficients

How to:

- Create n^β polynomials $P_i(x, y)$
- $-\frac{Q(n)}{n} \leq P(x, y) \leq \frac{Q(n)}{n}$
- Each region is " $Q(n)$ -rich"
- (main challenge) **Intersection** of two regions: $\ll \frac{1}{n}$

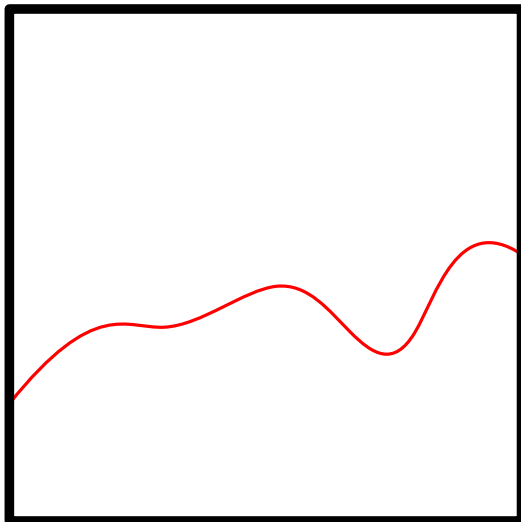
Hurdle:

- $P_1(x, y)H(x, y) = 0$
- $P_2(x, y)H(x, y) = 0$
- Have arbitrary large coefficient distance
- Infinitely many zeroes in common



The Third Technique

Unit square in 2D



$$P(x, y) : YG(X) = F(X)$$

G and F “far from” sharing a root

$YG(X) - F(X)$ is irreducible

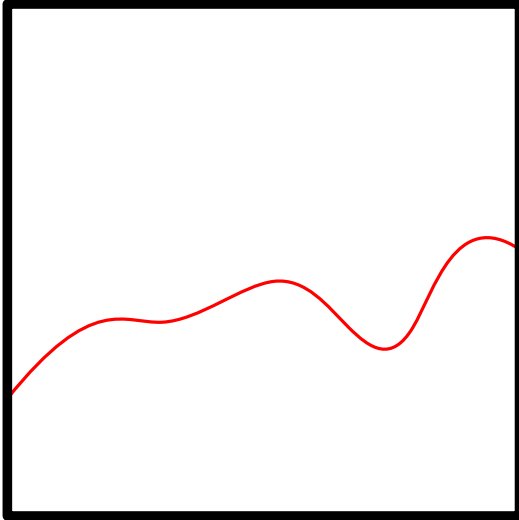
How to:

- Create n^β polynomials $P_i(x, y)$
- $-\frac{Q(n)}{n} \leq P(x, y) \leq \frac{Q(n)}{n}$
- Each region is “ $Q(n)$ -rich”
- (main challenge) **Intersection** of two regions: $\ll \frac{1}{n}$



The Third Technique

Unit square in 2D



$$P(x, y) : YG(X) = F(X)$$

G and F “far from” sharing a root

$YG(X) - F(X)$ is irreducible

Distance $\frac{Q^{\text{poly}} \Delta(n)}{n}$ and small magnitude is enough to imply (main challenge)

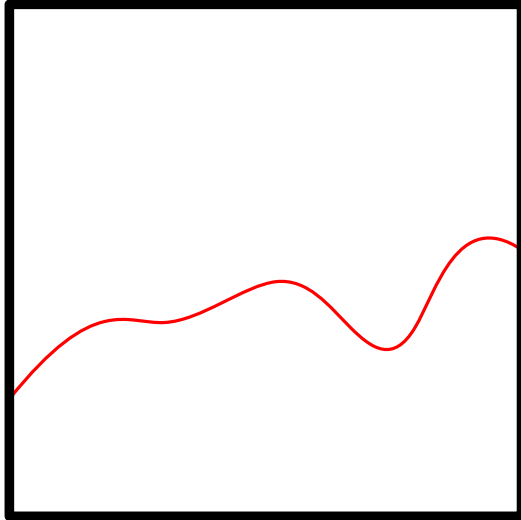
How to:

- Create n^β polynomials $P_i(x, y)$
- $-\frac{Q(n)}{n} \leq P(x, y) \leq \frac{Q(n)}{n}$
- Each region is “ $Q(n)$ -rich”
- (main challenge) **Intersection** of two regions: $\ll \frac{1}{n}$



The End?

How to Main Challenge



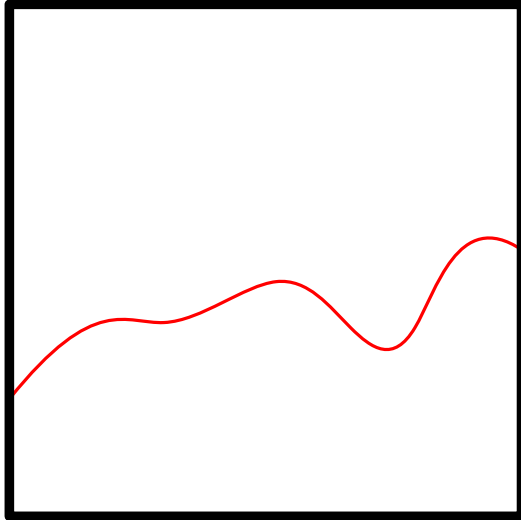
Setup:

$$P(x, y) : YG(X) = F(X)$$

$$t = \text{Resultant}(F, G) > 0$$



How to Main Challenge



Setup:

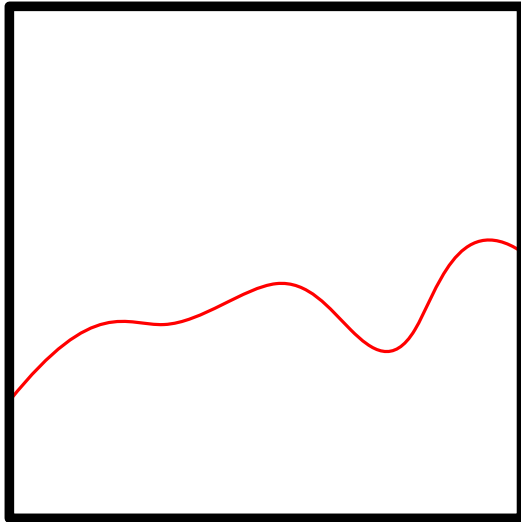
$$P(x, y) : YG(X) = F(X)$$

$$t = \text{Resultant}(F, G) > 0$$

$$\exists H(X), L(X) : GH + FL = 1$$



How to Main Challenge



Setup:

$$P(x, y) : YG(X) = F(X)$$

$$t = \text{Resultant}(F, G) > 0$$

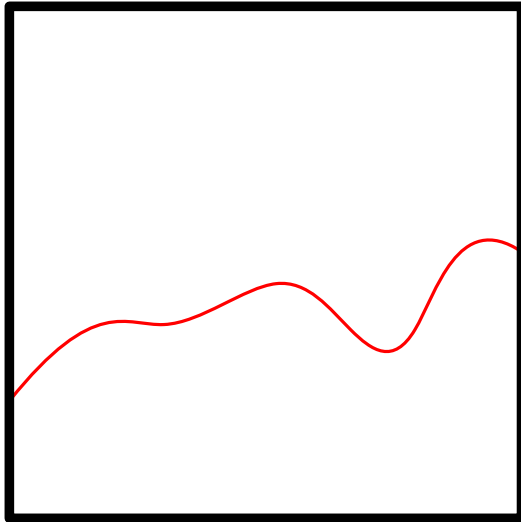
$$\exists H(X), L(X) : GH + FL = 1$$

Create lots of poly:

- A “grid” of side-length δ around P



How to Main Challenge



Setup:

$$P(x, y) : YG(X) = F(X)$$

$$t = \text{Resultant}(F, G) > 0$$

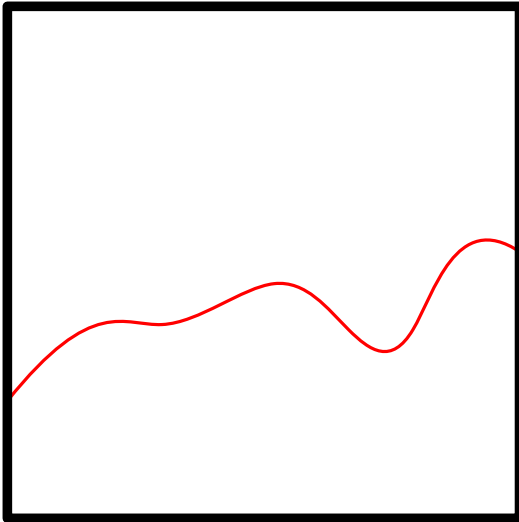
$$\exists H(X), L(X) : GH + FL = 1$$

Create lots of poly:

- A “grid” of side-length δ around P
- For each coeff. a of P :
 - For each $i = 0, \dots, \frac{n}{Q^C(n)}$:
 - * Add δi to a



How to Main Challenge



Setup:

$$P(x, y) : YG(X) = F(X)$$

$$t = \text{Resultant}(F, G) > 0$$

$$\exists H(X), L(X) : GH + FL = 1$$

Create lots of poly:

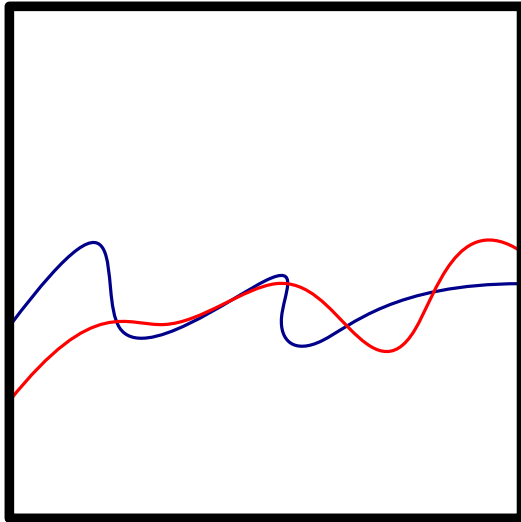
- A “grid” of side-length δ around P
- For each coeff. a of P :
 - For each $i = 0, \dots, \frac{n}{Q^C(n)}$:
 - * Add δi to a

Get:

- $M = n^\beta$ polys, P_1, \dots, P_M (ignoring poly $Q(n)$ factors)
- Every two differ at by at least δ in one coeff.
- Every P_i in a **small** neighborhood of P (within radius $n\delta$)
- δ sufficiently small constant
- Region: $0 \leq P_i(x, y) \leq \frac{Q(n)}{n} = w$



How to Main Challenge



Setup:

$$P(x, y) : YG(X) = F(X)$$

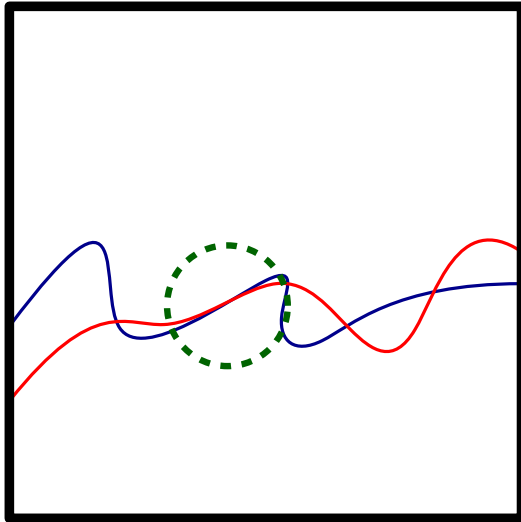
$$t = \text{Resultant}(F, G) > 0$$

$$\exists H(X), L(X) : GH + FL = 1$$

Consider P_1 and P_2 :



How to Main Challenge



Setup:

$$P(x, y) : YG(X) = F(X)$$

$$t = \text{Resultant}(F, G) > 0$$

$$\exists H(X), L(X) : GH + FL = 1$$

Consider P_1 and P_2 :

Imagine big overlap



How to Main Challenge

Setup:

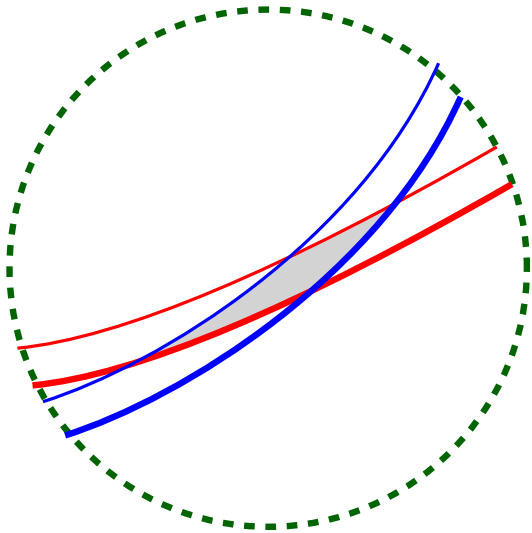
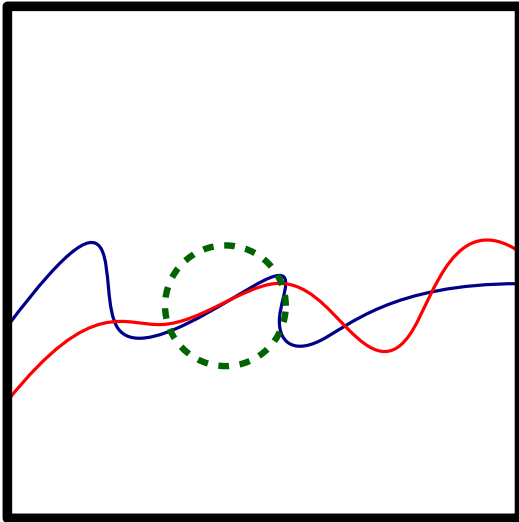
$$P(x, y) : YG(X) = F(X)$$

$$t = \text{Resultant}(F, G) > 0$$

$$\exists H(X), L(X) : GH + FL = 1$$

Consider P_1 and P_2 :

Imagine big overlap



How to Main Challenge

Setup:

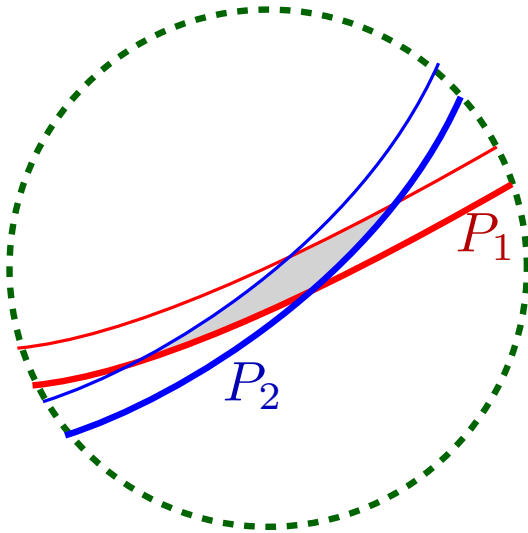
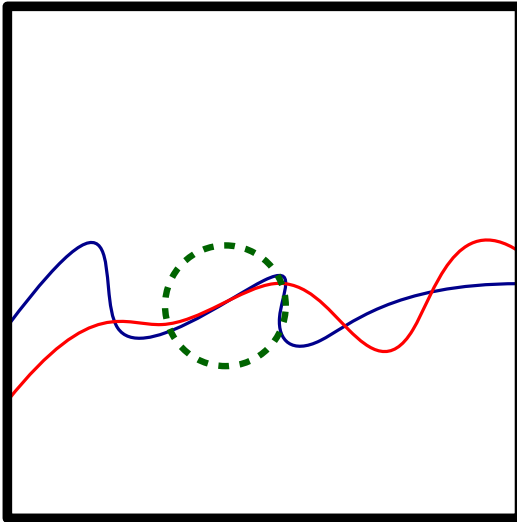
$$P(x, y) : YG(X) = F(X)$$

$$t = \text{Resultant}(F, G) > 0$$

$$\exists H(X), L(X) : GH + FL = 1$$

Consider P_1 and P_2 :

Imagine big overlap



How to Main Challenge

Setup:

$$P(x, y) : YG(X) = F(X)$$

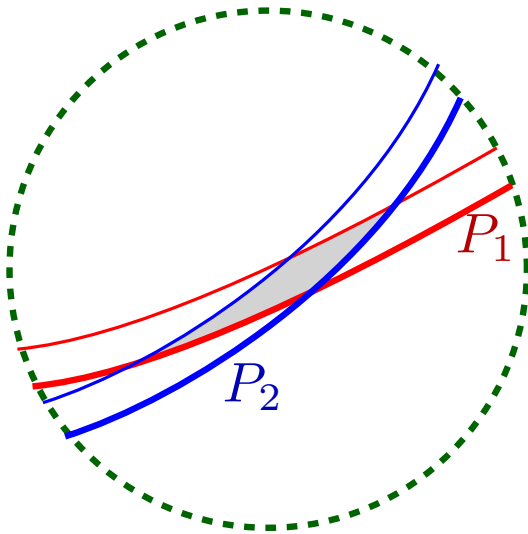
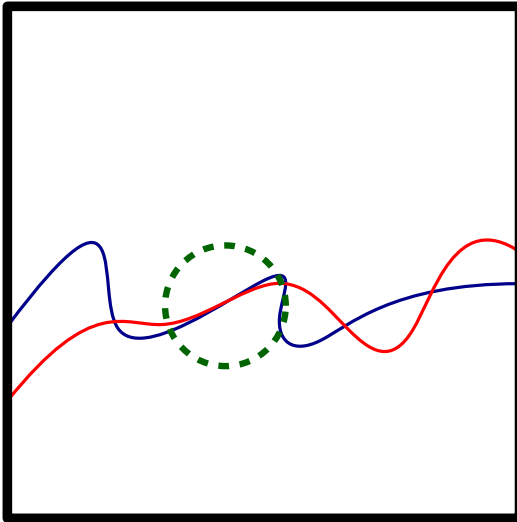
$$t = \text{Resultant}(F, G) > 0$$

$$\exists H(X), L(X) : GH + FL = 1$$

Consider P_1 and P_2 :

Imagine big overlap

P_1 and P_2 evaluate within $[0, w]$ in a big interval I of length at least $\frac{1}{Q(n)}$



How to Main Challenge

Setup:

$$P(x, y) : YG(X) = F(X)$$

$$t = \text{Resultant}(F, G) > 0$$

$$\exists H(X), L(X) : GH + FL = 1$$

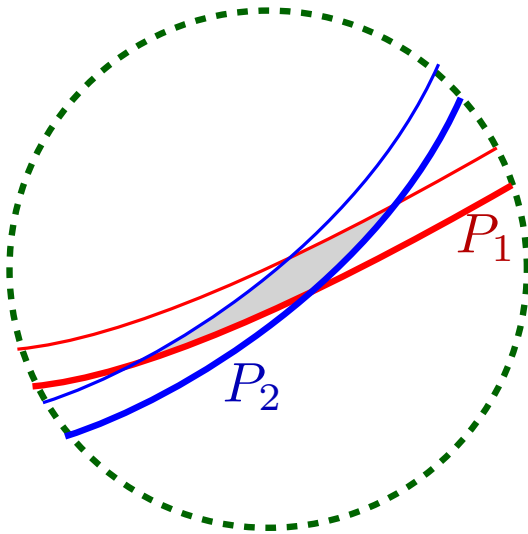
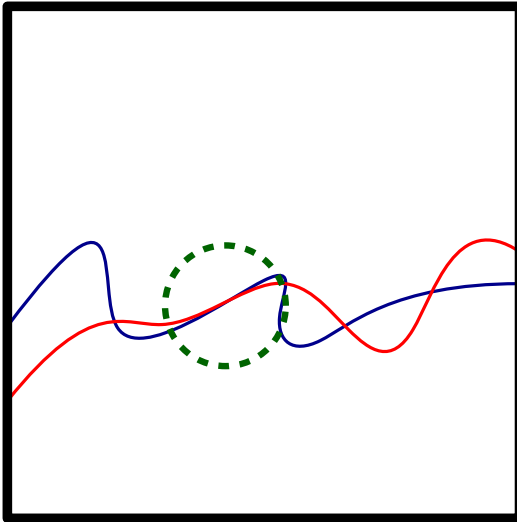
Consider P_1 and P_2 :

Imagine big overlap

P_1 and P_2 evaluate within $[0, w]$ in a big interval I of length at least $\frac{1}{Q(n)}$

Approach:

- Pick ℓ points in I on P_1



How to Main Challenge

Setup:

$$P(x, y) : YG(X) = F(X)$$

$$t = \text{Resultant}(F, G) > 0$$

$$\exists H(X), L(X) : GH + FL = 1$$

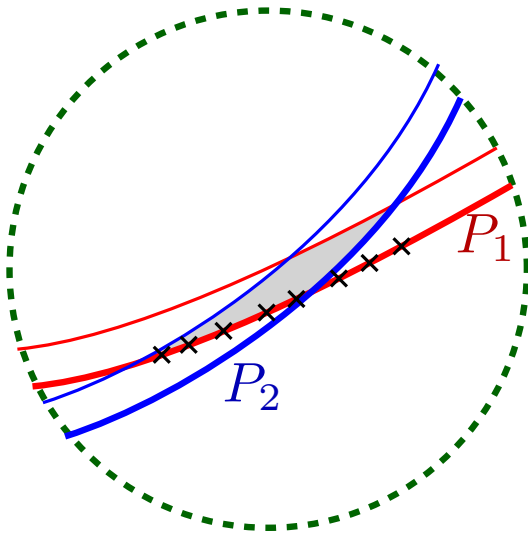
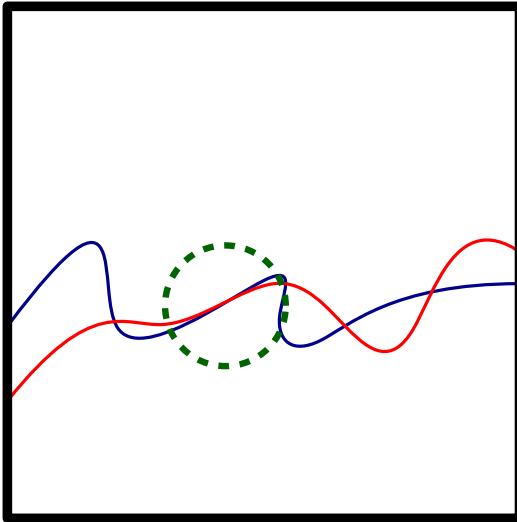
Consider P_1 and P_2 :

Imagine big overlap

P_1 and P_2 evaluate within $[0, w]$ in a big interval I of length at least $\frac{1}{Q(n)}$

Approach:

- Pick ℓ points in I on P_1



How to Main Challenge

Setup:

$$P(x, y) : YG(X) = F(X)$$

$$t = \text{Resultant}(F, G) > 0$$

$$\exists H(X), L(X) : GH + FL = 1$$

Consider P_1 and P_2 :

Imagine big overlap

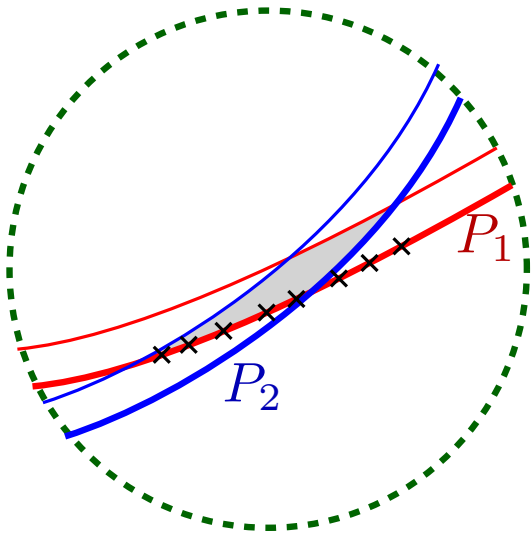
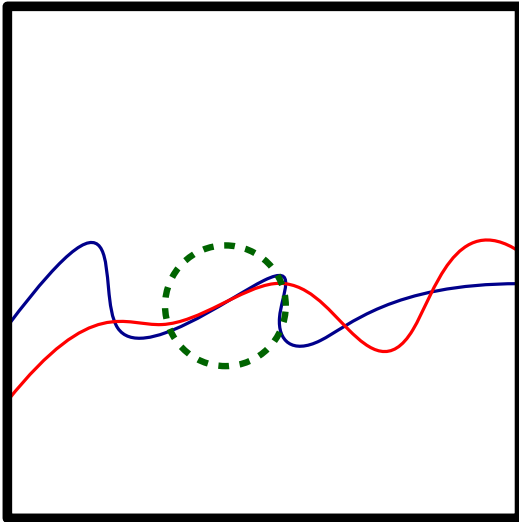
P_1 and P_2 evaluate within $[0, w]$ in a big interval I of length at least $\frac{1}{Q(n)}$

Approach:

- Pick ℓ points in I on P_1

V : Vector of monomials:

- all monomials except yX^{Δ_G} .
- X^i for $i = 1, \dots, k$ so we get ℓ mono. in total
- Build an $\ell \times \ell$ matrix A :
 - Row i is the evaluation of V on the i -th point



How to Main Challenge

Setup:

$$P(x, y) : YG(X) = F(X)$$

$$t = \text{Resultant}(F, G) > 0$$

$$\exists H(X), L(X) : GH + FL = 1$$

Consider P_1 and P_2 :

Imagine big overlap

P_1 and P_2 evaluate within $[0, w]$ in a big interval I of length at least $\frac{1}{Q(n)}$

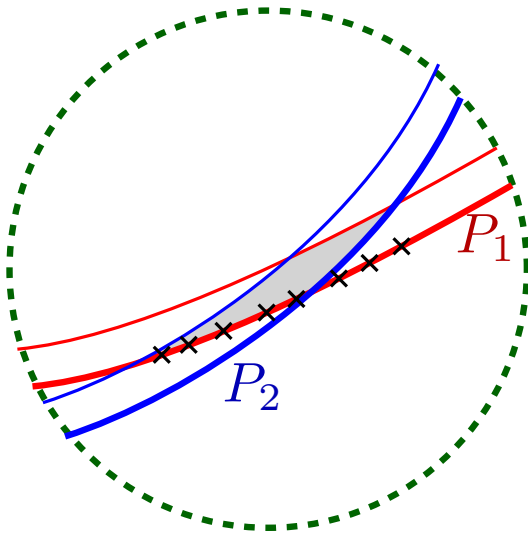
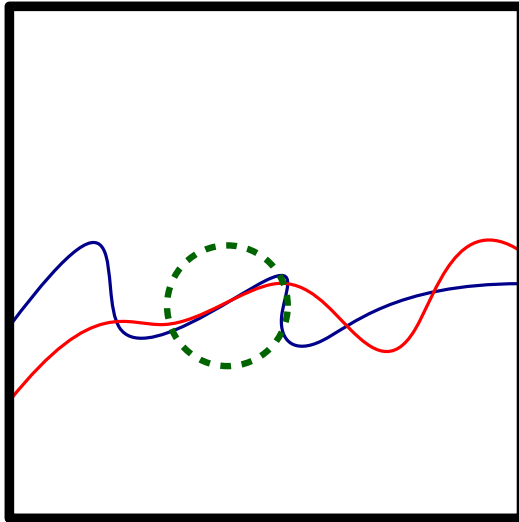
Approach:

- Pick ℓ points in I on P_1

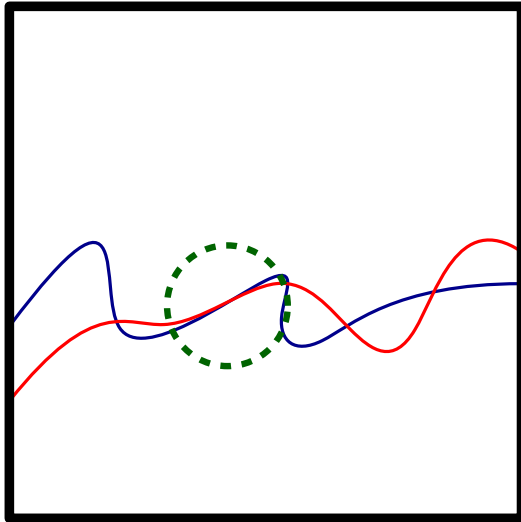
V : Vector of monomials:

- all monomials except yX^{Δ_G} .
- X^i for $i = 1, \dots, k$ so we get ℓ mono. in total
- Build an $\ell \times \ell$ matrix A :
 - Row i is the evaluation of V on the i -th point

Claim: $|\det(A)| \geq \text{Resultant}(F, G)|I|^{\ell^2} - O(w)$



How to Main Challenge



Setup:

$$P(x, y) : YG(X) = F(X)$$

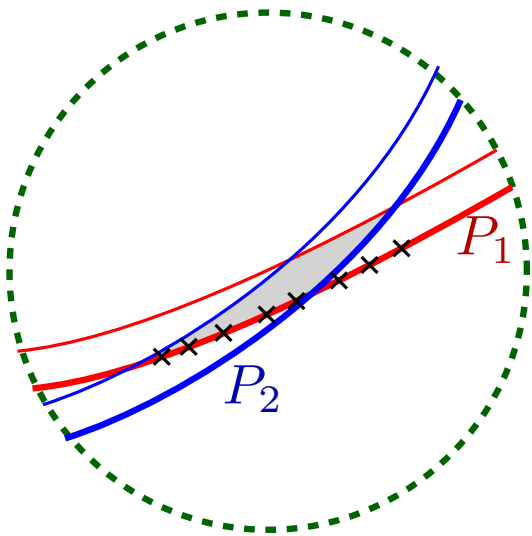
$$t = \text{Resultant}(F, G) > 0$$

$$\exists H(X), L(X) : GH + FL = 1$$

Consider P_1 and P_2 :

Imagine big overlap

P_1 and P_2 evaluate within $[0, w]$ in a big interval I of length at least $\frac{1}{Q(n)}$



Approach:

- Pick ℓ points in I on P_1

V : Vector of monomials:

- all monomials except yX^{Δ_G} .
- X^i for $i = 1, \dots, k$ so we get ℓ mono. in total
- Build an $\ell \times \ell$ matrix A :
 - Row i is the evaluation of V on the i -th point

Claim: $|\det(A)| \geq \text{Resultant}(F, G)|I|^{\ell^2} - O(w)$

Tweak coeff of P_2 by smaller than δ to pass through the ℓ points \Rightarrow contradiction



Thank you!

