

Computational Geometry**Homework 3****HS08**URL: <http://www.ti.inf.ethz.ch/ew/courses/CG08/>

Exercise 1

Objective of this exercise will be developing a data structure for so-called range counting for halfspaces.

- a) Given a set P of n points in the plane in general position, show that it is possible to partition this set by two lines such that each region contains at most $\lceil \frac{n}{4} \rceil$ points.
- b) Find a data structure of size $O(n)$, which can be constructed in time $O(n \log n)$ and allows you, for any halfspace h , to output the number of points $|P \cap h|$ of P contained in this halfspace h in time $O(n^\alpha)$ for some $0 < \alpha < 1$. For this you will need claim a).

Exercise 2

The goal of this exercise will be applying the configuration spaces for yet another problem — of sorting n real numbers.

You are given a set X of n distinct real numbers and your goal is sorting them into ascending order.

- a) Define a configuration space over X such that it is possible to construct the sorted sequence from the active configurations with respect to X (you might need to have a data structure connecting the active configurations just like the doubly connected edge lists for the convex hulls in \mathbb{R}^3).
- b) Describe a randomized incremental algorithm, which constructs the set $T(X)$ of active configurations (together with the data structures you need) and analyze the expected runtime in the configuration space framework. The runtime should be $O(n \log n)$.

Exercise 3

Given a simple polygon P with n vertices, describe a data structure (with space and time needed to construct it polynomial in n) to report for any query point q inside P the "scenery visible from q ", that is, the cyclic sequence $S(q)$ of polygon edges visible from q . Query time should be $O(\log n + |S(q)|)$.

For the best grade, the time needed to construct the data structure should not be more than $O(n^4 \log^k n)$ for some small power k .

Due date: 20.11.2008, 13h00