

Computational Geometry Exercise

Jean-Pierre, Marcus, Wendy

Introductions





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Exercise Sheets

new sheet every two weeks



- new sheet every two weeks
 - problems concerning recent lectures



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- submission in teams



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 - nice PDF to algogeom_abgaben@lists.kit.edu



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only discuss last exercise sheet?

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Problem: boring

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Exercise Session

- only discuss last exercise sheet?
- better: only discuss hard problems, alternative solutions

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- better: only discuss hard problems, alternative solutions
- additionally:
 - work on *current sheet* + get assistance

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 - other things (more problems, different perspectives)

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goal: practice communication

Plan for today

- vocabulary
- (more) general remarks
- work on sheet 1
- additional problem









4 Jean-Pierre, Marcus, Wendy – Computational Geometry (Exercise)











• q

• p





- point
- (straight) line



q

р

point

(straight) line

4 Jean-Pierre, Marcus, Wendy – Computational Geometry (Exercise

half-plane



q

р

- point
- (straight) line





4 Jean-Pierre, Marcus, Wendy – Computational Geometry (Exercise)



- point
- (straight) line
- ray





- point
- (straight) line





- point
- (straight) line
- ray
- line segment





- point
- (straight) line
- ray
- line segment





- point
- (straight) line
- ray
- line segment
- bisector
 - perpendicular



- point
- (straight) line
- ray
- line segment
- bisector
 - perpendicular





- point
- (straight) line
- ray
- line segment
- bisector
 - perpendicular
 - angular





- point
- (straight) line
- ray
- line segment
- bisector
 - perpendicular
 - angular



- point
- (straight) line
- ray
- line segment
- bisector
 - perpendicular
 - angular
- polygon





- point
- (straight) line
- ray
- line segment
- bisector
 - perpendicular
 - angular
- polygon




- point
- (straight) line
- ray
- line segment
- bisector
 - perpendicular
 - angular
- polygon





- point
- (straight) line
- ray
- line segment
- bisector
 - perpendicular
 - angular
- polygon
- polygonal chain / poly-line





- point
- (straight) line
- ray
- line segment
- bisector
 - perpendicular
 - angular
- polygon
- polygonal chain / poly-line
- triangle





- point
- (straight) line
- ray
- line segment
- bisector
 - perpendicular
 - angular
- polygon
- polygonal chain / poly-line
- triangle
 - isosceles





- point
- (straight) line
- ray
- line segment
- bisector
 - perpendicular
 - angular
- polygon
- polygonal chain / poly-line
- triangle
 - isosceles
 - equilateral



- point
- quadrilateral
- (straight) line
- ray
- line segment
- bisector
 - perpendicular
 - angular
- polygon
- polygonal chain / poly-line
- triangle
 - isosceles
 - equilateral





point

quadrilateral

- square

- (straight) line
- ray
- line segment
- bisector
 - perpendicular
 - angular
- polygon
- polygonal chain / poly-line
- triangle
 - isosceles
 - equilateral





- point
- (straight) line
- ray

- quadrilateral
 - square
 - rectangle

- line segment
- bisector
 - perpendicular
 - angular
- polygon
- polygonal chain / poly-line
- triangle
 - isosceles
 - equilateral





- point
- (straight) line
- ray
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- bisector
 - perpendicular
 - angular
- polygon
- polygonal chain / poly-line
- triangle
 - isosceles
 - equilateral

- quadrilateral
 - square
 - rectangle
- circle, disk





- point
- (straight) line
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- triangle
 - isosceles
 - equilateral

- quadrilateral
 - square
 - rectangle
- circle, disk





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 - equilateral

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 - rectangle
- circle, disk





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 - perpendicular
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- polygonal chain / poly-line
- triangle
 - isosceles
 - equilateral

- quadrilateral
 - square
 - rectangle
- circle, disk
- sphere, ball



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- quadrilateral
 - square
 - rectangle
- circle, disk
- sphere, ball
- (circular) arc





Describing algorithms



Describing algorithms

show correctness [and argue running time]



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- show correctness [and argue running time]
- prefer natural language over pseudocode



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- think about edge-cases



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Level of abstraction

important: convey (all of) the main idea



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- important: convey (all of) the main idea
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- important: convey (all of) the main idea
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- abstract away details when it's clear (how) they work



Describing algorithms

- show correctness [and argue running time]
- prefer natural language over pseudocode
- think about edge-cases

Level of abstraction

- important: convey (all of) the main idea
- prefer explanations over mathematical formulas
- abstract away details when it's clear (how) they work
- drawings are (often) helpful















Q: minimize barrier tape

Aerial Photography





















Convex Hull via Divide and Conquer



Map Overlay



Convex Hull via Divide and Conquer



Map Overlay







Assignment Sheet 1 – Hints



Given: set of points





Given: set of points





Given: set of points





Given: set of points





Given: set of points



Can we rule out these two points?



Given: set of points

Task: find two points with maximum distance



Can we rule out these two points?


Given: set of points

Task: find two points with maximum distance





Given: set of points

Task: find two points with maximum distance





Given: set of points

Task: find two points with maximum distance





Given: set of points

Task: find two points with maximum distance





Given: set of points



- Can we rule out these two points?
- Show: most separated points are *antipodal*

Given: set of points



- Can we rule out these two points?
- Show: most separated points are *antipodal*
- algorithm: try all such points



Given: set of points



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Can we rule out these two points?

"rotating calipers"

- Show: most separated points are *antipodal*
- algorithm: try all such points

