Computational Geometry Summer Term 2025 scale.iti.kit.edu

Exercise Sheet 2

Submission due by 2025-05-29

Problem 1: Dangerous Walls

A new streetlamp has been installed at point p on campus. Since then, staff have increasingly complained that their offices are too bright. As a result, *n* infinitely high (and infinitely thin) straight walls have been erected to shield certain offices from the light. However, unlit walls pose a safety hazard for pedestrians and aircraft, so walls that are completely in the shadow of others must be dismantled. Describe an efficient algorithm that determines which walls are dangerous.

Problem 2: Triangulation

Part (a) Let *P* be a simple polygon with *n* vertices. There may be multiple ways to triangulate *P*. Into how many triangles is *P* partitioned by any of these triangulations? (*Prove your answer!*)

Part (b) Now consider a polygon P that may contain holes. Prove that P can always be triangulated.

Part (c) Let *P* be a polygon that may contain holes. The boundary of the polygon is defined by *n* vertices. There may be multiple ways to triangulate P. Into how many triangles is P partitioned by any of these triangulations? (Prove your answer!)

Hint: In a planar graph with n vertices and m edges, it holds that $m \leq 3n - 6$. Equality holds if and only if the boundary of every face (including the outer one) is a triangle.

Problem 3: y-Monotone Triangulation

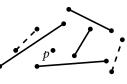
Design an algorithm that, given a *y*-monotone polygon *P* with *n* vertices as input, outputs the diagonals that triangulate *P* in $\mathcal{O}(n)$ time. Show that your algorithm is correct and respects the claimed time complexity.

1

please turn over

<u>p</u>·

2 + 2 + 2 = 6 points





5 points

5 points

Problem 4: Completing 2D Linear Programming 4 points

Give an algorithm that, given a 2-dimensional linear program (LP) with *n* constraints, determines whether it is unbounded in $\mathcal{O}(n)$ time. How can your algorithm be used to complete the 2D LP algorithm presented in the lecture?