

# TEST 2 — Take Home

COMPUTATIONAL GEOMETRY  
Spring Term 2000 — Number: CS 5963

**Due Thursday, May 3 at 5:00pm**

Name: \_\_\_\_\_  
Student ID Number: \_\_\_\_\_

## Ground rules:

- Open book (use only the text book), open notes.
- You should work *by yourself*. You may *not* use any medium which provides interaction with other people (e.g. posting to news groups, chat rooms, conversations with other students, staff, or faculty, are forbidden).
- You should spend no more than 8 hours (total) working the exam (this is more than enough time).
- Your answers (including equations, derivations, etc.) should be written on the pages given (including back sides as well).

## Hints:

- The term “describe” does not mean complete sentences and paragraphs or essays. Pseudo code with short, accurate explanations or comments will suffice.
- All of the questions can be answered using the information from the course textbook and the lectures (combined with some thinking).

1. **[25 pts.]** Prove that the worst case for the incremental, randomized CONVEXHULL algorithm is  $O(n^2)$ . Describe the set of points and the input ordering (permutation) that produces this run time.



2. **[25 pts.]** This question relates to the robot-motion-planning problem from Chapter 13 in the text book. The road-map approach guarantees a correct solution (if one exists) but does not say anything about the quality of the solution, e.g. length of path.
- (a) Describe a modification to the breadth first search (as we discussed in class). Explain those conditions under which it would make a big improvement and those under which it would not.
  - (b) As it stands, the entry point to the road map is always the center of the beginning trapezoid. Explain why this might not be the best approach, and give a method that fixes this problem. Hint: There is a correct way that does not involve complicated heuristics.
  - (c) Describe the mechanism by which this algorithm can be modified to produce an optimal path.



3. **[25 pts.]** In the algorithm `DELAUNAYTRIANGULATION` there is a recursive procedure `LEGALIZEEDGE`. Give an iterative version of this procedure and discuss the advantages/disadvantages of your procedure relative to the recursive one.



4. **[25 pts.]** Consider a convex polytope with  $n$  vertices in  $\mathfrak{R}^3$  whose interior is denoted as  $P$ . Give a data structure that allows one to test (with a  $O(\log n)$  query time) whether or not  $P$  contains a point  $p \in \mathfrak{R}^3$ . How do you build such a data structure and how long does it take? Note: If you cannot find the  $O(\log n)$  version, give any data structure that would allow such a query.

