Lehrstuhl für Informatik I
Effiziente Algorithmen und
wissensbasierte Systeme
Universität Würzburg

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Homework Assignment #1
Computational Geometry (Winter Term 2014/15)

Exercise 1

Recall that a subset A of the plane is called *convex*, if, for all points $u, v \in A$, the line segment $\overline{uv}$ is also contained in A. Let S be a finite set of points. Then we define the set

$$\mathcal{H}(S) := \{ h \mid h \text{is a closed half-plane and } S \subseteq h \}$$

of all closed half-planes that contain S. (A *closed* half-plane h contains its own boundary, the line ∂h). The *convex hull* $CH(S)$ of S can be defined as the intersection $\bigcap \mathcal{H}(S)$ of all these half-planes. Prove that the convex hull fulfills the following properties. (For the properties b) and c), we assume that S contains at least three non-collinear points. You may use the property that half-planes are convex.)

a) $CH(S)$ is convex. **[2 points]**

b) Let $\mathcal{H}_2(S) := \{ h \mid h \in \mathcal{H}(S) \text{ and } |\partial h \cap S| \geq 2 \}$ be the set of all closed half-planes that contain S and that have at least two points of S on their own boundary. The following applies:

$$CH(S) = \bigcap \mathcal{H}_2(S)\,.$$

[4 points]

c) $CH(S)$ is a (convex) polygon of which all corners are points of S. **[4 points]**

Exercise 2

In exercise 1 we have shown that the convex hull of a finite set of points in the plane is a polygon. We require the output of an algorithm that computes these points to be a list that traverses the corners of the corresponding polygon in clock-wise order.

a) Prove that every algorithm that computes the convex hull of n points needs a running time of $\Omega(n \log n)$. That means that the algorithm of the lecture is optimal in the sense of the asymptotic running time.

   Hint: Use the property that a *sorting* of n keys (in certain computer models) requires running time $\Omega(n \log n)$. **[3 points]**

b) Let P be a simple, not necessarily convex polygon in the common list representation. (In a *simple* polygon the edges are crossing-free.) Develope an algorithm that computes the convex hull of the corners of this polygon in $O(n)$ time. Explain why this is not a contradiction to the result of subexercise a) darstellt. **[5 points]**

c) Is there also a linear time algorithm if we drop the requirement of a *simple* polygon in subexercise b)? **[2 points]**

This assignment is due at the beginning of the next lecture, that is, on October 15 at 10:15. Solutions will be discussed in the tutorial on Friday, October 17, 14:15–15:45 in room SE I.