

**Computational Geometry****Homework 3****HS09**URL: <http://www.ti.inf.ethz.ch/ew/courses/CG09/>**Exercise 1 (10 points)**

A set  $P$  of  $n$  points in the plane is said to be in  $\varepsilon$ -general position for  $\varepsilon > 0$  if no three points of the form

$$p + (x_1, y_1), q + (x_2, y_2), r + (x_3, y_3)$$

are collinear, where  $p, q, r \in P$  and  $|x_i|, |y_i| < \varepsilon$  for  $i = 1, 2, 3$ . In words:  $P$  remains in general position under changing point coordinates by less than  $\varepsilon$  each.

Give an algorithm with runtime  $O(n^2)$  for checking whether a given point set  $P$  is in  $\varepsilon$ -general position.

**Exercise 2 (10 points)**

- a) You are given a set of  $n$  pairwise disjoint line segments. Find an algorithm to answer *vertical ray shooting* queries in  $O(\log n)$  time. That is, preprocess the data such that given a query point  $q$  you can report in  $O(\log n)$  time which segment is the first above  $q$  (or if there are none). Analyze the running time and the space consumption of the preprocessing.
- b) What happens if we allow intersections of the line segments? Explain in a few words how you have to adapt your solution and how the time and space complexity would change.

**Exercise 3 (30 points)**

Perform a small research as you did in Homework 1. Choose one of the following problems/topics to investigate.

- Additively weighted Voronoi diagrams
- Higher order Delaunay triangulations
- Halfplane range searching
- Ham-sandwich cuts
- Delaunay refinement meshing

Your report should contain

- an informal description of the problem(s) using your own words,
- a precise formal definition of the problem(s),

- a chronological list of the important results,
- the current state of the problem(s), in particular, open questions and possible future directions,
- a complete list of references.

**Due date:** 19.11.2009, 13h15