

Computational Geometry

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Sessions: Tu, Th 10–12 on Zoom (roughly every 4th session will be a tutorial)

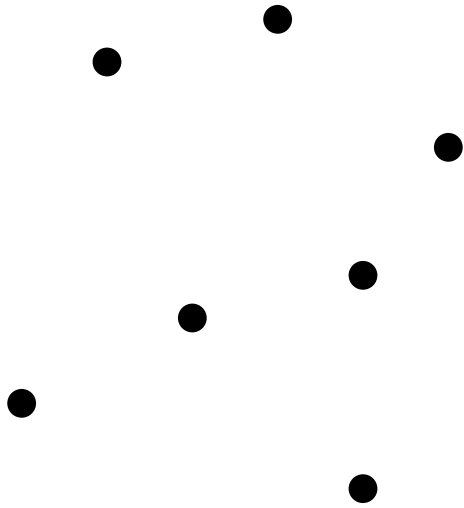
Homeworks: about every other week; half of the homework points necessary to qualify for the final exam

Exam: take-home exam; date to be determined

Coursepage: <https://www.mpi-inf.mpg.de/departments/algorithms-complexity/teaching/summer20/computational-geometry>

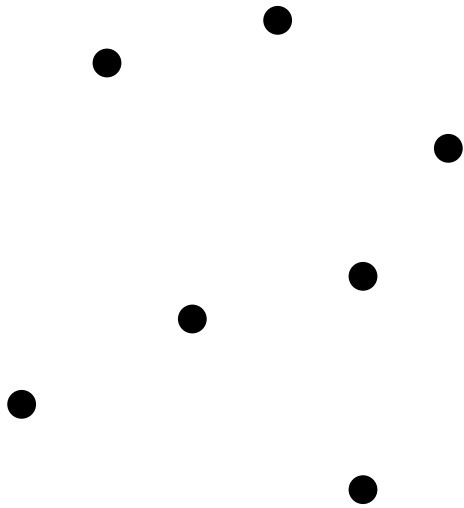
Problem 1: Let S be a set of n points in the plane:

Are all points distinct?



Problem 2: Let S be a set of n points in the plane:

Is S degenerate, i.e. are there 3 points of S on a common (straight) line?



Computational Model and Geometric Primitives

Real RAM: RAM that also has cells that can hold real numbers.

- arithmetic operations and comparisons of reals exactly and in constant time;
- possibly other operations such as squareroot, logarithm, etc. exactly and in constant time as well;

This model is convenient for concentrating on the geometric issues in the problems at hand. It can be unrealistic, i.e. difficult to realize. A lot of “abuse” is possible.

Computational Model and Geometric Primitives

Possible solution: Encapsulate all arithmetic on input reals into *geometric primitives*:

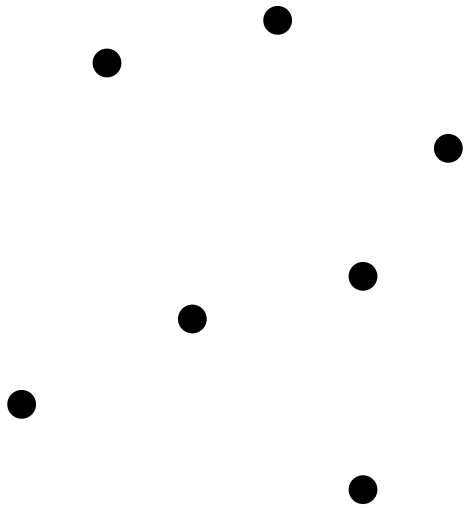
For example: how does point p lie with respect to the oriented line through the points q and r ?

$$\text{sidedness}(p; q, r) = \begin{cases} 1 & \text{if } p \text{ left of } \overrightarrow{qr} \\ 0 & \text{if } p \text{ on } \overrightarrow{qr} \\ -1 & \text{if } p \text{ right of } \overrightarrow{qr} \end{cases}$$

This can be arithmetically realized as the sign of the determinant

$$\begin{vmatrix} 1 & p_1 & p_2 \\ 1 & q_1 & q_2 \\ 1 & r_1 & r_2 \end{vmatrix}$$

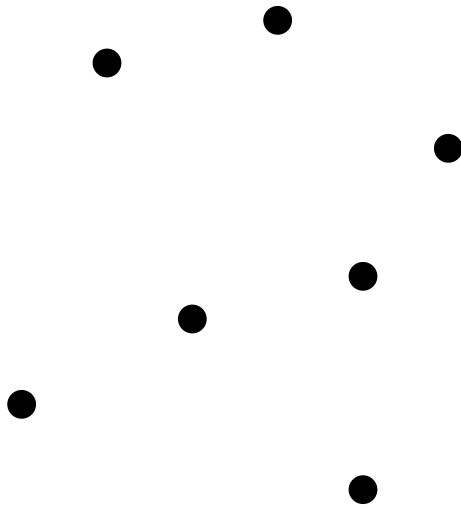
Problem 3: Let S be a set of n points in the plane:



Which 3 points of S span the smallest area triangle?

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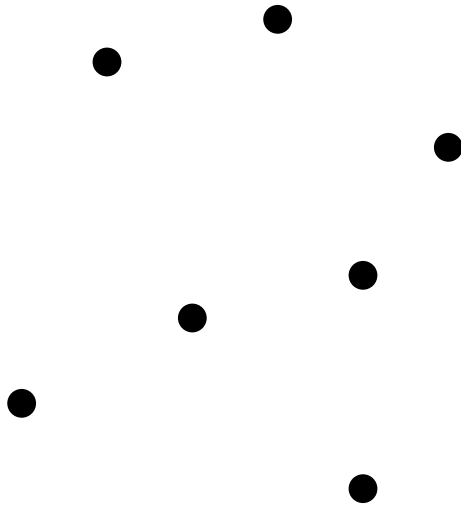
Which 3 points of S span the largest area triangle?

The area of the triangle spanned by p, q, r is given the absolute value of

$$\frac{1}{2} \begin{vmatrix} 1 & p_1 & p_2 \\ 1 & q_1 & q_2 \\ 1 & r_1 & r_2 \end{vmatrix}$$

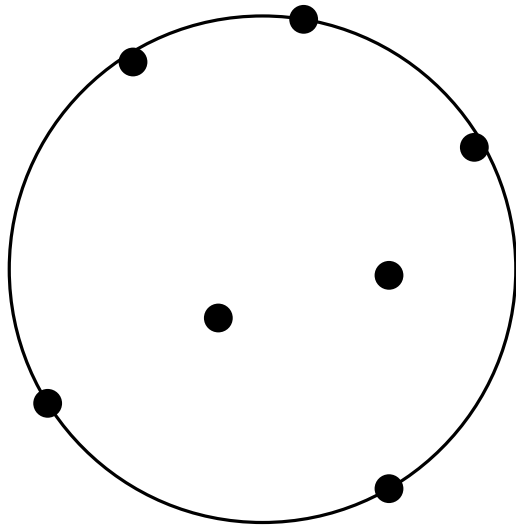
Problem 4: Let S be a set of n points in the plane:

What is the smallest circle that contains S ?



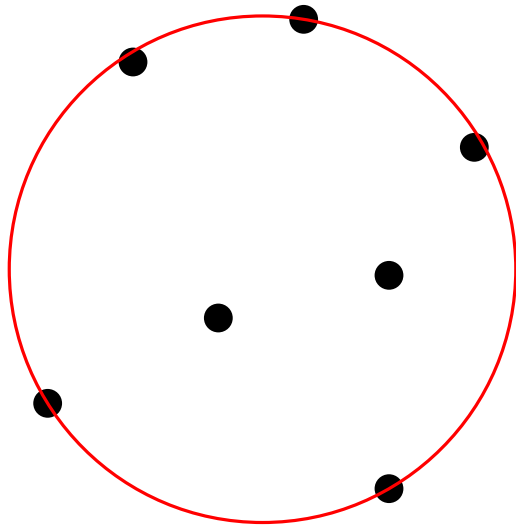
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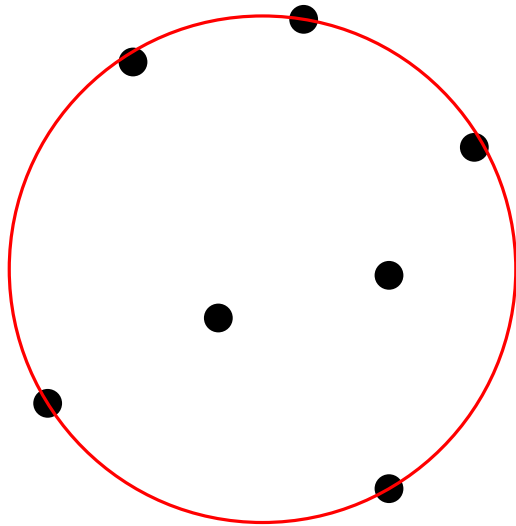
Geometric primitive:

The location of point p with respect to the circle through r, s, t is determined by the sign of the determinant

$$\begin{vmatrix} 1 & p_1 & p_2 & p_1^2 + p_2^2 \\ 1 & r_1 & r_2 & r_1^2 + r_2^2 \\ 1 & s_1 & s_2 & s_1^2 + s_2^2 \\ 1 & t_1 & t_2 & t_1^2 + t_2^2 \end{vmatrix}$$

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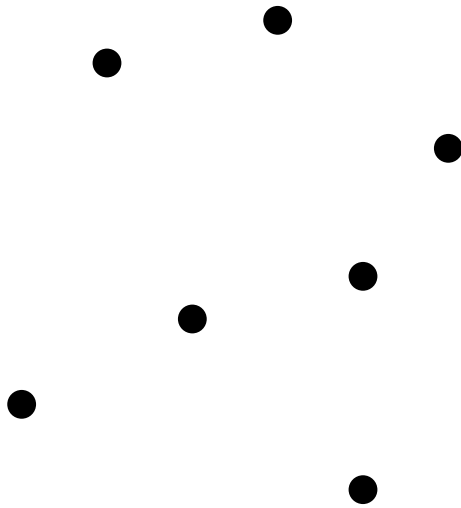
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in relation to the sign of the determinant

$$\begin{vmatrix} 1 & r_1 & r_2 \\ 1 & s_1 & s_2 \\ 1 & t_1 & t_2 \end{vmatrix}$$

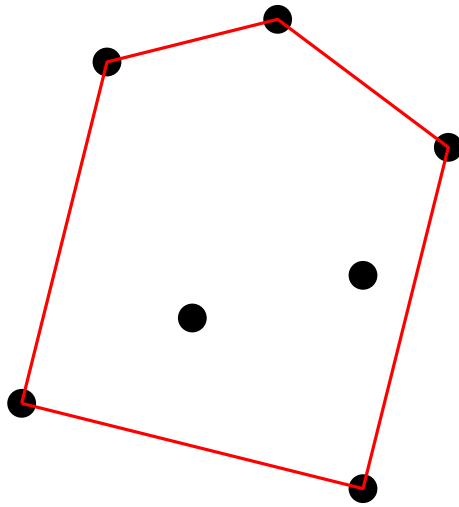
Problem 5: Let S be a set of n points in the plane:

What is the smallest convex polygon that contains S ?



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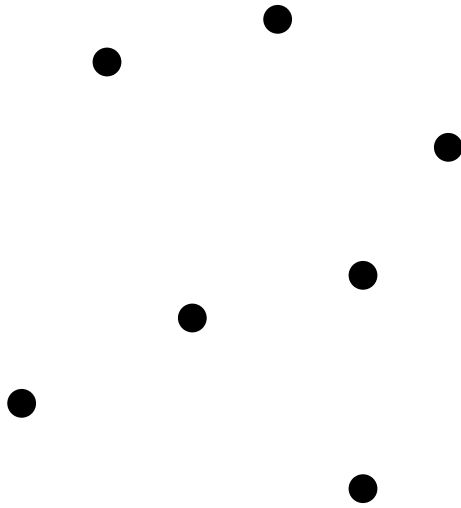
What is the smallest convex polygon that contains S ?



convex hull of S

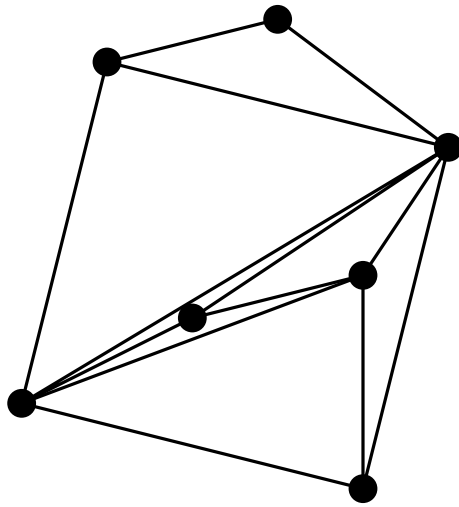
Problem 6: Let S be a set of n points in the plane:

Compute a triangulation of S ?



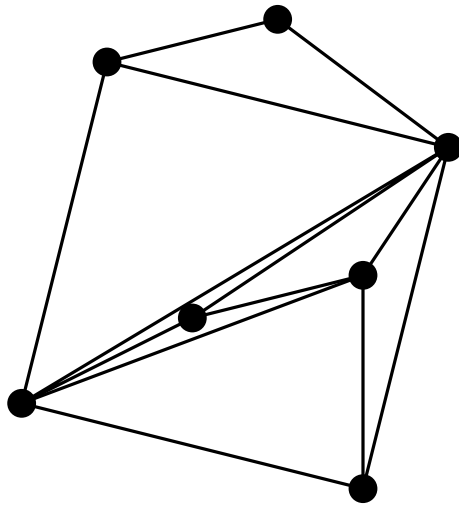
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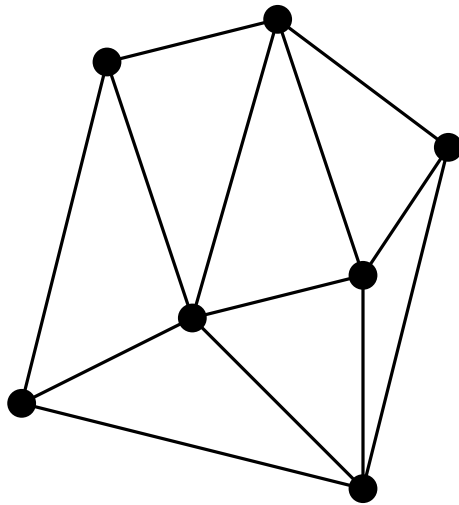
Problem 7: Let S be a set of n points in the plane:

Compute a “**good**” triangulation of S ?



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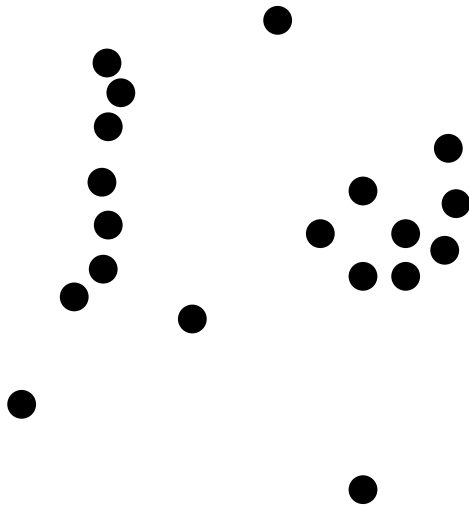
Compute a “**good**” triangulation of S ?



“Delaunay triangulation”

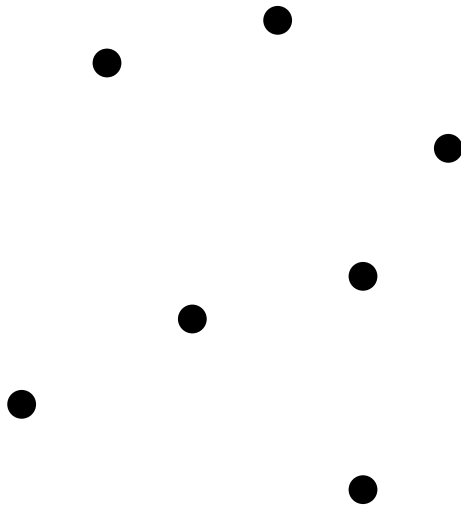
Problem 7: Let S be a set of n points in the plane:

Determine the “clusters of S ” ?



Problem 8: Let S be a set of n points in the plane:

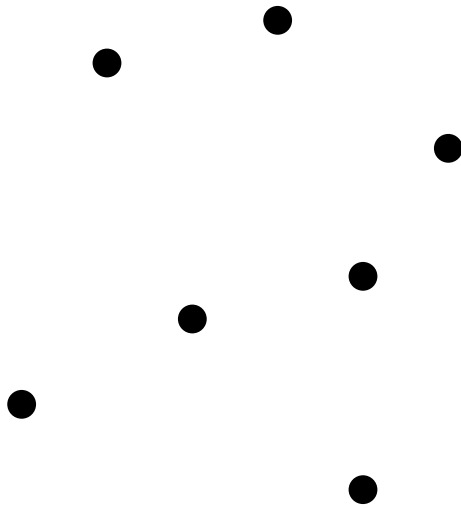
For a given integer k , compute or count the k -sets of S .



Definition: A k -set of S is a subset B of S with k elements for which there is a line that separates B from $S \setminus B$.

Problem 8: Let S be a set of n points in the plane:

For a given integer k , compute or count the k -sets of S .



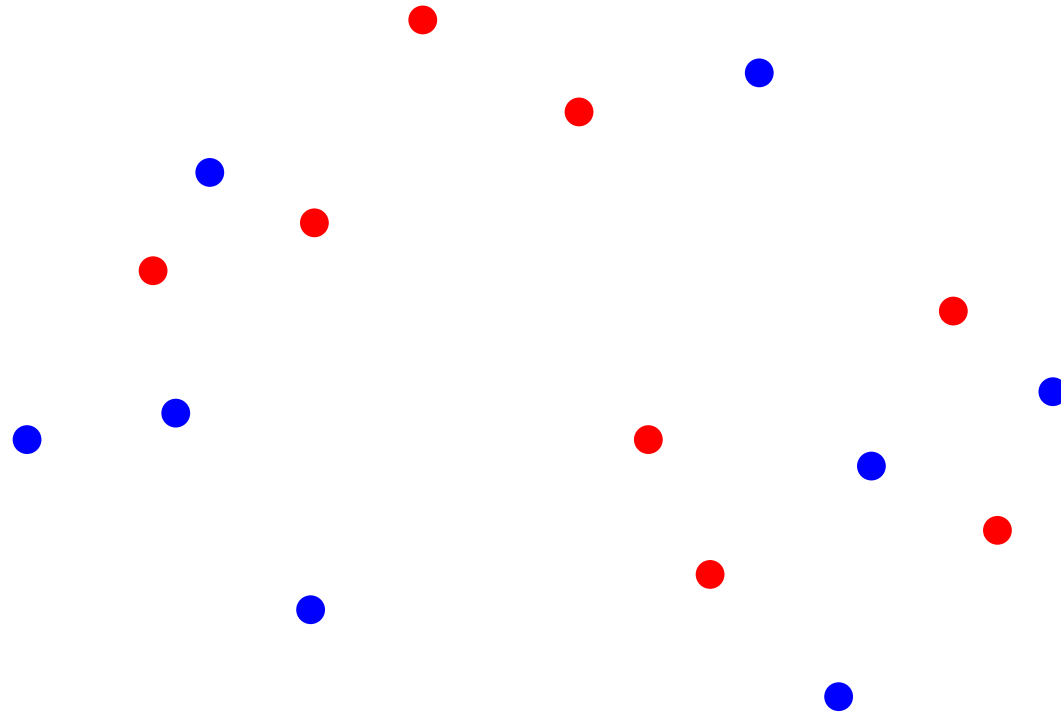
Definition: A k -set of S is a subset B of S with k elements for which there is a line that separates B from $S \setminus B$.

The geometric-combinatorial problem of giving good bounds for $f_k(S)$, the number of k -sets of S is still open:

$$n \cdot e^{\Omega(\sqrt{\log k})} \leq f_k(S) \leq O(n \sqrt[3]{k})$$

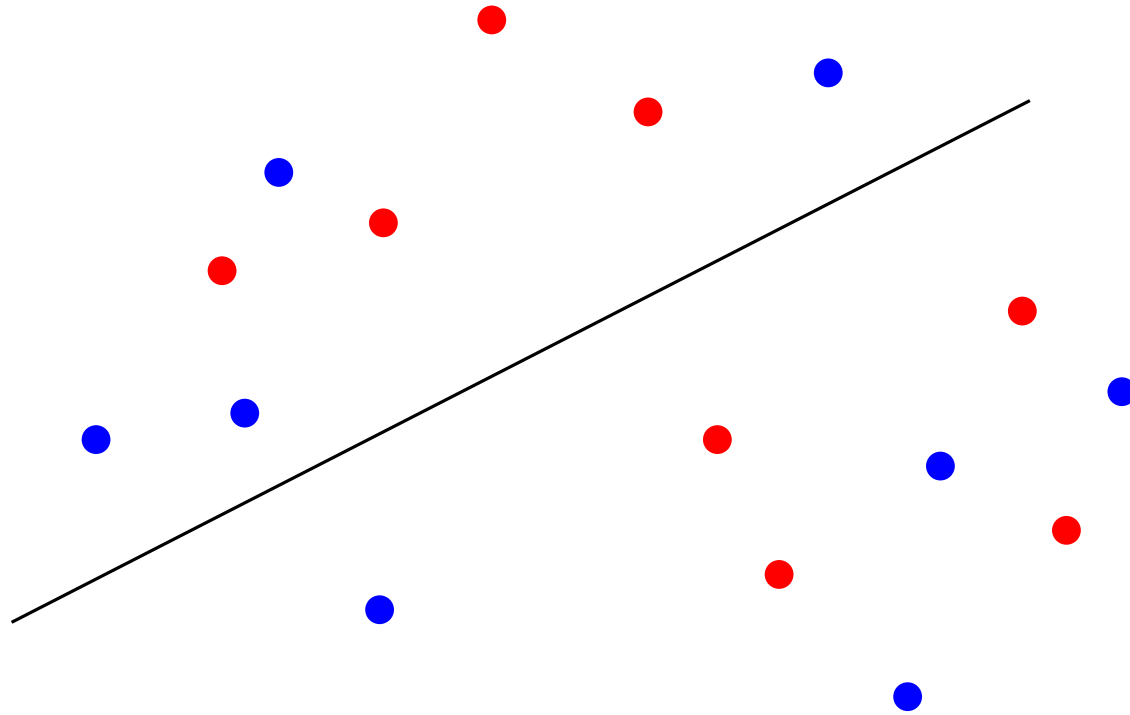
Problem 9: Ham-Sandwich cuts for planar point sets:

Let R be a set of n red points and B be a set of n blue points, compute a line that simultaneously halves R and B .



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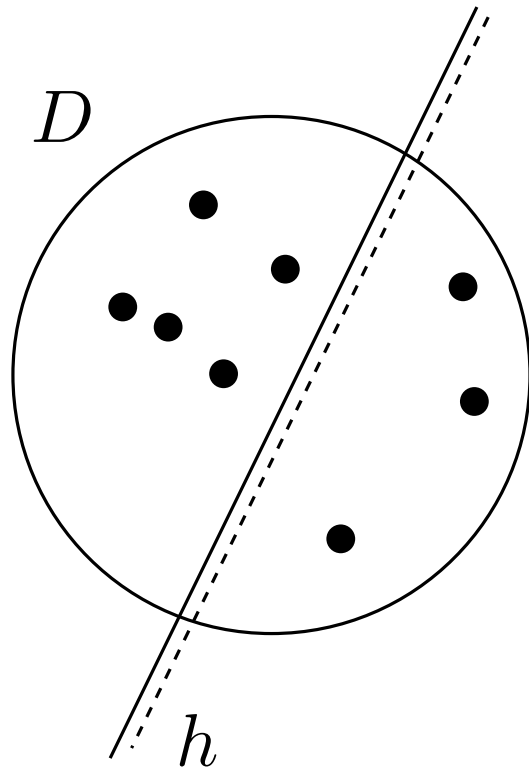


Problem 10: Discrepancy

How well does a set S of n points in a unit disc D reflect the area of halfplanes intersecting D ?

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h halfplane

$$a_D(h) = \frac{\text{area}(h \cap D)}{\text{area}(D)}$$

$$a_S(h) = \frac{|h \cap S|}{|S|}$$

$$\text{discrepancy}(S) = \inf_h |a_D(h) - a_S(h)|$$

Problem 2: Let S be a set of n points in the plane:

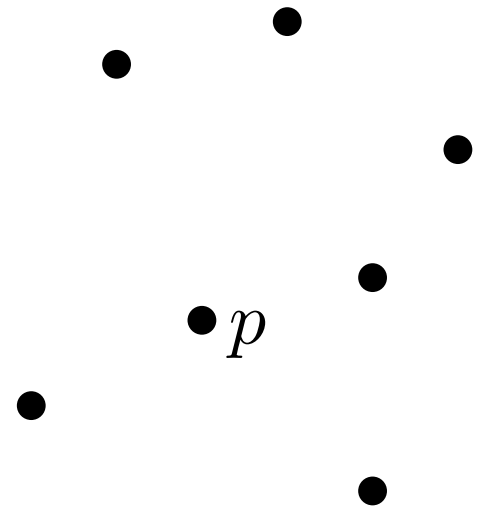
Is S degenerate, i.e. are there 3 points of S on a common (straight) line?

Solution 1: brute force, check every triple of points in S

$\Theta(n^3)$ time

Solution 2: For every $p \in S$ check whether among the $n - 1$ lines spanned with the other points in S there are two with the same slope.

$O(n^2 \log n)$ time



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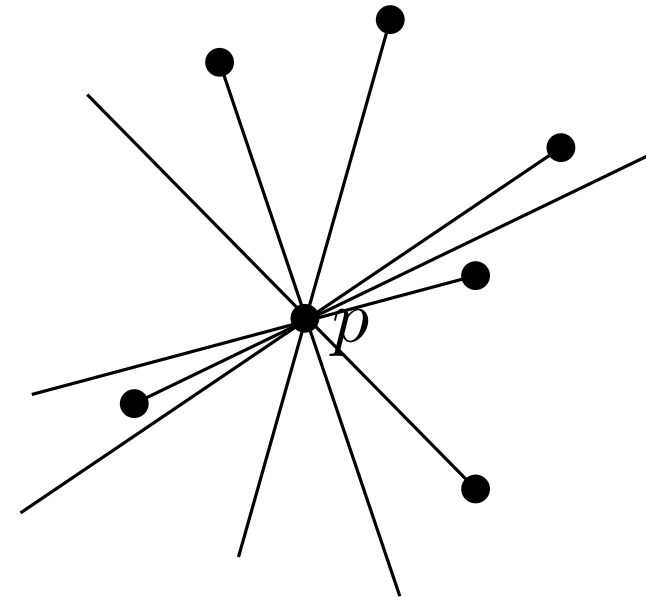
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Problem 2: Let S be a set of n points in the plane:

Is S degenerate, i.e. are there 3 points of S on a common (straight) line?

$O(n^2)$ solution ?

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Geometric point–line duality (polarity)

x - y -plane

ξ - η -plane

$$y + \eta = x \cdot \xi$$

point p given by (a, b) $\xrightarrow{\mathcal{D}}$ line λ given by $\eta = a \cdot \xi - b$

line ℓ given by $y = \alpha \cdot x - \beta$ $\xrightarrow{\mathcal{D}}$ point π given by (α, β)

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point p lies $\begin{matrix} \text{above} \\ \text{on} \\ \text{below} \end{matrix}$ line ℓ iff point $\pi = \mathcal{D}(\ell)$ lies $\begin{matrix} \text{above} \\ \text{on} \\ \text{below} \end{matrix}$ line $\lambda = \mathcal{D}(p)$

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Signed vertical distance between p and ℓ is the same as the signed vertical distance between $\mathcal{D}(\ell)$ and $\mathcal{D}(p)$.

Geometric point–line duality (polarity), other version

x - y -plane

ξ - η -plane

$$x \cdot \xi + y \cdot \eta = 1$$

point p given by (a, b) $\xrightarrow{\mathcal{D}}$ line λ given by $a \cdot \xi + b \cdot \eta = 1$

line ℓ given by $\alpha \cdot x + \beta \cdot y = 1$ $\xrightarrow{\mathcal{D}}$ point π given by (α, β)

point p lies $\begin{matrix} \text{above} \\ \text{on} \\ \text{below} \end{matrix}$ line ℓ iff point $\pi = \mathcal{D}(\ell)$ lies $\begin{matrix} \text{above} \\ \text{on} \\ \text{below} \end{matrix}$ line $\lambda = \mathcal{D}(p)$

“above” means “on different side as the origin”

“below” means “on the same side as the origin”

Point-line duality — geometric interpretation

Embed x - y plane in 3-space as the $z = 1$ plane.

Embed ξ - η plane in 3-space as the $z = -1$ plane.

p in x - y -1 plane: $\mathcal{D}(p)$ is given by the line formed by the intersection of the ξ - η -(-1) plane with the plane through the origin o that is normal to \vec{op}

ℓ in x - y -1 plane: $\mathcal{D}(\ell)$ is given by the point formed by the intersection of the ξ - η -(-1) plane with the line through the origin o that is normal to the plane spanned by the o and ℓ .

Point-line duality — Degeneracy problems

Do 3 points in a set S of n point lie on a common line?

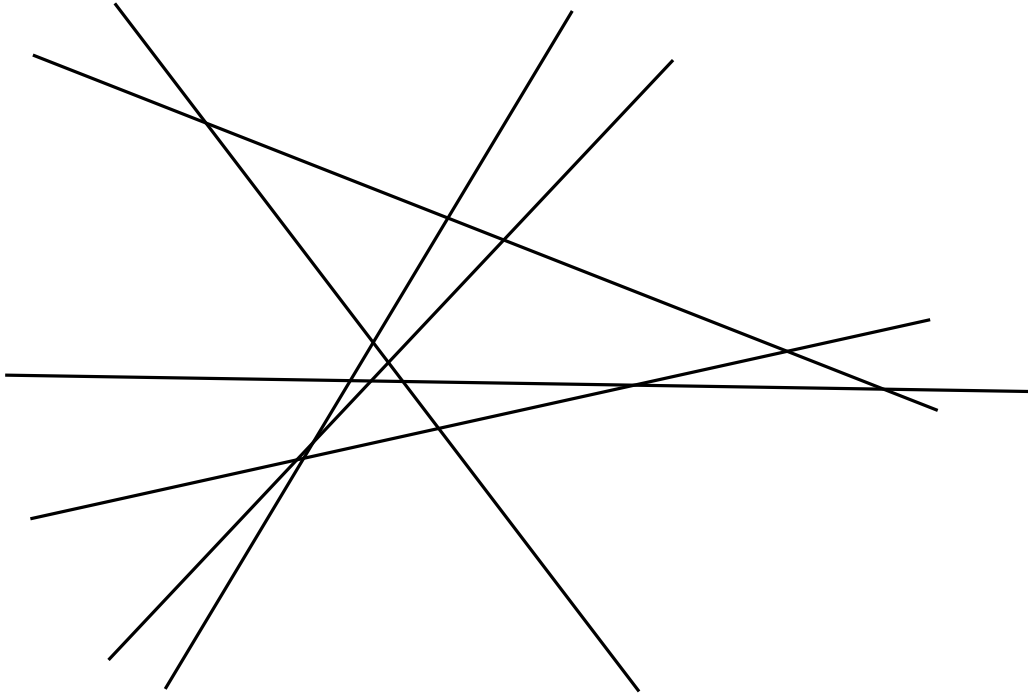
Under duality this become:

Do 3 lines in a set L of n lines contain a common point?

(i.e. do 3 lines intersect in a common point)

Arrangements of lines

For a set L of n lines $\mathcal{A}(L)$, the *arrangement of L* , is the partition of the plane induced by L (viewed as a planar graph).



$\binom{n}{2}$ vertices

n^2 edges

$\binom{n}{2} + \binom{n}{1} + \binom{n}{0}$ cells

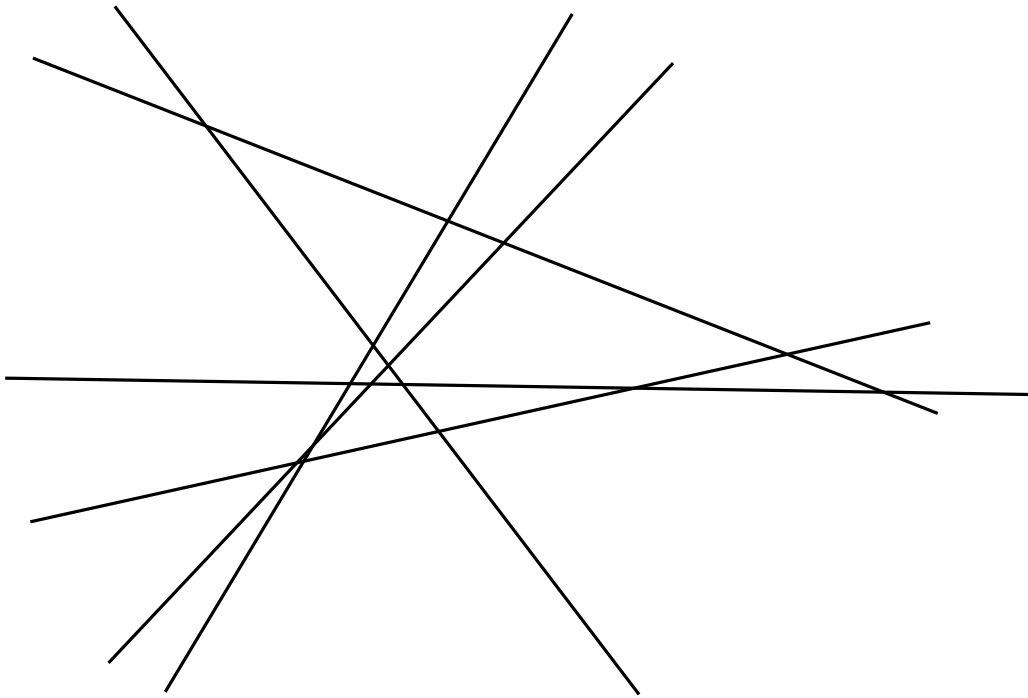
This maximum is achieved when there is no degeneracy.

Incremental Construction of a line arrangement

Given a set L of n lines, we need to construct $\mathcal{A}(L)$ (as a plane graph).

Incremental Construction of a line arrangement

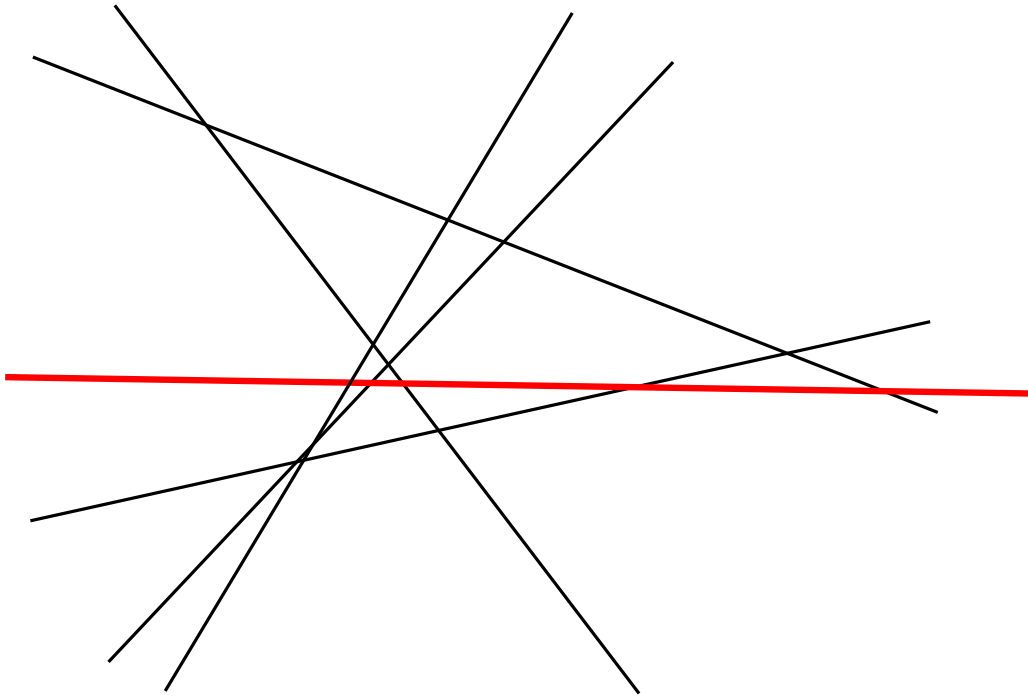
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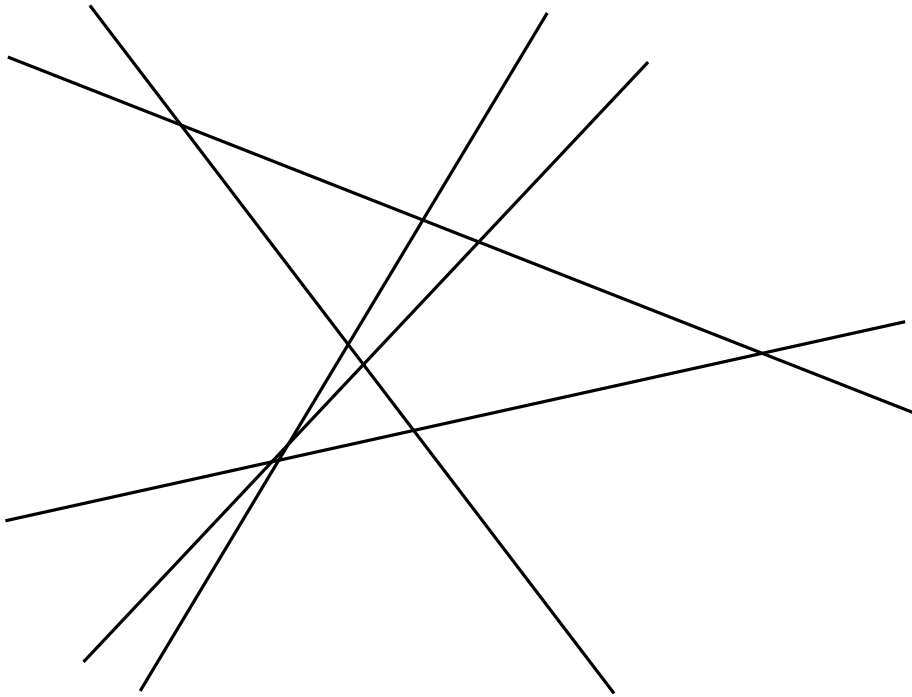


Incremental Construction

1. pick some $\ell \in L$

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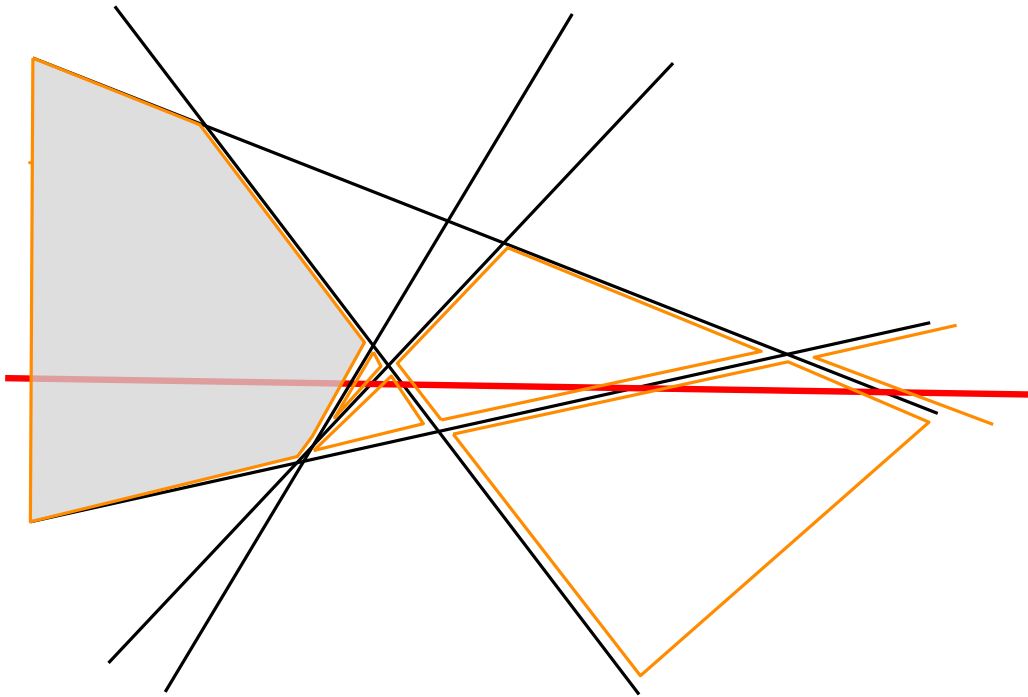


Incremental Construction

1. pick some $\ell \in L$
2. construct $\mathcal{A}(L')$, where $L' = L \setminus \{\ell\}$

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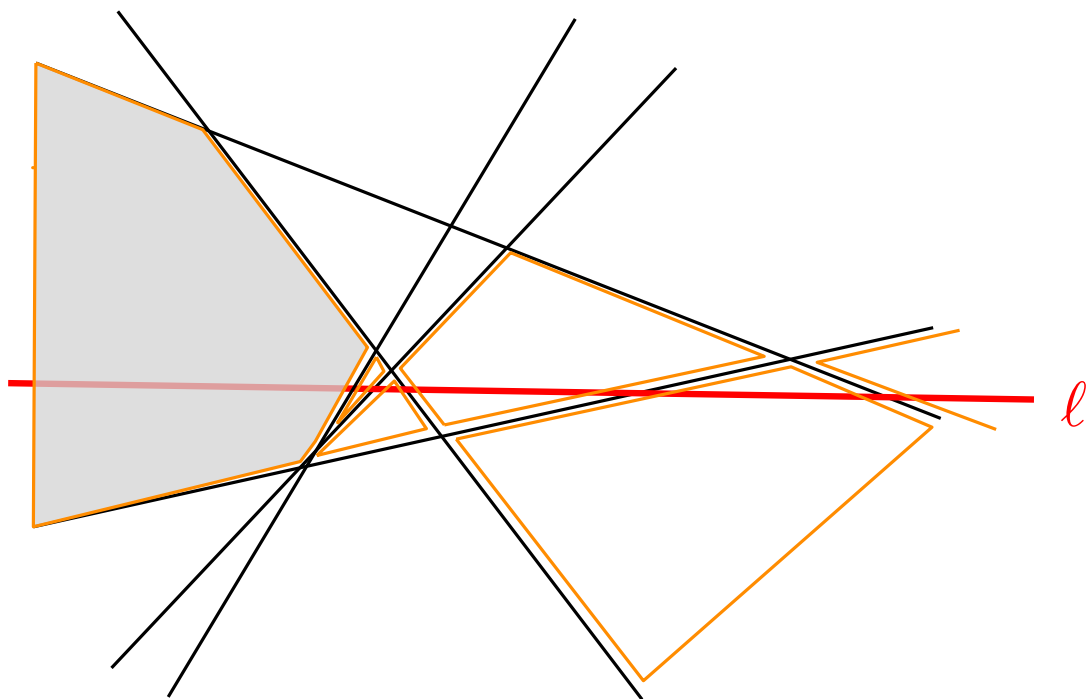
Incremental Construction

1. pick some $\ell \in L$
2. construct $\mathcal{A}(L')$, where $L' = L \setminus \{\ell\}$
3. construct $\mathcal{A}(L)$ from $\mathcal{A}(L')$ by “threading in” line ℓ

“Threading a line” into an arrangement

Cost of threading ℓ into $\mathcal{A}(L')$:

1. $O(n)$ for locating cell of $\mathcal{A}(L')$, where ℓ starts “from the left”
2. $O(\text{sum of the sizes of the cells intersected by } \ell)$



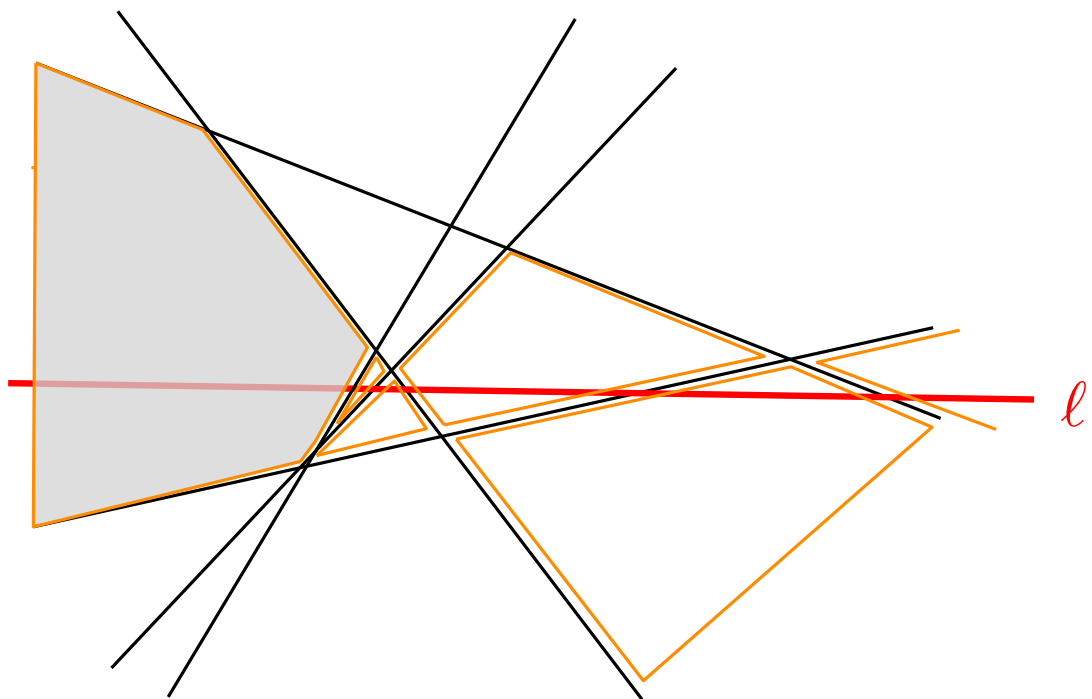
$\text{zone}(\ell, L') = \text{cells of } \mathcal{A}(L') \text{ that intersect } \ell$

$z(\ell, L') = \sum_{c \in \text{zone}(\ell, L')} \# \text{ edges of } c$

“Threading a line” into an arrangement

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2. $O(\text{sum of the sizes of the cells intersected by } \ell)$
 $= O(z(\ell, L')) \leq 6n$



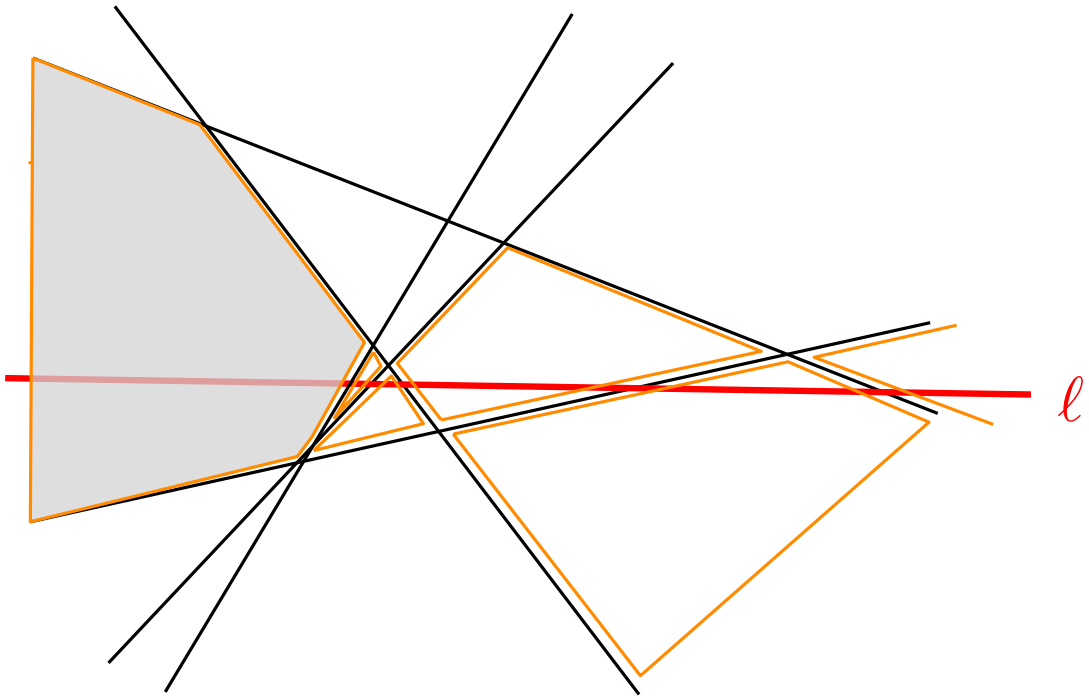
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Zone Theorem

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$z(\ell, L') = \sum_{c \in \text{zone}(\ell, L')} \# \text{ edges of } c$



Theorem: Let L be a set of n lines in the plane. For every $\ell \in L$ we have $z(\ell, L') \leq 6n$.

Line Arrangements

Theorem Given a set L of n lines its arrangement can be constructed in $O(n^2)$ time (and space).

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Consequences:

- The point degeneracy problem (and the line degeneracy problem) can be solve in $O(n^2)$ time.
- For a set S of n points the smallest (largest) area triangle spanned by 3 points of S can be found in $O(n^2)$ time.
- For a set R of n red points and a set B of n blue points a ham-sandwich line can be found in $O(n^2)$ time.
- The discrepancy problem can be solved in $O(n^2)$ time.

