

# Homework 2

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### Problem 1

Assume you are given a planar subdivision with  $n$  faces in a DCEL. (You may assume that the planar subdivision does not contain any holes, i.e., there are no nested faces.) Give pseudo-code for an algorithm that given a vertex  $v$  of the DCEL, outputs all neighbors of  $v$ .

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#### Algorithm 1 Find Neighbors

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1: function NEIGHBORS( $v$ )
2:    $start \leftarrow v.incident\_edge$ 
3:    $e \leftarrow start$ 
4:   do
5:      $tw \leftarrow e.twin$ 
6:     add  $tw.origin$  to neighbors
7:      $e \leftarrow tw.next$ 
8:   while  $e \neq start$ 
9:   return neighbors
10: end function

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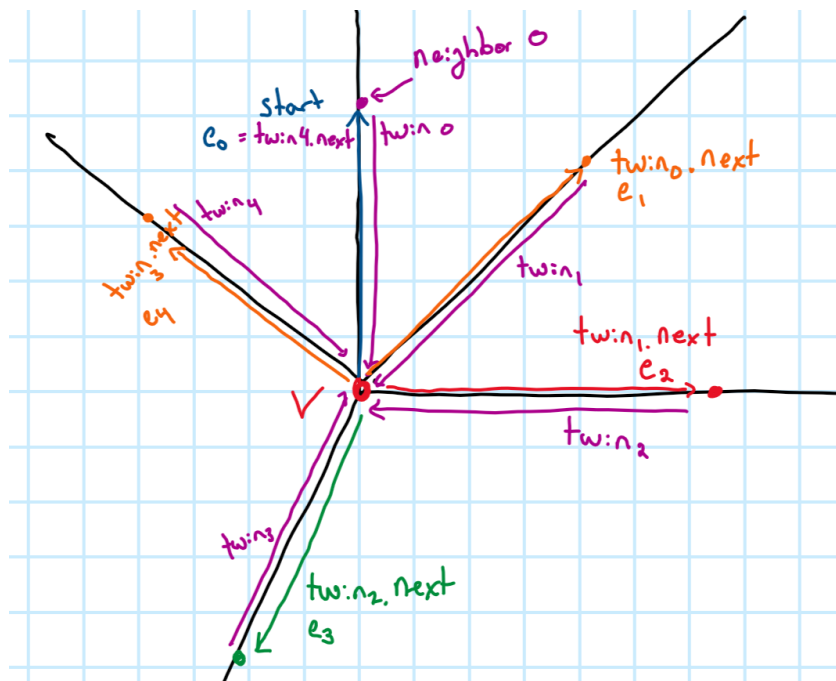


Figure 1: Problem 1: Visual demonstration of algorithm

**Correctness:** The algorithm starts with the incident edge to vertex  $v$ . Since we only store the origin of each edge, the origin of the twin is the same as the destination. This is a neighbor of  $v$  since it is 1 edge away. Then, we observe that if  $e$  is incident on the left face, then  $e.twin$  is incident on the right face.

We also know that the destination of  $e.twin$  is  $v$ . So  $e.twin.next$  must be another neighbor of

$v$ . This is the next neighbor clockwise around  $v$ . Suppose we skipped a neighbor then there must be a face in between. But then  $v$  would have to be incident on the middle face (one in between), so a contradiction and we find the next node clockwise.

So we always find the next neighbor clockwise around  $v$ , until we reach the start when we terminate.

**Running Time:** We cover each face that  $v$  is incident upon once. Therefore our time is  $O(n)$

**Problem 2**

Assume you are given a planar subdivision of  $O(n)$  size in a DCEL. (You may assume that the planar subdivision does not contain any holes, i.e., there are no nested faces.) Describe an algorithm that for a given point  $p$  in the plane finds the face in the subdivision that contains it. Your algorithm should run in  $O(n)$  time. You do not have to write pseudo-code, but please make clear what DCEL operations you are using. Also please make sure the analysis is detailed enough to justify the  $O(n)$  runtime clearly.

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### Problem 3

Assume you are given a collection of  $n$  circles  $\{C_1, \dots, C_n\}$  in  $\mathbb{R}^2$ , where circle  $C_i$  is presented as its center point  $q_i = (x_i, y_i)$  and radius  $r_i > 0$ . Present an  $O(n \log n)$  time algorithm that determines whether any two circles intersect. Note that one circle may be nested within another without intersecting (see Figure 1). Your algorithm should either output that there is no intersection, or that there is at least one intersection, and if so it will output the indices of  $i$  and  $j$  of two circles  $C_i$  and  $C_j$  that intersect. Irrespective of the number of intersecting pairs, it need only output one intersecting pair.

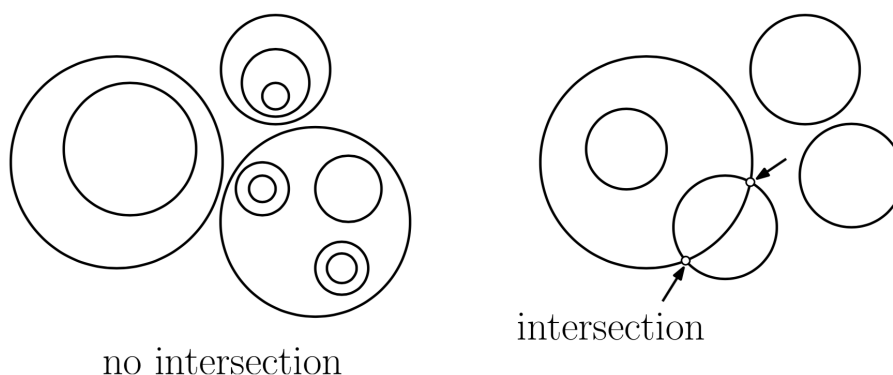


Figure 2: Problem 3: Intersection

Hint: Use plane-sweep. Explain clearly (1) what the sweep-line status stores and what data structure is used to store this information and (2) what future events are stored and what data structure is used. You may assume that you have access to whatever primitive operations that you need in constant time. For example, if you want to determine (a) whether two circles intersect, (b) the coordinates of an intersection, (c) the intersection of a line with a circle, (d) whether a point is contained within a circle's interior, etc., you may simply assume the existence of a function that runs in  $O(1)$  time. As always, you may make whatever general-position assumptions you like.

**Problem 4**

I have had a few people ask about drawings and making figures. One tool that I like to use is Ipe (written by Otfried Cheong). Ipe allows you to draw content on layers and show and hide the different layers. Layers are very helpful if, for example you want to draw a point set and then show how some data structures in an algorithm change as you sweep across the point set. Other vector graphics tools such as Illustrator and Inkscape are also quite good.

Setup Ipe <http://ipe.otfried.org/>, Illustrator, or Inkscape (or another vector graphics tool) to create 3 images of the state of the sweep line algorithm described in problem 3.

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