

Homework 6

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Problem 5:

Problem 6:

Problem 7:

Let \mathcal{P} be an n sided convex polygon with vertex set \mathcal{V} . Pick a vertex $v \in \mathcal{V}$ and label it 1. In a clockwise manner starting from the vertex labeled 1, continue labeling the vertices $2, 3, \dots, n$.

The minimum perimeter $n - 2$ triangulation of \mathcal{P} can be define recursively as follows.

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Function: N2Trig
Globals: Polygon  $\mathcal{P}$ 
Input: Polygon  $P$ 
Define:  $\mathcal{V} := \text{Numbered vertices of } P$ 
if  $|\mathcal{V}| = 3$  then
  | return Perimeter( $P$ )
else
  Define:  $P[ ]$  for  $i \leftarrow 1$  to  $|\mathcal{V}| - 1$  do
    | /* [a,b] means the line from vertex a to vertex b */
    | Define:  $e := [i, i + 1]$ 
    | foreach  $v$  not  $i, i + 1$  do
      | /* Polygon(a,b) constructs polygon with edge a,b
      | embedded on  $\mathcal{P}$  */
      | /* Polygon(x,y,z) constructs a polygon with
      | vertices x,y,z */
      | Define:  $P_a := \text{Polygon}(i, v)$ 
      | Define:  $P_b := \text{Polygon}(i + 1, v)$ 
      | Define:  $P_3 := \text{Polygon}(i, i + 1, v)$ 
      |  $P.append(N2Trig(P1) + N2Trig(P2) + N2Trig(P3) -$ 
      |  $dist(i, v) - dist(i + 1, v))$ 
    | end
  end
  return  $min(P)$ 
end

```