### MECH 6V29 - HW 4

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```
clear
clc
close all
```

#### **Problem 4**

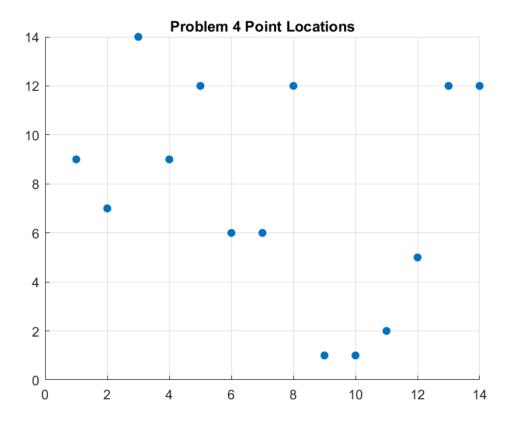
Draw a Gabriel graph induced by the following set of 14 points.

```
P = [
    1 2 3 4 5 6 7 8 9 10 11 12 13 14
    9 7 14 9 12 6 6 12 1 1 2 5 12 12
    ];

X = P(1,:)';
Y = P(2,:)';
```

#### **Plot Point Locations**

```
figure();
scatter(X, Y, 'filled')
title('Problem 4 Point Locations')
grid on
saveas(gcf, '.\fig\pblm4_points.png')
```



## V = num2cell([X Y],2)

V = 14×1 cell			
	1		
1	[1,9]		
2	[2,7]		
3	[3,14]		
4	[4,9]		
5	[5,12]		
6	[6,6]		
7	[7,6]		
8	[8,12]		
9	[9,1]		
10	[10,1]		
11	[11,2]		
12	[12,5]		
13	[13,12]		
14	[14,12]		

# **Determine Gabriel Graph**

```
idx_edge = 1;
tol_gabriel = 0.01;
for i = 1:size(V,1)
    for j = 1:size(V,1)
```

#### **Generate Midpoints**

```
M\{i,j\}(1) = (X(i) + X(j))/2;

M\{i,j\}(2) = (Y(i) + Y(j))/2;

M_{dist}\{i,j\} = norm(M\{i,j\} - V\{i\});
```

#### **Determine Edges**

```
if i ~= j
            for k = 1: size(V,1)
                 if k == i || k == j
                     in\_circle(i,j,k) = 0;
                 else
                     in\_circle(i,j,k) = norm(M\{i,j\} - V\{k\}) < M\_dist\{i,j\} + tol\_gabriel;
                 end
            end
            if any(in_circle(i,j,:) == 1,'all')
                 continue
            else
                 E\{idx\_edge\} = [i, j];
                 idx_edge = idx_edge + 1;
                 continue
            end
        end
    end
end
```

#### **Gabriel Graph Edges**

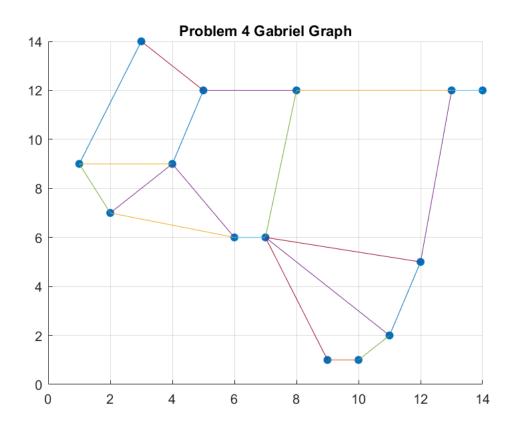
E = E'

$E = 40 \times 1 \text{ cell}$		
	1	
1	[1,2]	
2	[1,3]	
3	[1,4]	
4	[2,1]	
5	[2,4]	
6	[2,6]	
7	[3,1]	
8	[3,5]	

		1
9	[4,1]	
10	[4,2]	
11	[4,5]	
12	[4,6]	
13	[5,3]	
14	[5,4]	
	:	

### **Plot Graph**

```
fig_pblm4_resutls = plot_graph(V, E);
saveas(fig_pblm4_resutls, '.\fig\pblm4_results.png')
```



# **Export to PDF automatically**

export("MECH6V29\_HW04")