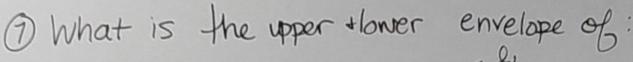
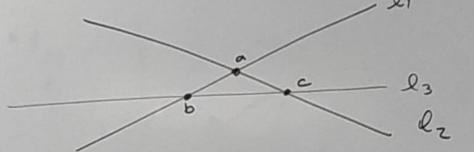
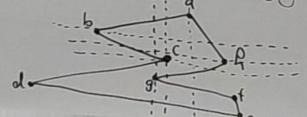
Quiz #4 8 What is the





- 2) Give an example (equations or graphs) of linear programs that
  - a) have a feasible, finite solution (state what it is)
  - b) are infensible
  - c) are unbounded
- 3 triangulate this polygon in 2 ways:



Trapezoid Maps, ce RIC.

1. Randomize S={s,s2,...,sn}

2. Start of base case: createa bounding box

-> I trapezoid, 4 vertices

3. Iteratively add next segment si a) find left end point

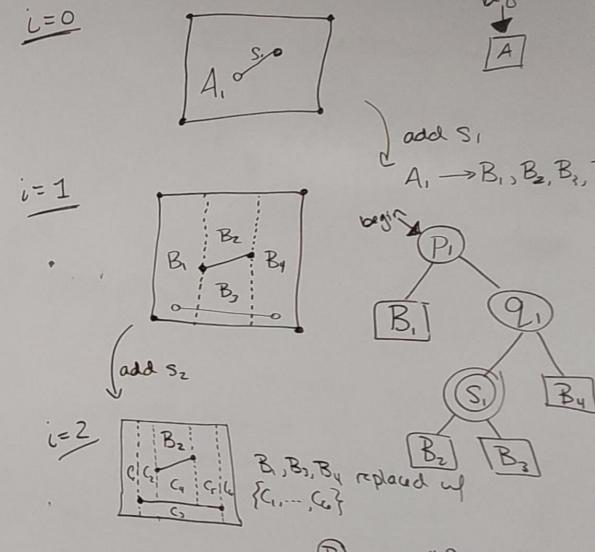
b) fix the trap map for that cell

\* c) fix the search DS for that cell

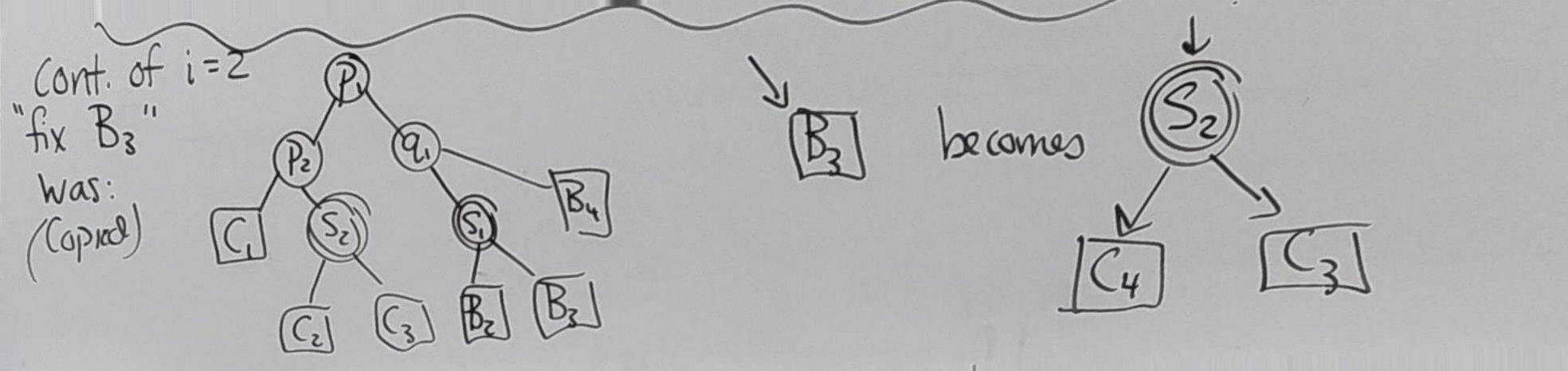
d) Walk along segment to next to ap trepeat (1)+(2) until endpoint reached

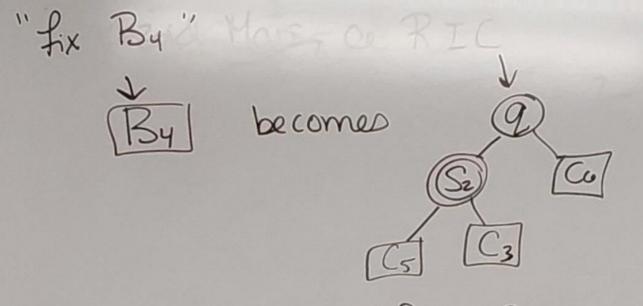
Notation: Si={si,si,si,si}, Si begins at Pi, ends at Si Ti := the trap map to Si

Di = the DS. for searching in Ti Ki = # of trops in Ti-, that intersect s; = \( \text{(thaps adjacent to si in Ti)}\)

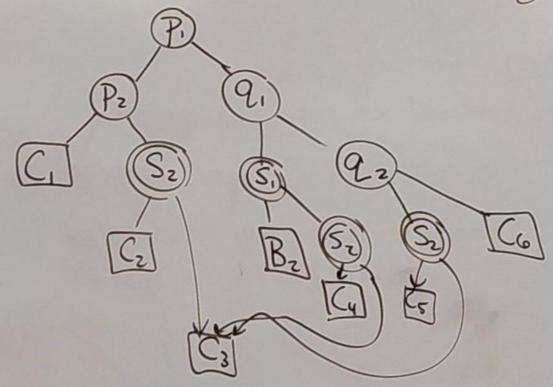


need to walk along segment



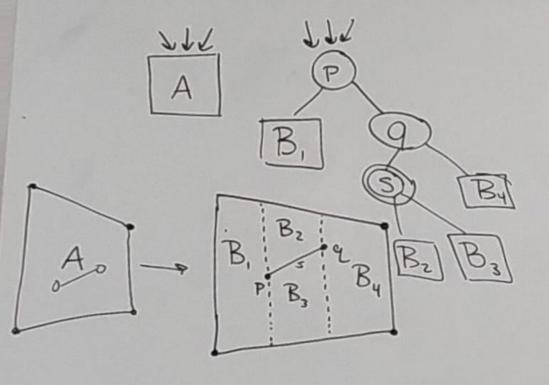


Result after all fixes for adding Sz:



Updating the Search DS: > a DAG

Case 1: both endpoints are in the same trap.



-> leaves (=> traps

-> internal notes are of 2 types

1 left/right of an endpoint

(i) above/below a segment (only do this if in the Same vertical space!)

Observation:

Time to add Si is  $\Theta(k_i)$ .

"remove k; traps, then add k; +3 traps"

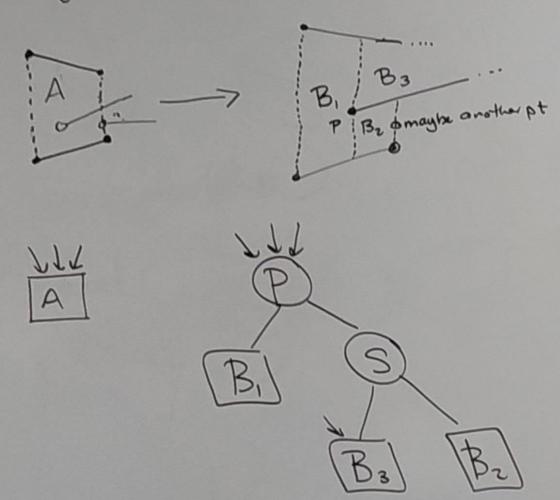
Plus, updating the DS.

Worsti k; =  $\Theta(n)$ 

Worst:  $k_i = \Theta(n)$ "best":  $k_i = \Theta(1)$   $E(k_i) = \Theta(1) \leftarrow Super!$ 

Note: cap. letters rep. trapezoids, Disbat, Ois LR internal node, O about / bolow internal node

Case 2: left endpoint in the current trap (but not the night one)



(if right vert. well came from below. Symmetric case if from above)

Case 4: trap contains right endpoint, but not left end pt Symmetric to case 2.

