Computational Geometry

Introduction

Resources

- www.cs.brynmawr.edu/cs380-01
- ~dxu/handouts/cs380

Prerequisites

- Discrete Math (CS/MATH 231)
- Two tracks
 - Data structures if choosing to implement
 - Geometry/Linear Algebra/Proof techniques

Requirements

- Class participation (10%)
- 6-7 assignments (40%)
 - individual or group
- Midterm (25%)
- Final project (25%)

Polygons

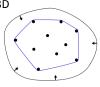
- Every polygon of n vertices may be guarded by n/3 vertex guards.
- Not every polyhedron of *n* vertices may be guarded with one guard at every vertex
- Any pair of polygons of the same area have a common dissection
- Not every pair of polyhedra of the same volume have a common dissection

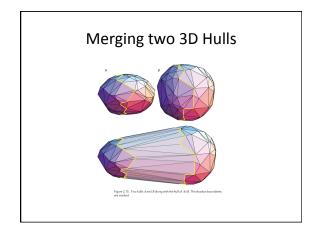
Lindgren's Dissection of a Greek Cross to an Equilateral Triangle



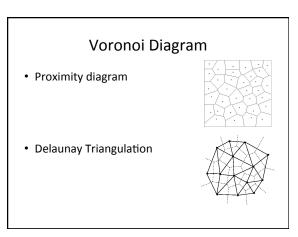
Convex Hulls

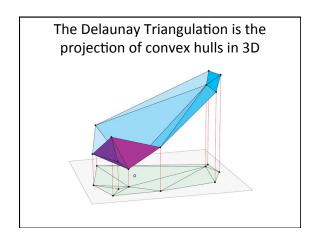
- The convex hull of n points in 2D can be constructed as quickly as those n points can be sorted.
- The same complexity can be achieved for the convex hull of n points in 3D



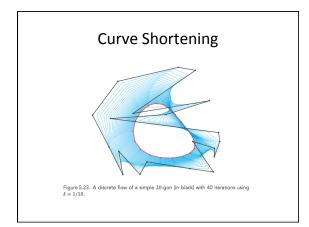


Triangulations Figure 2.17. A piecewise-linear terrain reconstruction.





Curves • Medial axis – a complete shape descriptor • Generalization of the Voronoi diagram



Polyhedra

- Euler's formula
- Gauss-Bonnet Theorem: The total curvature on any polyhedron is a constant: 4π .
- Can any convex polyhedron be unfolded to a planar set?

