

Exercises for CSCI 5010

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Problem 1. Let H be a set of halfplanes in \mathbb{R}^2 in general position (i.e., no two halfplanes' boundary lines are parallel). Prove: H is infeasible for LP if and only if H has 3 halfplanes with an empty intersection.

Problem 2 (Reading Exercise). Extend our 2D LP algorithm to handle also the case where the input set H of halfplanes is infeasible.

Hint: This is not too hard, but if you do not want to think, read Pg 51 of Prof. Mount's notes.

Problem 3. In the lecture, we proved that our 2D LP algorithm runs in $O(n)$ expected time when the input set H of halfplanes is feasible. Extend the proof to the case where H is infeasible. You can still make the general position assumption that no three planes' boundary lines pass the same point.

Hint: Use the result of Problem 1 in backward analysis.

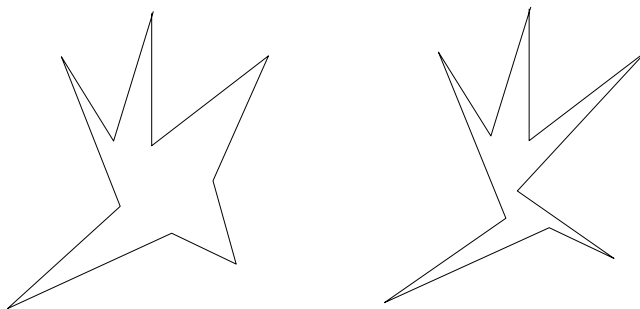
Problem 4. Prove: our 2D LP algorithm runs in $O(n)$ expected time even if the boundary lines of three (or more) halfplanes pass the same point. You can focus on the case where the problem is feasible.

Hint: Let us consider the processing of the last plane in H . We proved that we had to spend $O(n)$ time on this plane with a probability at most $2/n$. Show that this is the case no matter how many planes' boundary planes pass the same point.

Problem 5 (Reading Exercise). Give an algorithm to solve LP in $O(n)$ expected time in 3D space.

Hint: This is not too hard, but if you do not want to think, read Pg 51 of the lecture notes or Chapter 4 of the textbook.

Problem* 6 (textbook exercise 4.15). A polygon is *star-shaped* if there is a point p inside the polygon that is visible to all the vertices of the polygon (two points in a polygon are visible to each other if the segment connecting the two points is completely inside the polygon). In the figure below, the left polygon is star-shaped but the right one is not. Given a polygon of n vertices, determine in $O(n)$ expected time whether it is star-shaped.



Hint: Cast this into an LP problem.