

## ASSIGNMENT 5

### ACKNOWLEDGE YOUR SOURCES.

1. [10 marks] The **Smallest Triangle Problem** is to find, given a set  $S$  of  $n$  points in the plane, three points of  $S$  that determine the smallest area triangle. This is a generalization of the problem of testing if three points are collinear (because collinear points give a triangle of area 0). In this question you will use duality and arrangements to solve the Smallest Triangle Problem in  $O(n^2)$  time. Assume that no two points of  $S$  have the same  $x$ -coordinate.
  - (a) First suppose that two points  $a$  and  $b$  in  $S$  are fixed. The goal is to find the point  $c \in S$  to minimize the area of triangle  $abc$ . (Yes, the problem can then trivially be solved in linear time, but we'll still look at the dual.) Let  $\ell$  be the line through  $a$  and  $b$ . For any point  $p \in S$ , let  $\ell_p$  be the line through  $p$  parallel to  $\ell$ .

Prove that  $c$  is the point such that  $\ell_c$  is closest to  $\ell$ . (Don't belabour this, it's high-school geometry.)

Express this in terms of the dual, with lines  $a^*, b^*, c^*$  and points  $\ell^*, \ell_c^*$ . (Remember what happens to parallel lines when you dualize. Draw a figure.)

Describe how to find  $c^*$  in the dual arrangement.
  - (b) Give an  $O(n^2)$  time algorithm to solve the Smallest Triangle Problem by constructing the dual arrangement. Give a high-level description of your algorithm, not detailed pseudo-code. **Hint:** You will need to revisit the algorithm that constructs the arrangement so you can collect the information that was useful in part (a).
2. [10 marks] Design a polynomial time algorithm to find a path from point  $s$  to point  $t$  among disjoint disc obstacles in the plane. Do not invest too much energy in the best run time, but do be sure to justify correctness. Give a high-level description of your algorithm, not detailed pseudo-code. You may assume some geometric primitives for pairs of discs without giving details—but be sure to say what geometric primitives you assume.