

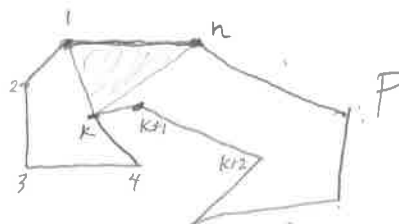
L3

Best Δ tion or Partition of simple polygon P

① Optimal Δ tion = Δ tion with minimum total chord length

Dynamic Programming

- Break big problem into smaller problems
- Solve problems from smallest to biggest



- Ⓐ Edge $v_i v_n$ is part of some $\Delta v_i v_k v_n$!, (try all values of k)
- Ⓑ This splits problem into (at most) two subproblems:
 $OPT(v_1 v_2 \dots v_k)$ and $OPT(v_k v_{k+1} \dots v_n)$
- Ⓒ Solve these "recursively"

General form of subproblem $OPT(v_i v_{i+1} \dots v_j)$
 $\leq n^2$ subproblems!

For $i < j$

$$OPT(v_i v_{i+1} \dots v_j) = \min_k \left(|v_i v_k|_P + |v_j v_k|_P + OPT(v_i v_{i+1} \dots v_k) + OPT(v_k v_{k+1} \dots v_j) \right)$$

length in P = ∞ if outside P

$O(n^3)$ in Real RAM model : calculate distance btwn points in constant time

$$|pq| = \sqrt{(p_x - q_x)^2 + (p_y - q_y)^2}$$

AND compare $\sqrt{a_1} + \sqrt{a_2} \dots + \sqrt{a_s}$
 vs $\sqrt{b_1} + \sqrt{b_2} \dots + \sqrt{b_t}$
 (not integer comparison)

integer if integer coords

② Partition simple polygon into convex pieces

Optimally (min # convex pieces) M. Keil 1985

$O(n^3 \log n)$ using dyn. prog.

<tricky>

Approximately Optimally

Hertel and Mehlhorn 1983

$O(n \log n)$

Finds partition with $< 4 \cdot |OPT|$ convex pieces

Ⓐ Triangulate P

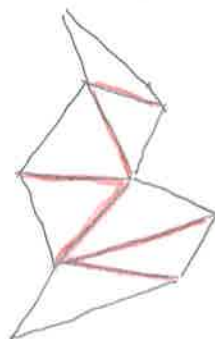
Ⓑ Remove any chord that leaves only convex pieces (one at a time)

$$\# \text{ chords} = \# \text{ pieces} - 1$$

$$\# \text{ surv. chords} \leq 2r \quad (r = \# \text{ reflex vtes})$$

- Every reflex vertex can be that endpoint for ≤ 2 surv. chords why?

- Every surv. chord would leave reflex angle (if removed) at ≥ 1 of its endpoints WHY?



$$\# \text{ surv. chords} \leq 2r \Rightarrow \boxed{\# \text{ pieces} \leq 2r + 1} \quad \text{ALG.}$$

Every reflex vertex touches a chord in OPT and one chord can touch ≤ 2 reflex vertices

$$\text{So } \# \text{ OPT chords} \geq \lceil \frac{r}{2} \rceil \Rightarrow \text{OPT} \geq \lceil \frac{r}{2} \rceil + 1 \text{ Pieces}$$

Thus $\# \text{ ALG pieces} \leq 4 \text{ OPT}$