Assignment One: Convex Hull Construction

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The input to the convex hull algorithm is a set of 3D points

\[ P = \{ p_1, p_2, \ldots, p_n \} \]

The output is the convex hull of the point set \( P \).

**Input**

The input points are randomly generated within the unit sphere.

**Output**

The convex hull is represented as a triangle mesh, using Dart data structure to store.
Convex Hull

Algorithm Pipeline

- Pick three points to form two triangles with opposite orientations, and glue them to form a topological ball, and assign the ball as the initial convex hull $C$;
- select a point $p_k$, which is as far as possible from the current $C$;
- For each face on the hull $C$, test the visibility with respect to $p_k$;
- Remove all the visible faces from $C$;
- For each edge $[p_i, p_j]$ on the contour (the curve separating the visitation and invisible parts of $C$), connect the edge with the point $p_k$ to form a triangle $[p_i, p_j, p_k]$, add the face to $C$;
- Repeat step 2 through 5, until all the points have been processed.
Visibility Testing

Given a face \([p_i, p_j, p_k]\) and the new point \(p_l\), the visibility testing is equivalent to compute the volume of the tetrahedron \([p_i, p_j, p_k, p_l]\), which is given by

\[
\frac{1}{6} \begin{vmatrix}
  x_i & y_i & z_i & 1 \\
  x_j & y_j & z_j & 1 \\
  x_k & y_k & z_k & 1 \\
  x_l & y_l & z_l & 1 \\
\end{vmatrix}
\]

and check whether the volume is positive or not.
Figure: Convex hull computation process.
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Instruction
1. ‘DartLib’, a general purpose mesh library based on Dart data structure.

2. ‘freeglut’, a free-software/open-source alternative to the OpenGL Utility Toolkit (GLUT) library.
Directory Structure

- 3rdparty/DartLib, header files for mesh;
- convex_hull/include, the header files for convex_hull;
- convex_hull/src, the source files for convex_hull;
- CMakeLists.txt, CMake configuration file;
Before you start, read README.md carefully, then go through the following procedures, step by step.

1. Install [CMake](https://cmake.org/download/).
2. Download the source code of the C++ framework.
3. Configure and generate the project for Visual Studio.
4. Open the .sln using Visual Studio, and compile the solution.
5. Finish your code in your IDE.
6. Run the executable program.
Configure and generate the project

1. open a command window
2. cd Assignment_1_skeleton
3. mkdir build
4. cd build
5. cmake ..
6. open OTHomework.sln inside the build directory.
Finish your code in your IDE

- You need to modify the file: HandleTunnelLoop.cpp;
- search for comments “insert your code”
- Modify functions:
  1. ConvexHull :: _volume_sign(CConvexHullMesh :: CFace*, constCPoint)
  2. ConvexHull :: _inside(constCPoint)
  3. ConvexHull :: _remove_visible(constCPoint)
  4. ConvexHull :: _close_cap(constCPoint)
Finish your code in your IDE

Modify assignment one, CutGraph, to implement the algorithms for null homologous cycle detection and Birkhoff curve shortening.