



1. Let R be a set of n red non-intersecting segments in the plane and let B be a set of n blue non-intersecting segments. Assume that no two segments intersect in more than a single point. Moreover assume R and B contain no vertical segments.

Design an algorithm that *counts* the number of intersection points between red and blue segments. It should work in time $o(n^2)$.

As a hint consider the following invariant for a sweep algorithm (where for various reasons we have the sweep line sweeping from left to right over the plane).

At some point of time t let R_t be the set of red segments that intersect the sweep line L_t and let B_t be the set of blue segments that intersect L_t . Similarly let $R_{<t}$ and $B_{>t}$ be the sets of red and blue segments to the left of the sweep line. For a non-vertical segment s let \vec{s} denote the ray (halfline) that contains s and starts at the left endpoint of s .

Invariant: The algorithm maintains the number X , which is the number of intersection points between segments in $R_{<t}$ and $B_{>t}$ plus the number of intersection points between rays \vec{r} and \vec{b} with $r \in R_t$ and $b \in B_t$.

You may make use of a data structure that stores a set of pairs of numbers (u, v) with operations INSERT(u, v) and DELETE(u, v) and which for QUERY(a, b) returns the number of pairs (u, v) stored in the structure with $u < a$ and $v > b$. You may assume that the update operations take logarithmic time, whereas a query takes time $O(\log^2 n)$.

2. Prove that for any $n > 3$ there is a set of n sites in the plane such that one of the cells of VoD(T) has $n - 1$ vertices.
3. Prove or disprove that the points of a set T whose Voronoi regions are unbounded are exactly the ones that lie on the boundary of the convex hull of T .
4. For a set T of points in the plane the Euclidean minimum spanning tree, is the minimum spanning tree of the complete graph on T where for $p, q \in T$ the edge connecting p and q is assigned the distance between p and q as its weight.
 - (a) Prove that the Euclidean minimum spanning tree of T is a subgraph of the Delaunay triangulation of T .
 - (b) Give a fast algorithm for computing the Euclidean minimum spanning tree of T . What running time can you achieve?