

CSC 274

Discrete & Computational Geometry

(Spring 2017)

[Joseph O'Rourke](#)

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[Syllabus Link](#)

Instructor: [Joseph O'Rourke](#)

Textbook: [Discrete and Computational Geometry](#), S. Devadoss & J. O'Rourke, 2011.

Location: Ford Hall 241

Class Times: TuTh 10:30-11:50.

Office Hours: FH256, Mon & Tue & Thu afternoons: [Office Hours & Calendar](#), or by appointment

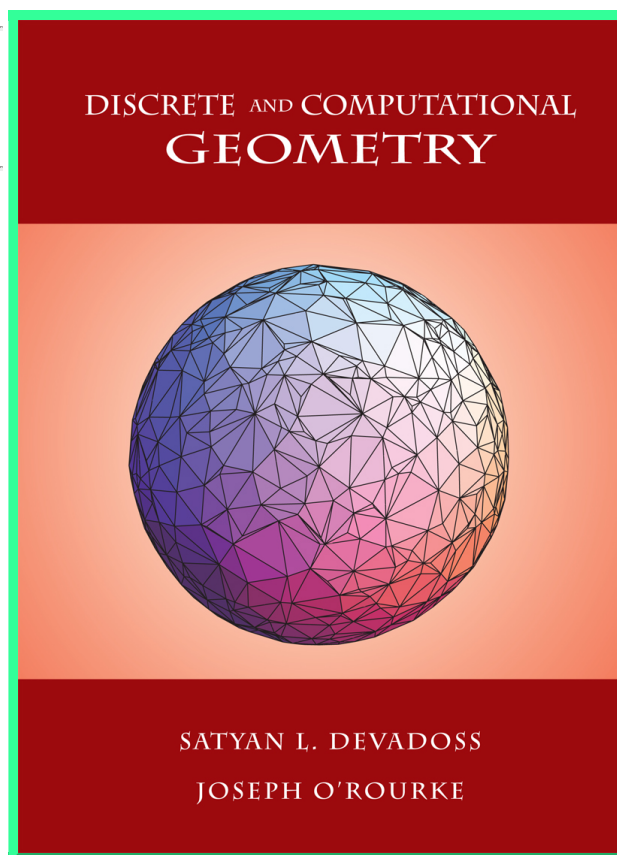
Overview: The field now called "discrete and computational geometry" (D&CG) sits at the intersection of pure mathematics — math pursued for its own sake — and applications-driven computer science. It is a vibrant, growing field, growing both in pure math (e.g., with new advances in computational topology) and in computer science applications (e.g., to computer graphics). My plan is to pursue the two sides of the D&CG coin in parallel, in a way that will interest math majors, computer science majors, engineering majors, and others. I will arrange that the assignments and exams have two "tracks," one emphasizing the mathematics, one the computation. The former will require proofs, the latter computer programs.

Prerequisites: Ideally a student should have taken both MTH 153 Discrete Mathematics and CSC 111 Introduction to Computer Science through Programming. However, the former is not necessary if the student emphasis the CS track, and the latter is not necessary if the student emphasizes the Math track. Calculus will help but is not essential. If you are uncertain about your preparation, please contact me.

How it "Counts": For CS majors, the course counts as a 200-level course covering either Theory or Programming (but not both). For Math majors the course counts as a 200-level elective, contributing 2 credits (not 4) toward the MTH major. For any student, the course carries the Latin Honors **M** designation.

Enrollments: The course has no enrollment limit.

Programming Language: For the CS majors, I will generally assume knowledge of Python, but in fact you can use any programming language you know. The material is in a sense language-independent. I will introduce Mathematica for everyone.



Course Structure: We meet two times a week; there is no lab, although we will often have "minilabs" during class time. There will be one assignment per week, due (generally) each Thursday at midnight. Ideally you get started over the weekend and are prepared to ask questions in class Tuesday & Thursday. Collaboration is permitted—even encouraged—on assignments. Use [name=274](#), [pass=274](#) for web access-restricted files.

Submitting Assignments: Via the Moodle page for this course. (If you are registered for the course you should be automatically enrolled to access Moodle.)

Collaboration: Collaboration is encouraged on all aspects of the course except for the three take-home exam-assignments. You may collaborate in groups of 2 or 3 (but not larger groups). You need only submit one copy of the homework for the group. All members of the group get the same grade. I will treat individual submissions and group submissions identically.

Exams: Three of the assignments will be one-week take-home "exams," which are very much like assignments except that (a) they focus more on understanding rather than "doing," they may have an associated (untimed) Moodle quiz, and (c) unlike assignments, there is no collaboration permitted. You can view the assignment-exams as more comprehensive assignments; they count roughly the same as a regular assignment.

Project: There is a final project, due on the last day of the exam period. (Here collaboration permitted.) Students must give a presentation on their projects toward the end of the course. A typical project would be a series of web pages that explains a particular topic or algorithm professionally and thoroughly, something like an excellent Wikipedia entry.

Tutors: <none>

Grading:

n Assignments (n~6)	55%
Class participation	(±0,1,2%)
3 Assignment-exams (take-home)	30%
Project	15%
	100%

See also: [Grading Numerology](#).

[Late Policy](#)

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Detailed Syllabus

Notes, Labs, Assignments: These are web-access restricted links. Access those pages with name & passwd equal to the course #.

Week#	Date	Notes	Topics (high-level)	Topics (detail)	Links	Assignments Exams	Due Date Assigns Feedback
0	J26	Notes1	Overview	Visibility within a polygon Kernel; 2-kernel		A0 A0 Feedback	F2
1	J31,F2	Notes2 Notes3	Polygons Triangulation Dissections	The art-gallery theorem Polygon triangulation Dual graph & vertex coloring	Art Gallery Theorems and Algorithms	A1 A1 Feedback	F10
2	F7,9	Notes4 Snow day!		Tetrahedralization Dissections 2D		A2 A2 Feedback	F16
3	F14,16	Notes5 Notes6	Convex Hulls	Dissections 3D Convex Hulls 2D		A3 A3 Feedback	F23
4	F21,23	Notes7 Notes8		Convex Hulls 3D Mathematica: SegSegInt []	Computational Geometry in C	4 A A4 Feedback	M2
5	F28,M2	Notes9 Notes10	Triangulations			A5 A5 Feedback	M9
6	M7,9	Notes11 Notes12	Delaunay Triangulations Voronoi Diagrams		DelaunayTriangulations.nb		
	M13-17	—		Spring Break	—	—	—
7	M21,23	Notes13 Notes14	Voronoi Diagrams			—	—
8	M28,30	Notes15 Notes16	Polyhedra	M28: Unfolding & Folding Polyhedra 5:00PM Alumnae House.		A6 A6 Feedback	M30

				VorDiag & Convex hulls.			
9	A4,6	Notes17 Notes18		Platonic solids Archimedean solids Johnson solids Convex Polytopes		A7 A7 Feedback	A6
10	A11,13	Notes19 Notes20		Curvature Gauss-Bonnet Thm Shortest paths		A8 A8 Feedback	A13
11	A18,20	Notes21 Notes22		Geodesics 3D Printing		A9 Quiz Feedback A9 Feedback	A21
12	A25,27	Notes23 Notes24		3 closed geodesics 3 closed quasigeodesics		Project Ideas	
13	M2,4		Projects	Project presentations		Final Project Links	
	M9-12	—	—	Exam Period	—	Final Project due	Fri 12 May

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