Heuristic to Generate Random X-Monotone Polygons

Authors : Kamaljit Pati, Manas Kumar Mohanty, Sanjib Sadhu

Abstract : A heuristic has been designed to generate a random simple monotone polygon from a given set of 'n' points lying on a 2-Dimensional plane. Our heuristic generates a random monotone polygon in O(n) time after $O(n \square ogn)$ preprocessing time which is improved over the previous work where a random monotone polygon is produced in the same O(n) time but the preprocessing time is O(k) for n < k < n2. However, our heuristic does not generate all possible random polygons with uniform probability. The space complexity of our proposed heuristic is O(n).

Keywords : sorting, monotone polygon, visibility, chain

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