

A HARD GALLERY

IVO SIEKMANN

In the lecture I was asked if an art gallery which looks similar to the one below was a counterexample to the *art gallery theorem*. Given a number of vertices v , according to the art gallery theorem as few as $\lfloor v/3 \rfloor$ guards should be enough to protect the gallery. For the example shown below this would be $\lfloor v/3 \rfloor = \lfloor 11/3 \rfloor = 3$. However, if we do not get it right it might seem to us that we need many more guards than these three.

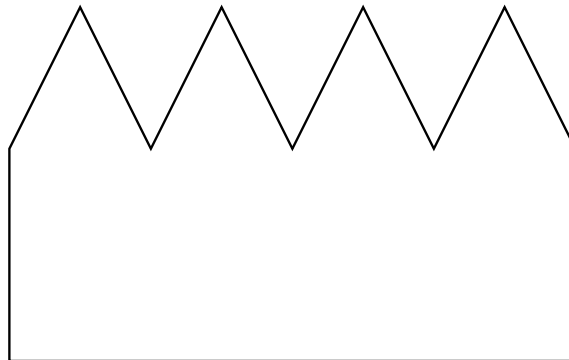


FIGURE 1. The comb-shaped challenge art gallery. How many guards do we need? Four, three or even as few as... TWO?

To check a question like this is really easy: While finding the best *minimal number of guards* might be hard for some floorplans, here we only have to go through the steps which we followed during the proof. So the first thing we have to do is to find a *triangulation* of our art gallery like the one below, see Figure 2. Remember that it is not important which kind of triangulation we choose because in the proof it was also enough to choose *any* triangulation. The only thing which we have to keep in mind is that the edges of our triangulation (i.e. the dashed lines in Figure 2) do not cross each other—otherwise we would get new vertices *inside* our art gallery.

After the triangulation we have to colour the vertices in three colours so that each triangle has vertices in all colours. For this example we

