

I'm not sure I get the pebble algorithm. I think an example in class would clear it up.



Audrey Lee-St. John

- CV
- Java Demos
 - Pebble Games
 - 2D bar-and-joint**
 - 3D body-and-bar/hinge
 - 2D Motion Simulation
- Research
- Teaching

2D Pebble Game Demo

This applet demonstrates the (2,3)-pebble game introduced by Jacobs and Hendrickson in 1997 and used to solve the **decision**, **spanning**, **extraction**, **optimization**, **components**, **redundancy**, and **Henneberg** problems for 2D bar-and-joint rigidity.

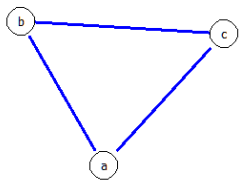
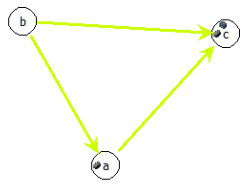
You may also be interested in the [pebble game for 3D body-and-bar/hinge rigidity](#).

Graphs View

Play pebble game

k 2 / l 3

0 10

Reset game

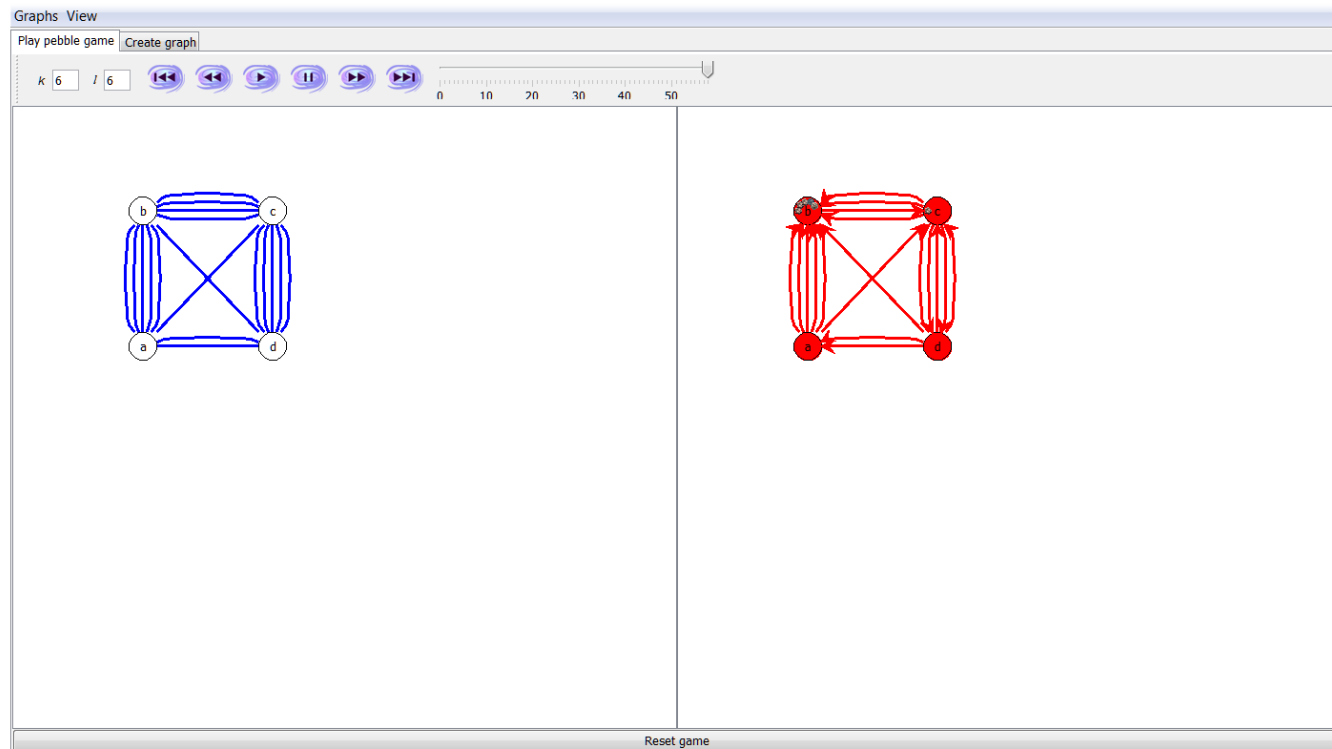
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3D Body-and-Bar/Hinge Pebble Game Demo

This applet demonstrates the $(6,6)$ -pebble game used to solve the **decision, spanning, extraction, optimization, components, redundancy, and Henneberg** problems for 3D body-and-bar rigidity.

You may also be interested in the [pebble game for 2D bar-and-joint rigidity](#).



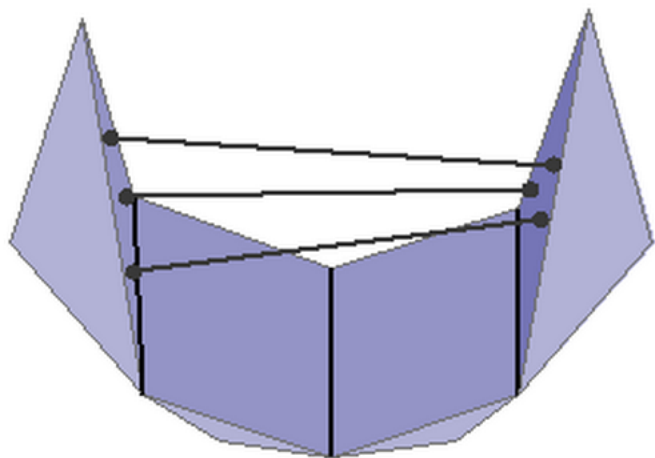
Graphs View

Play pebble game Create graph

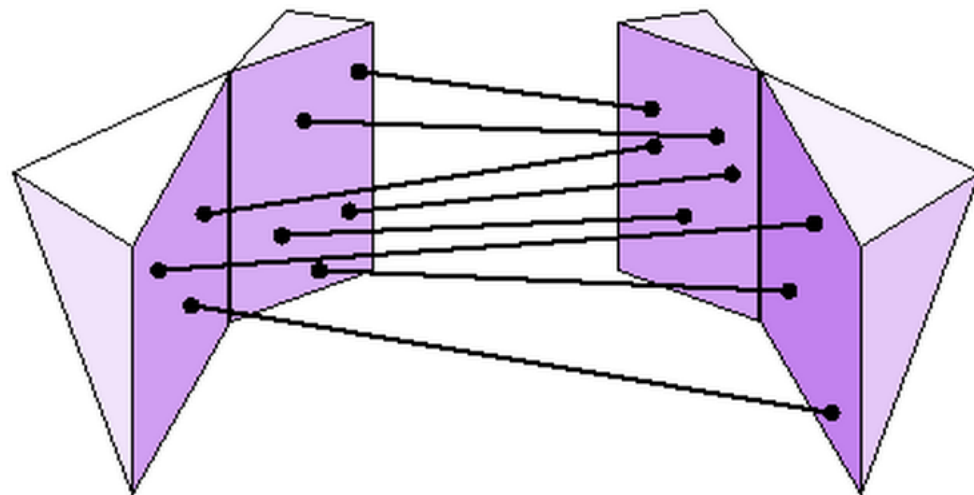
k 6 l 6

0 10 20 30 40 50

Reset game

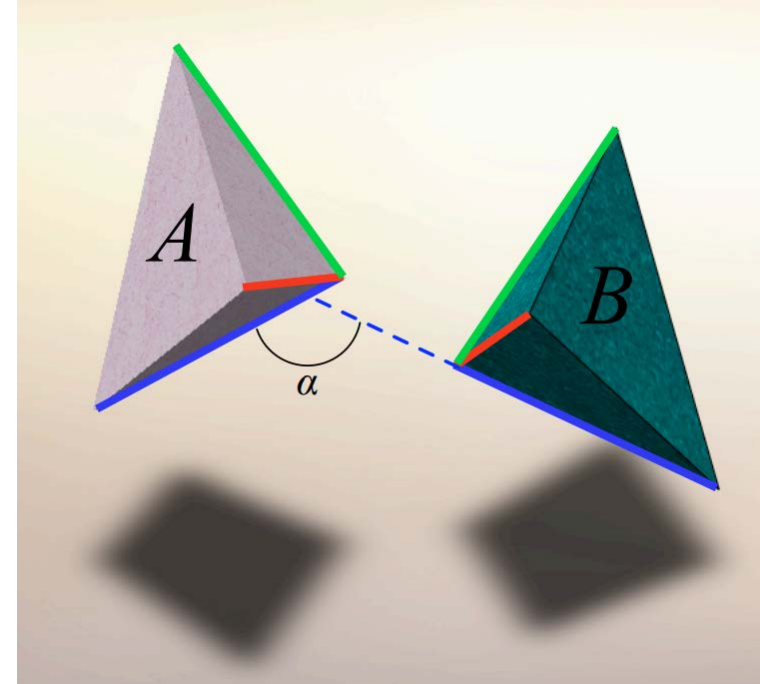
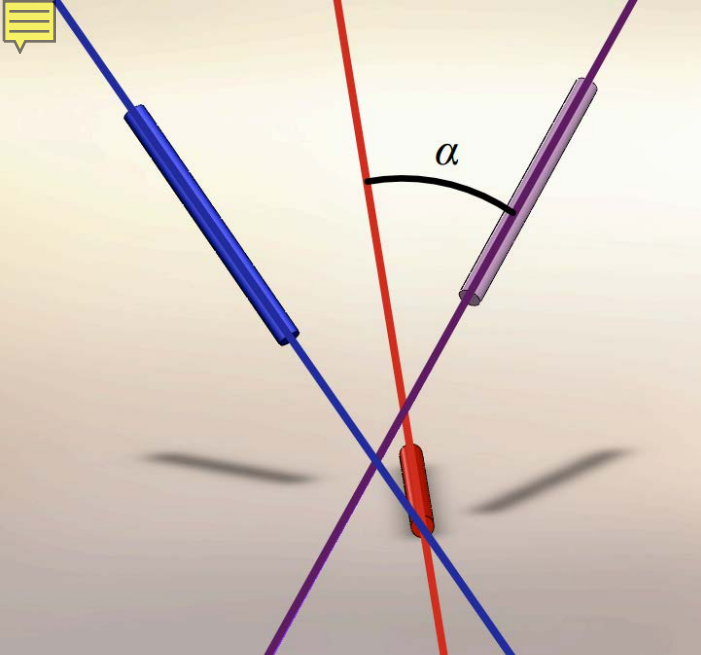


Example 1 of a body-and-bar/hinge structure

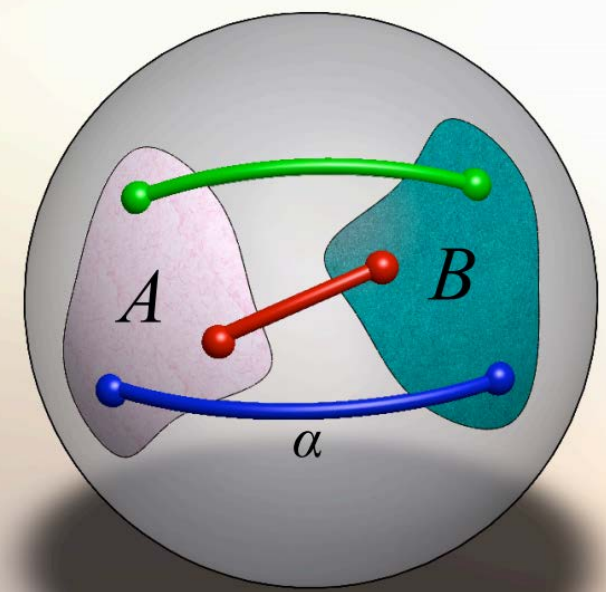
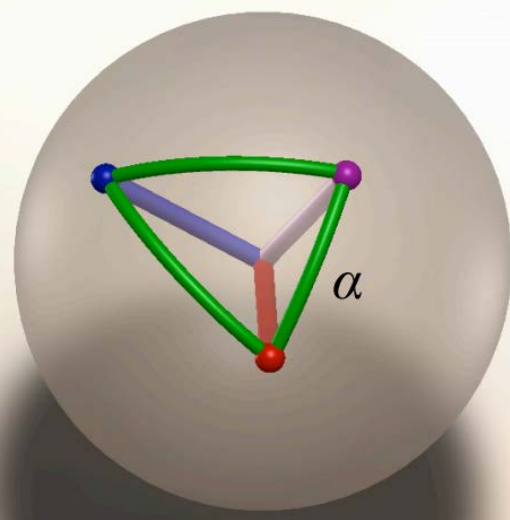


Example 2 of a body-and-bar/hinge structure

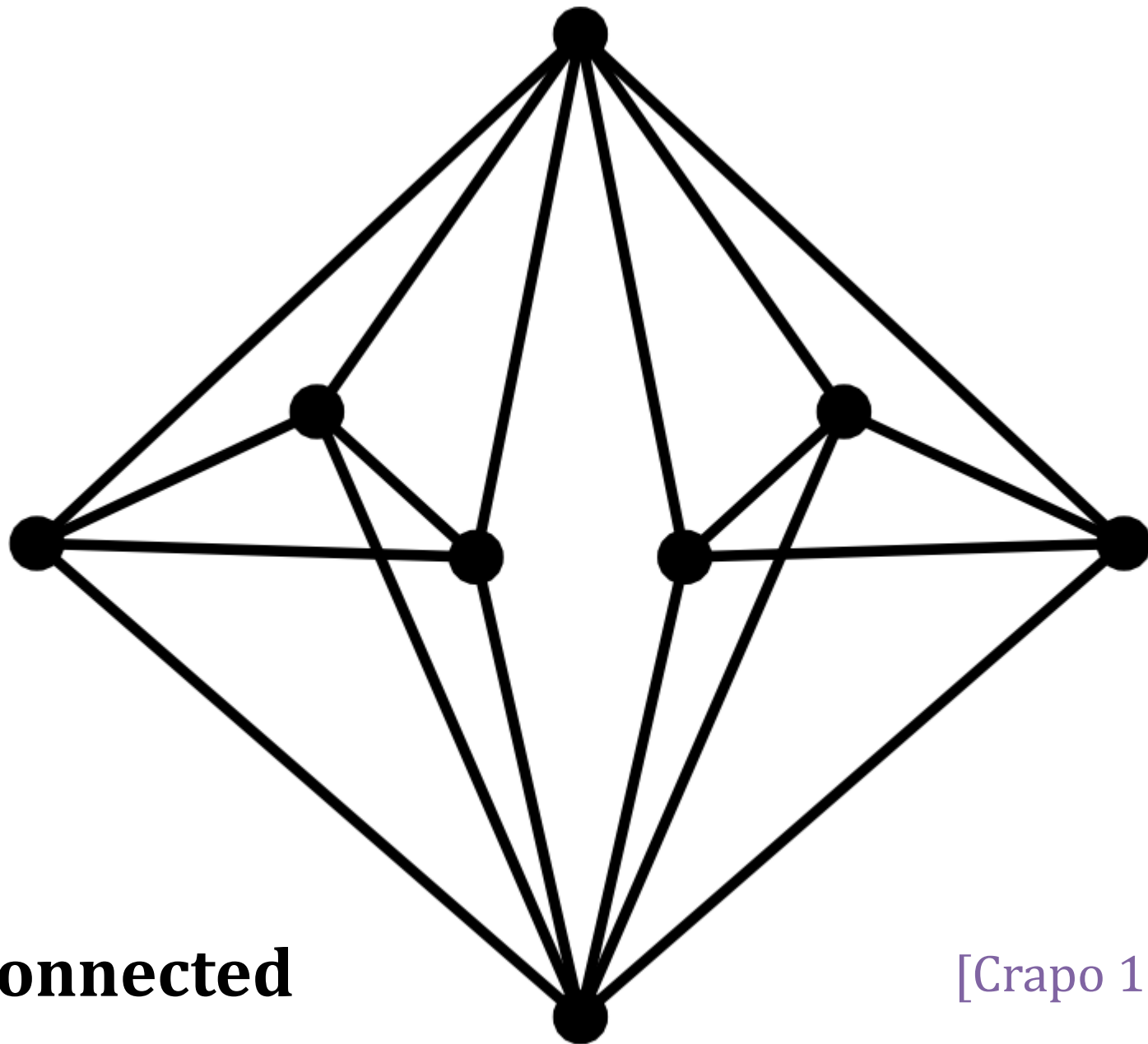
[Audrey Lee-St. John]



[Lee-St. John
& Streinu
2009]

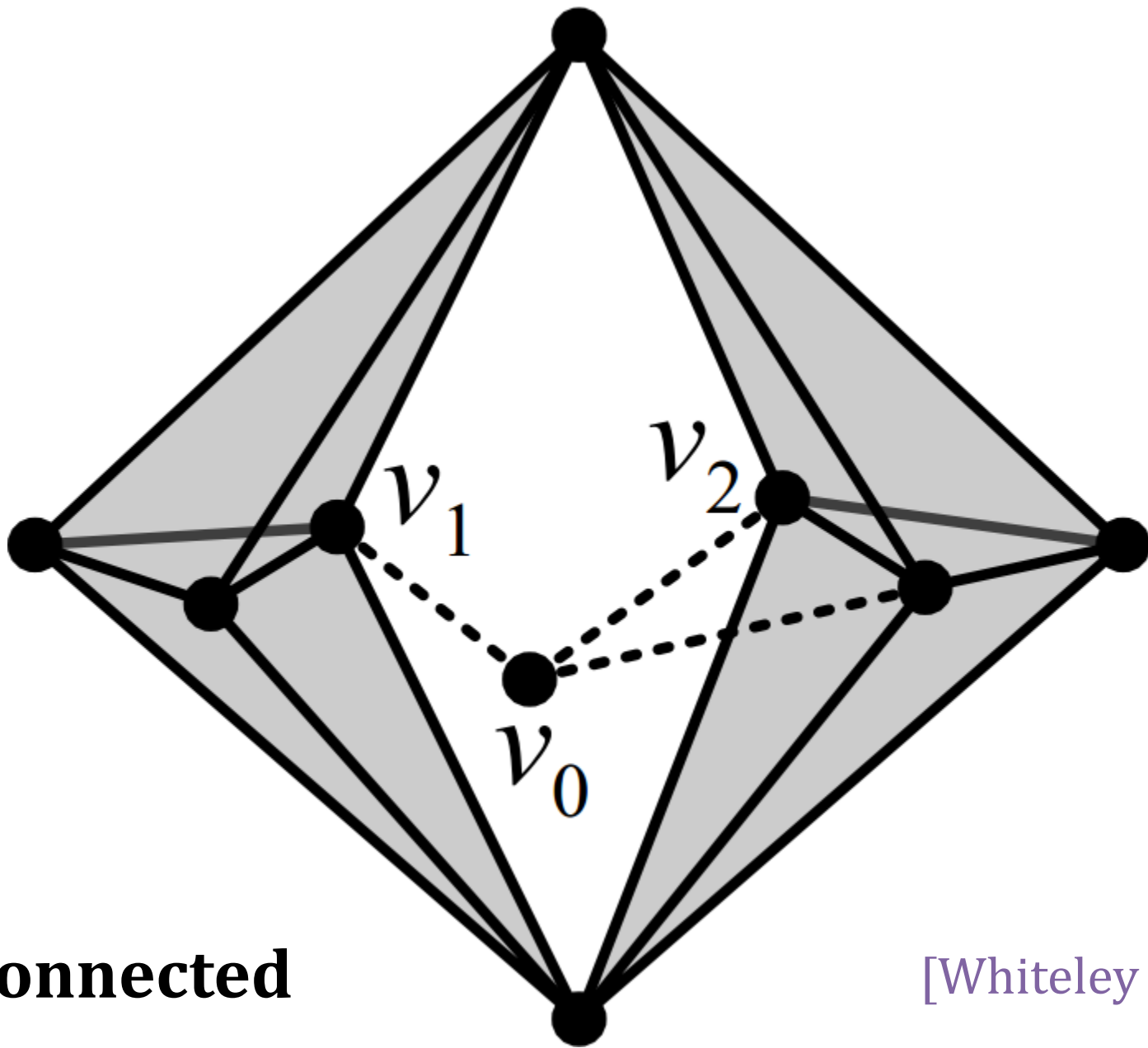


**Topic of interest: the
connected bananas. Are there
any 3-connected examples?**



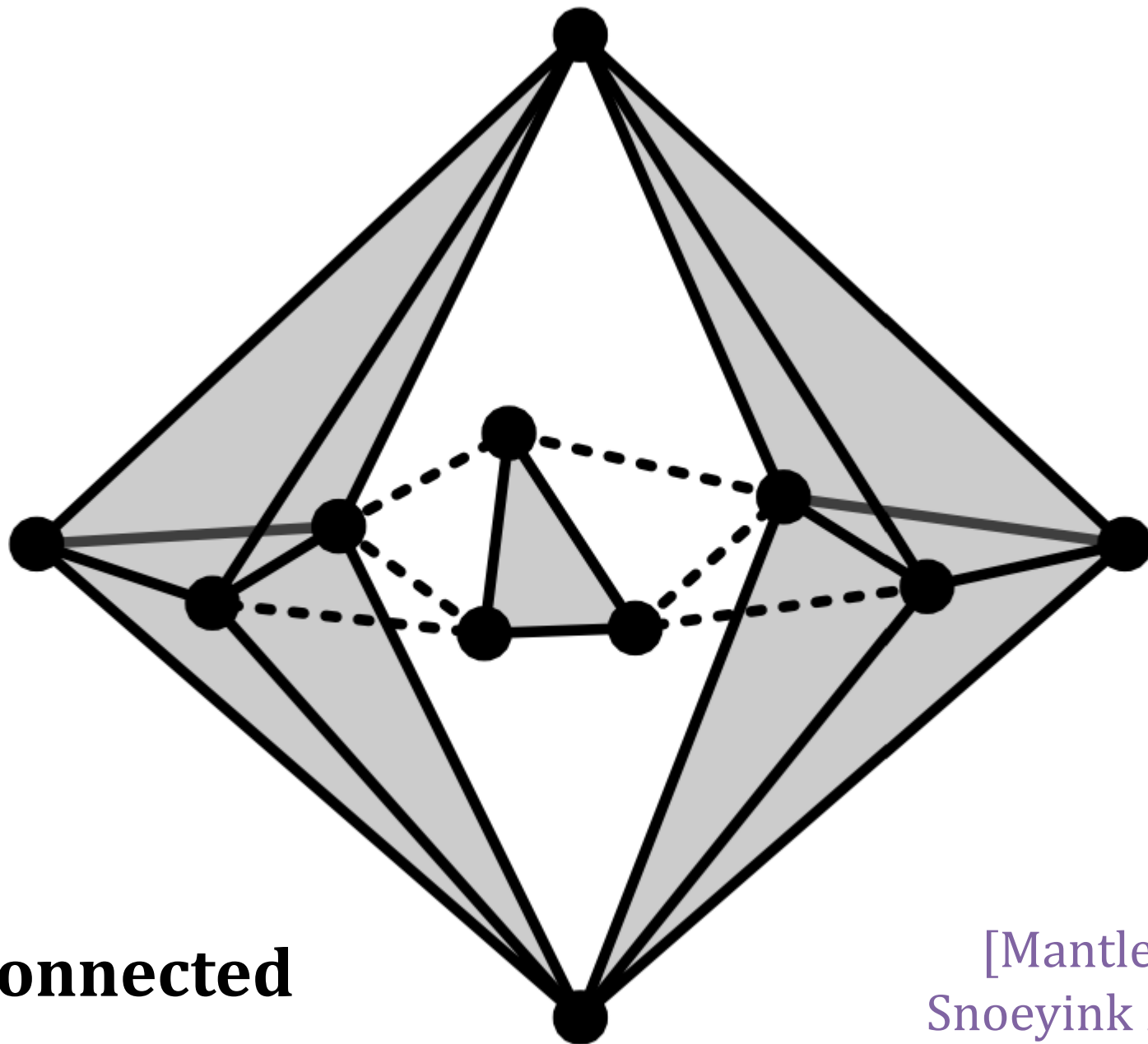
2-connected

[Crapo 1979]



3-connected

[Whiteley 2004]



4-connected

[Mantler &
Snoeyink 2004]

