

Describing and implementing basic geometric objects

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Basic geometric objects

- Points: $p = (x, y) \in \mathbb{R}^2$ and $(x, y, z) \in \mathbb{R}^3$
- Lines and line segments: p_1, p_2
- Halflines: p_1, p_2 or p, \vec{v}
- Polygonal lines and polygons: p_1, p_2, \dots, p_n
- Circles and discs: p_1, p_2, p_3 non collinear
- Balls and spheres: p_1, p_2, p_3, p_4 non coplanar

Basic geometric objects

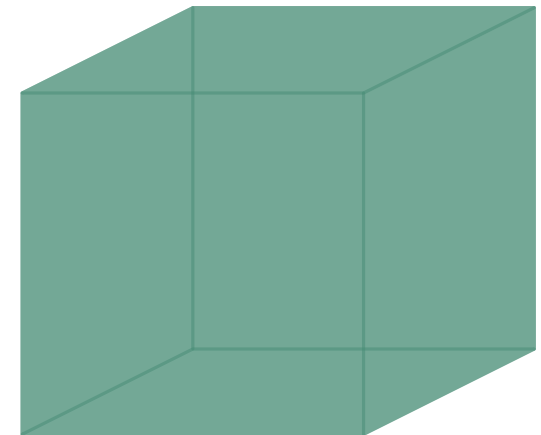
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 - For each vertex v :
 - * Its coordinates (x, y, z)
 - * An edge $e(v)$ incident to it
 - For each face f :
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 - For each (oriented) edge e :
 - * Its starting and ending vertices $v_S(e), v_E(e)$
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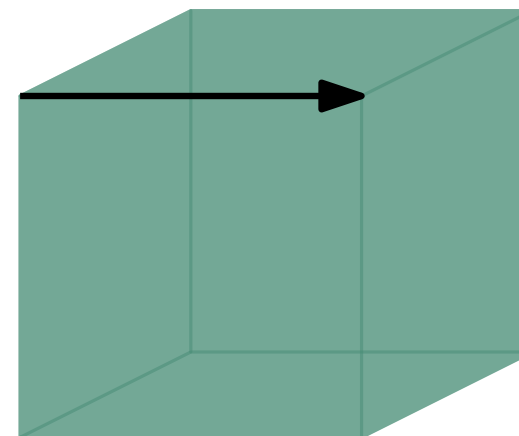
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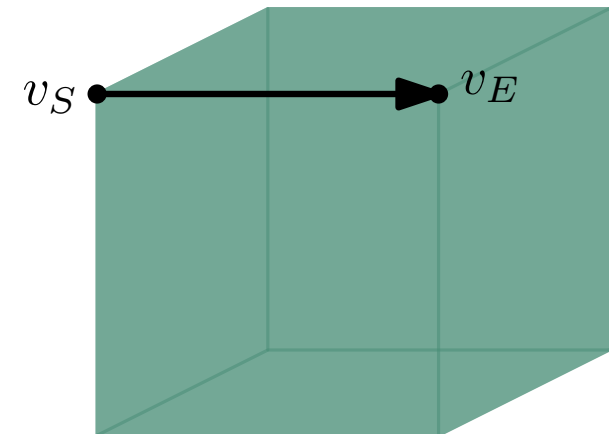
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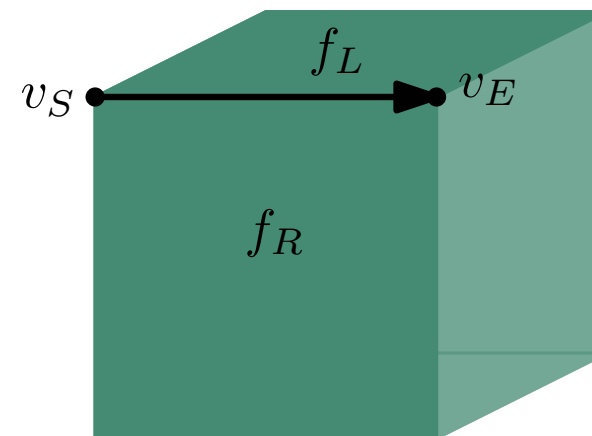
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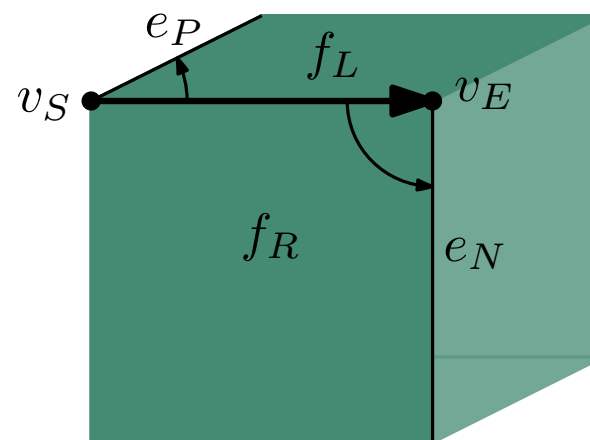
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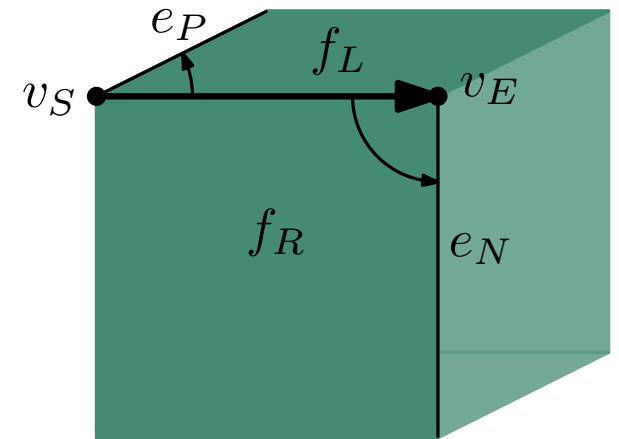
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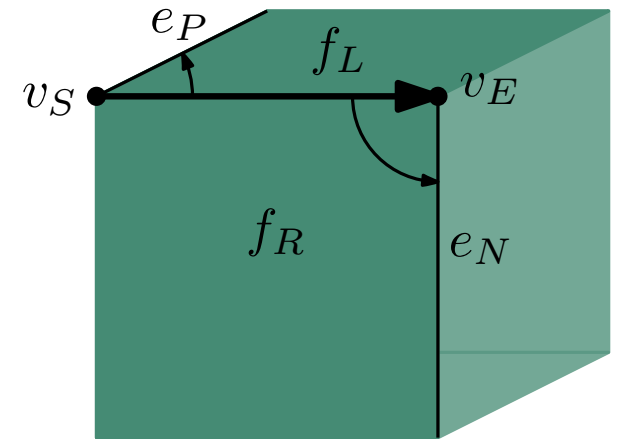


Why do we use a DCEL?



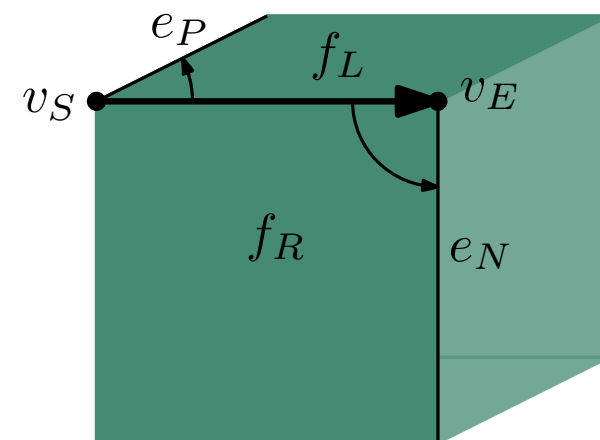
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- Time:
 - It allows to obtain the sorted lists of vertices and edges of any face in time proportional to the size of the face.
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Proof: Since the graph is planar, $V + F = E + 2$.

Since the faces are n -gons (with $n \geq 3$), $2E \geq 3F$.

Therefore:

$$2V + 2F = 2E + 4 \geq 3F + 4 \implies F \leq 2V - 4.$$

$$3E + 6 = 3V + 3F \leq 3V + 2E \implies E \leq 3V - 6.$$

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\mathbb{N} and \mathbb{Z} are easy to deal with.

\mathbb{Q} is $\mathbb{Z} \times \mathbb{Z} / \sim$, where $(a, b) \sim (a', b') \iff ab' = a'b$.

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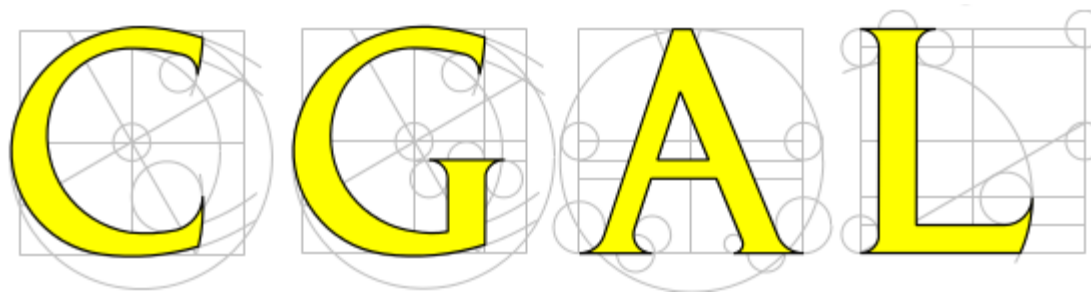
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Recommended libraries

The GNU multiple-precision arithmetic library: <https://gmplib.org/>

The GNU multiple-precision floating-point library: <http://www.mpfr.org/>

The Computational Geometry Algorithms Library: <http://www.cgal.org/>



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Parallel lines

$$\ell_1 \parallel \ell_2 \implies \left\{ \begin{array}{l} \ell_1 = (a, b, c) \\ \ell_2 = (\lambda a, \lambda b, d) \end{array} \right\} \implies \ell_1 \times \ell_2 = (x, y, 0)$$

Homogeneous coordinates are very useful in practice!

If you implement the cross product, you get a code that is:

- **Correct:** it computes exactly what it should.
- **Reusable:** it is used to solve several (apparently different) problems.
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There is no way you can do the same using affine coordinates!

FURTHER READING

See the documents provided at the end of this course