

Using orientation tests to solve basic problems on polygons

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Facultat d'Informàtica de Barcelona
Universitat Politècnica de Catalunya

USING ORIENTATION TESTS ON POLYGONS

Intersection test line - polygon

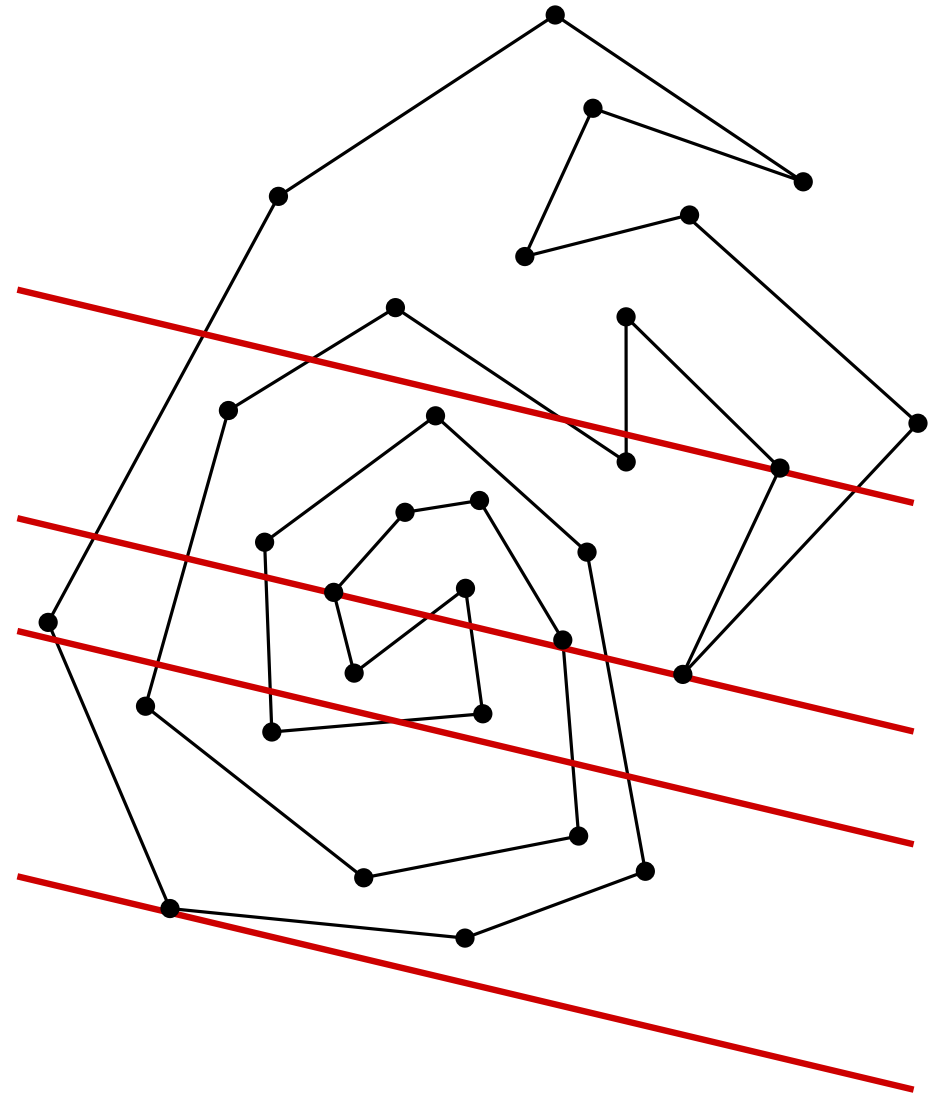
Input:

ℓ : a line (through p and q)

P : a polygon (with vertices p_1, p_2, \dots, p_m)

Yes/No they intersect.

If they do, the edges of P intersecting ℓ



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Intersection test line - polygon

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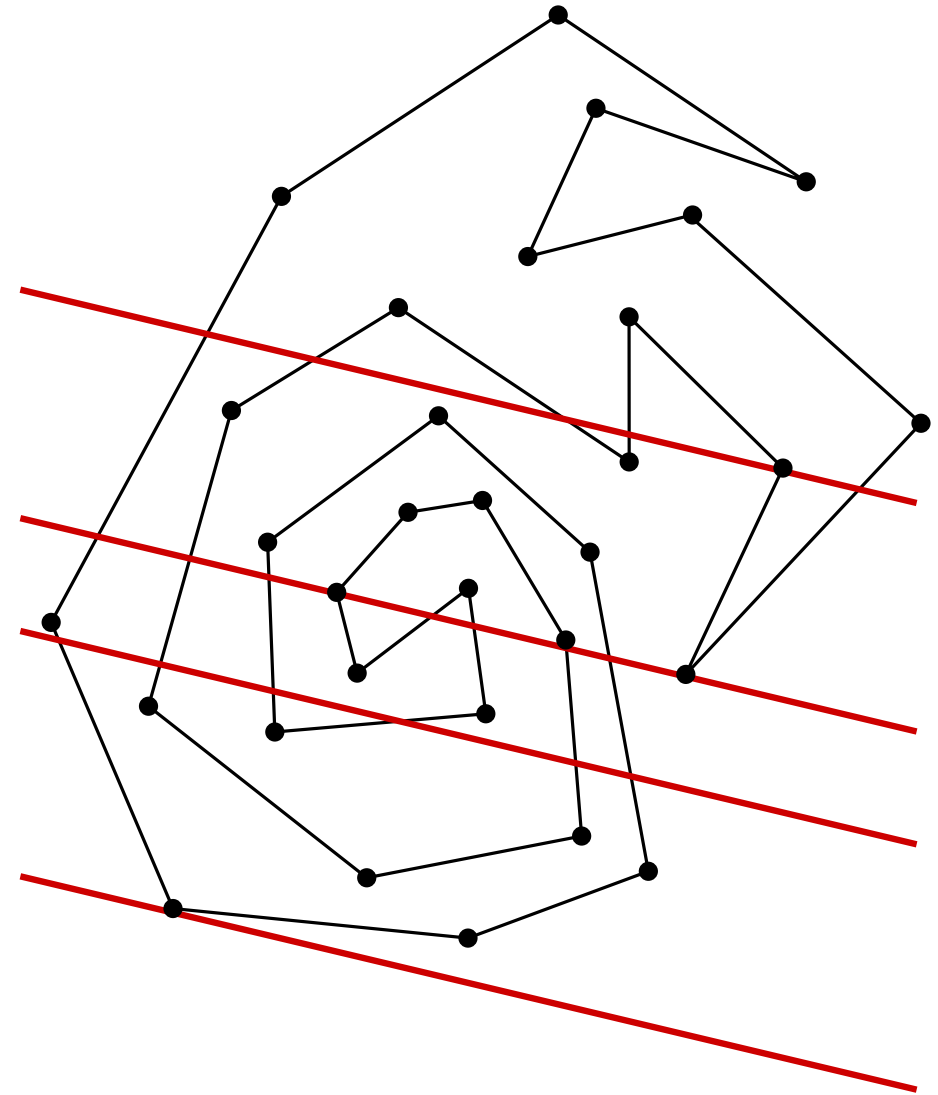
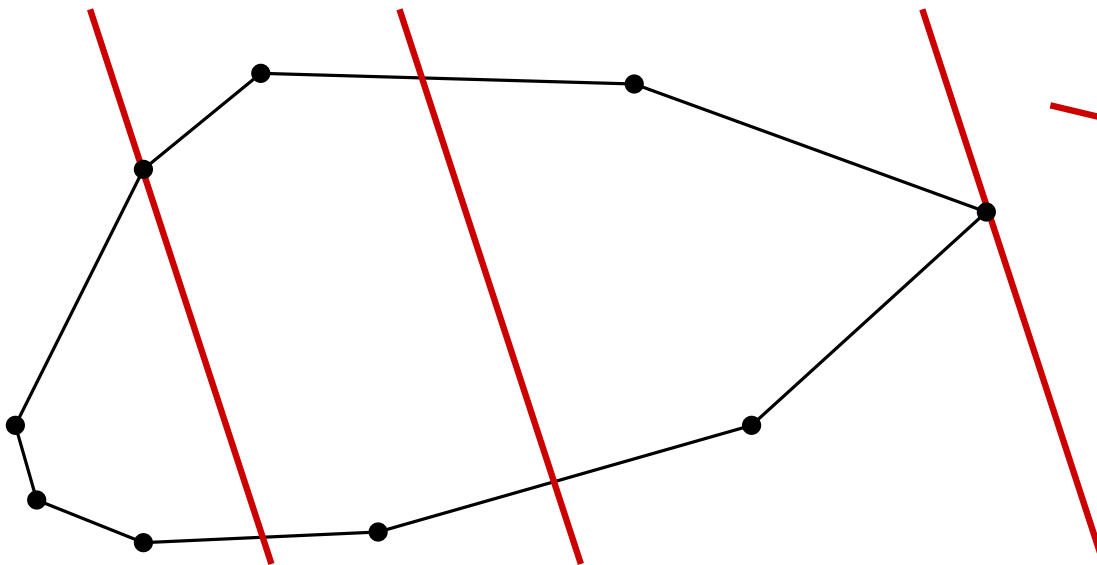
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What if the polygon is convex?



USING ORIENTATION TESTS ON POLYGONS

Point in polygon test

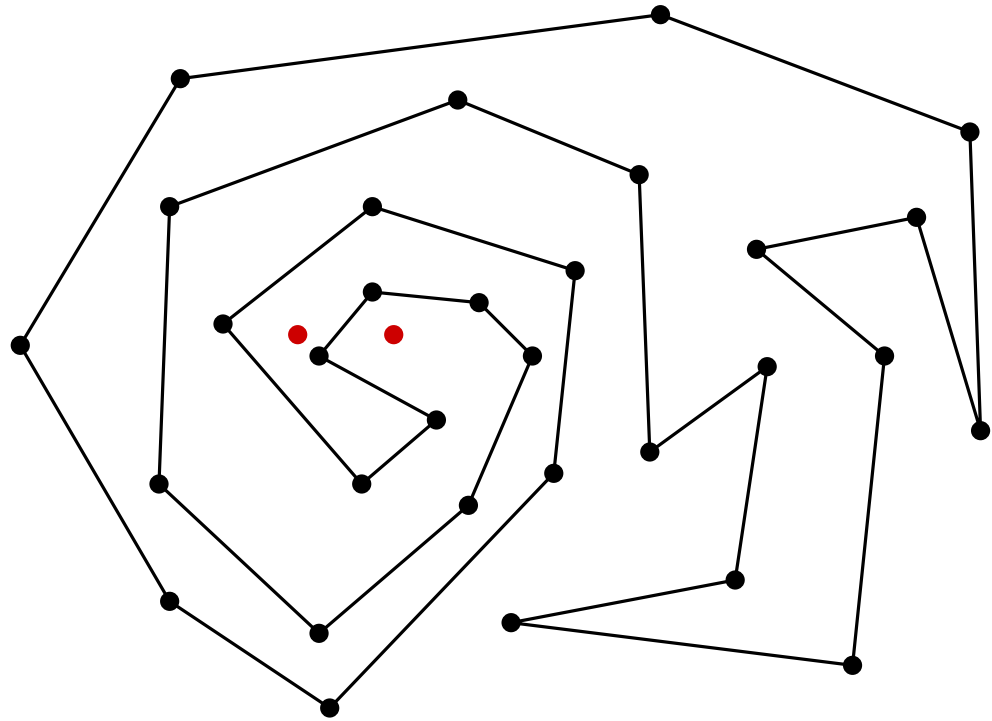
Input:

A polygon p_1, p_2, \dots, p_n

A query point q

Output:

Yes/No $q \in P$



USING ORIENTATION TESTS ON POLYGONS

Point in polygon test

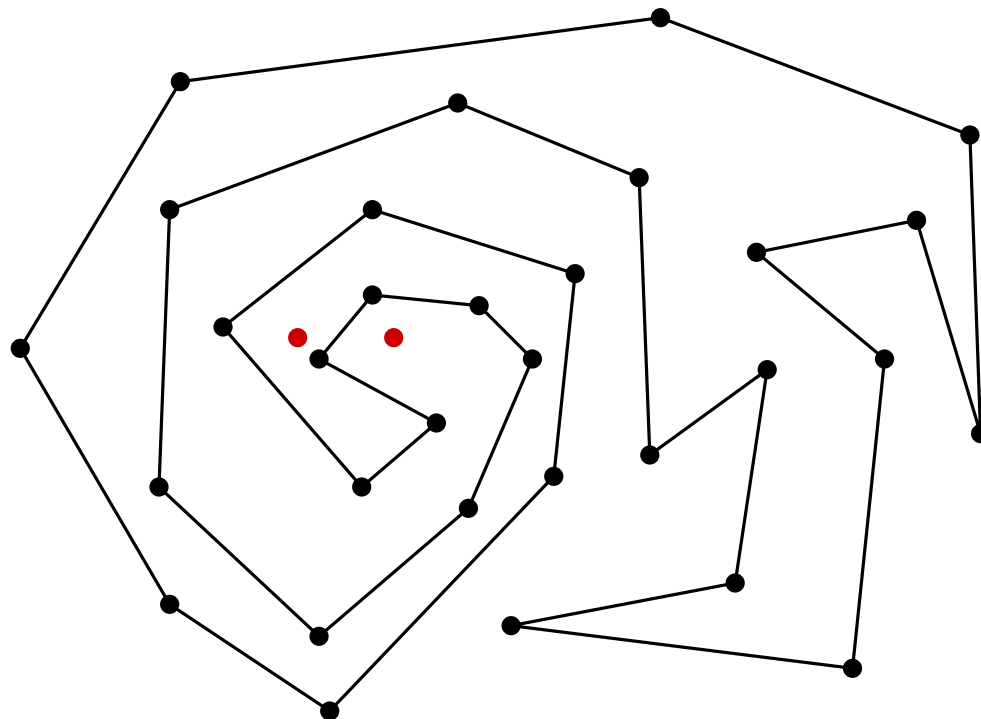
Input:

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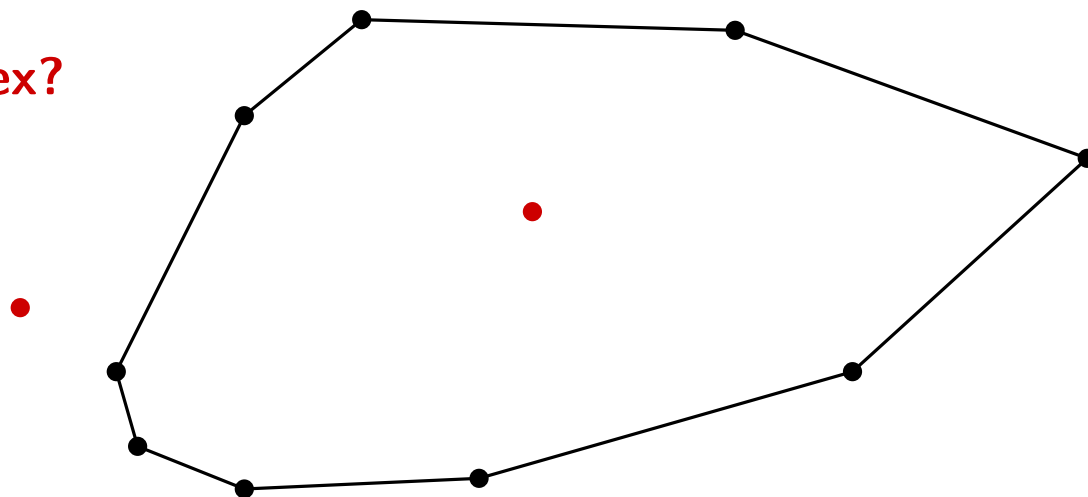
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USING ORIENTATION TESTS ON POLYGONS

Supporting lines point - polygon

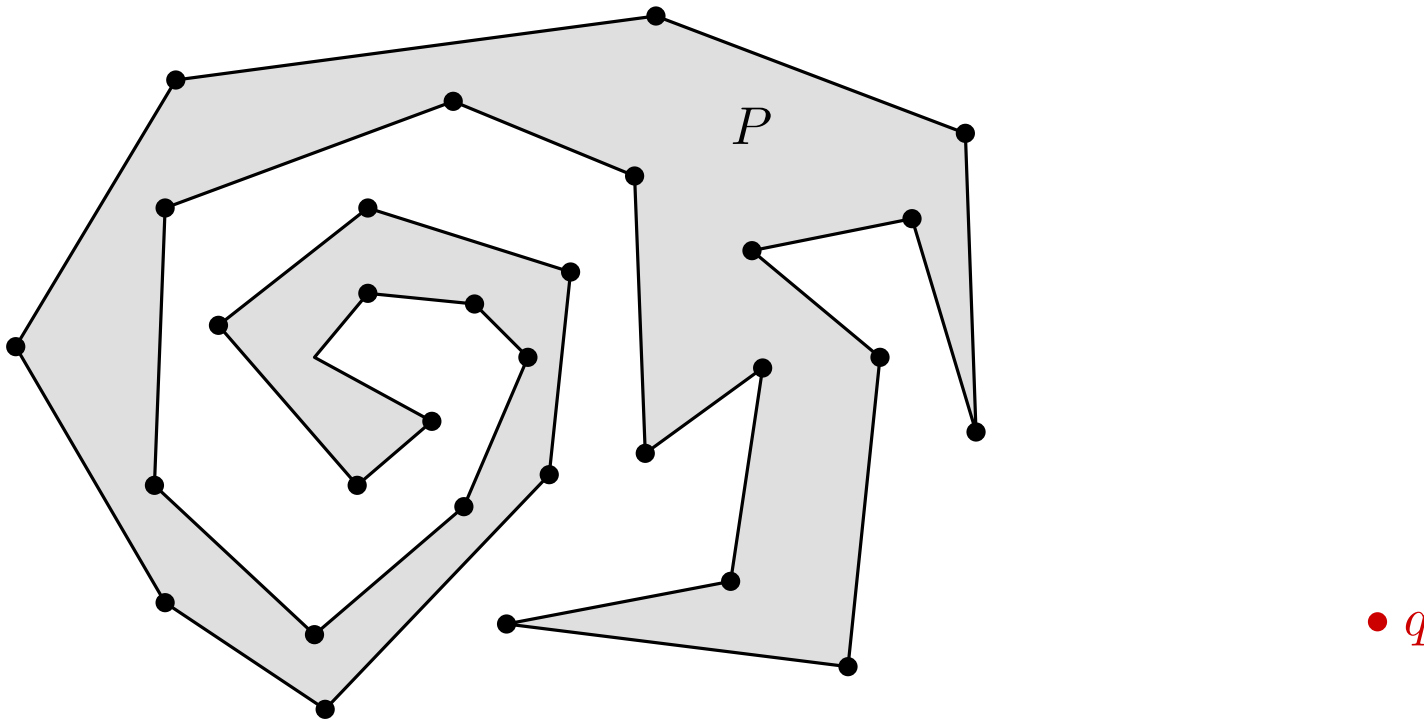
Input:

A polygon P with vertices p_1, p_2, \dots, p_n

A point q not belonging to the convex hull of P

Output:

Lines through q and P that leave all of P to one side



USING ORIENTATION TESTS ON POLYGONS

Supporting lines point - polygon

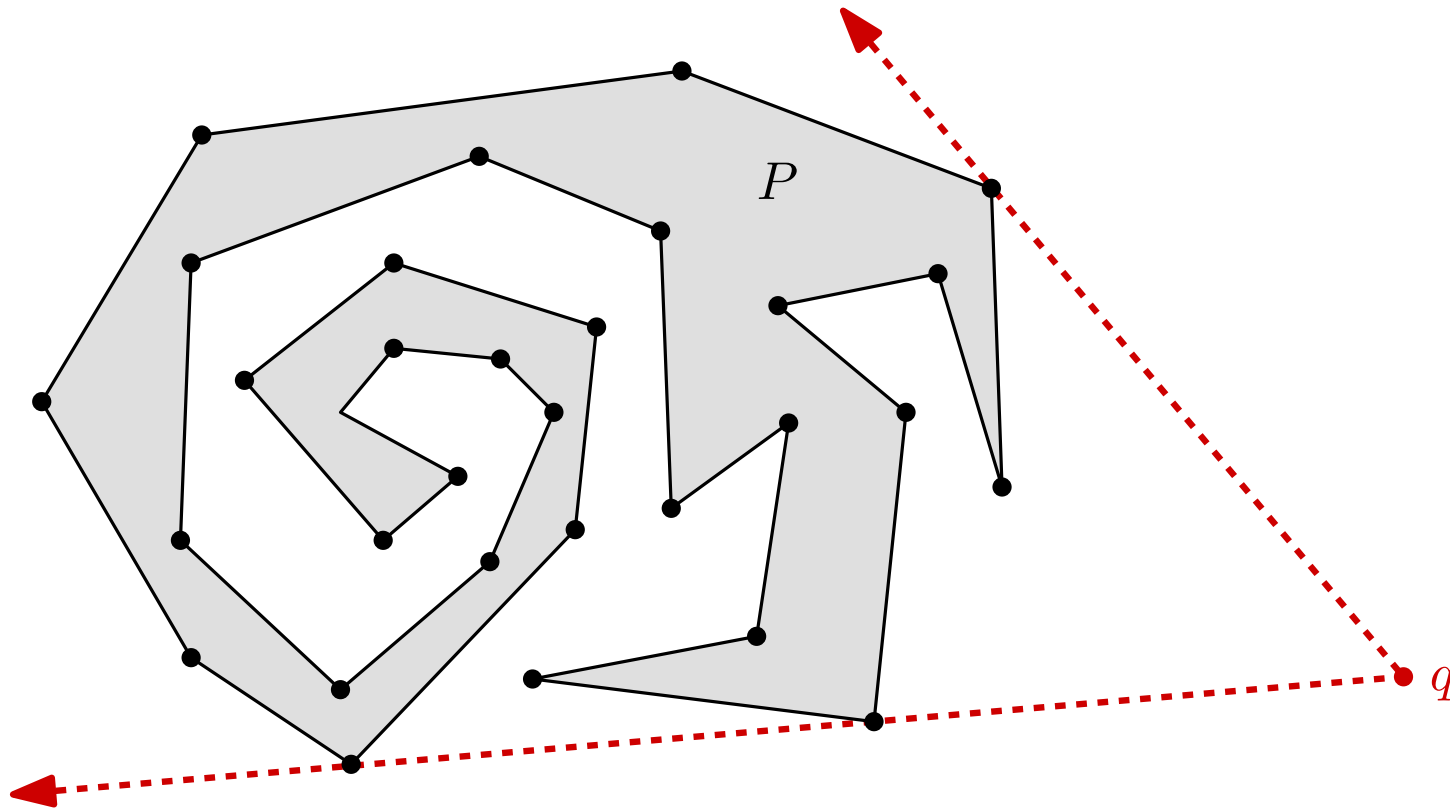
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Supporting lines point - polygon

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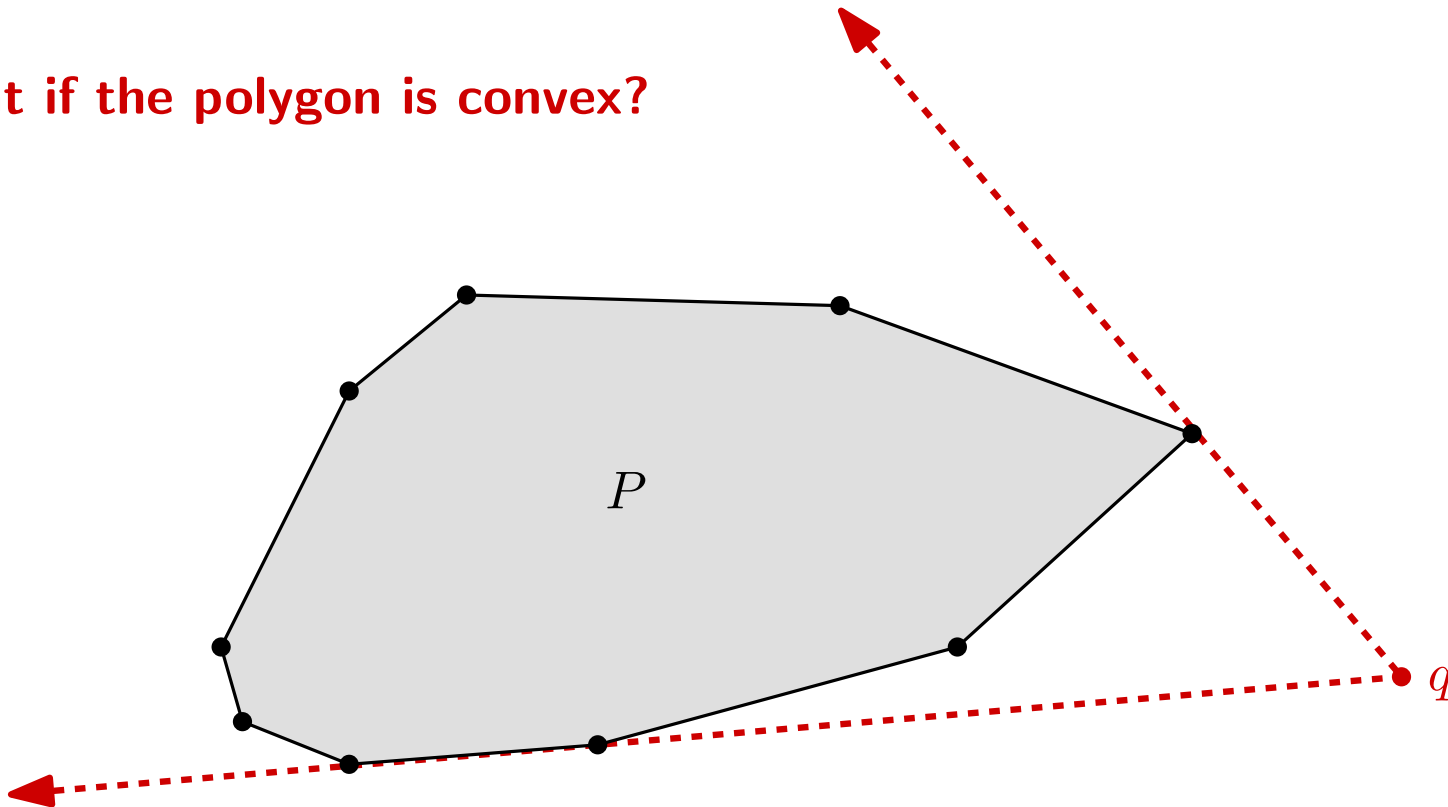
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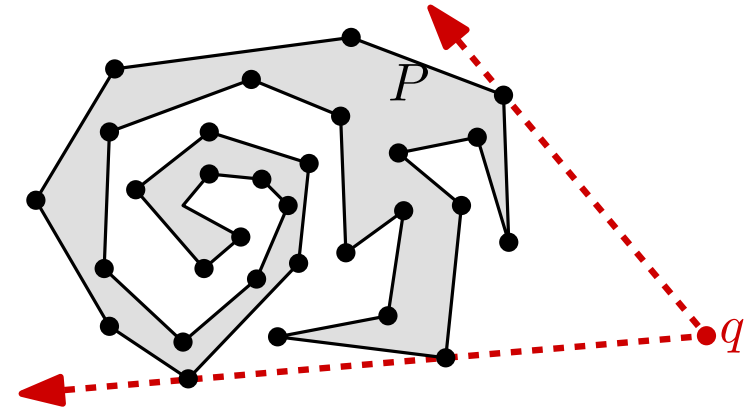
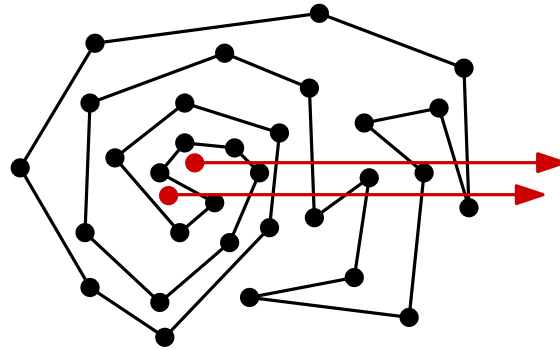
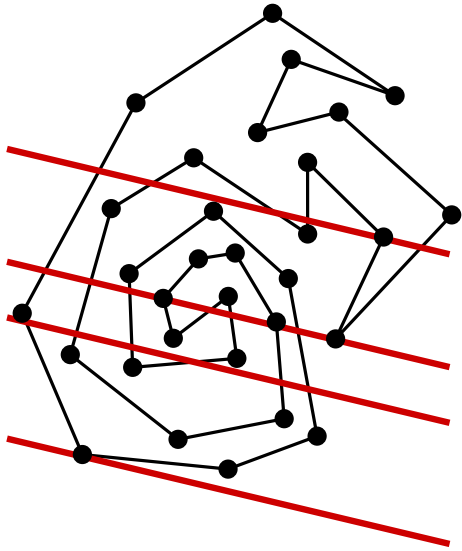


USING ORIENTATION TESTS ON POLYGONS

How did we prove the correctness of our solutions?

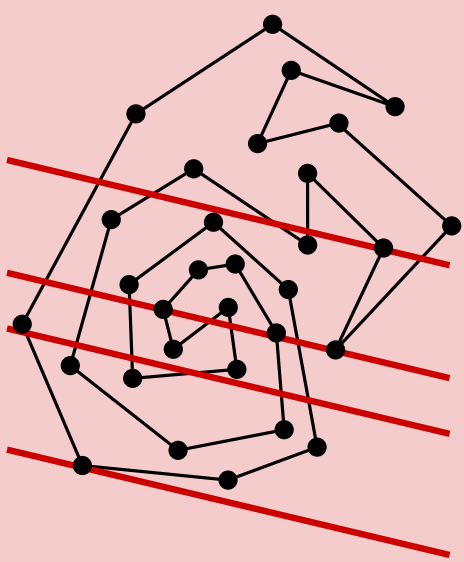
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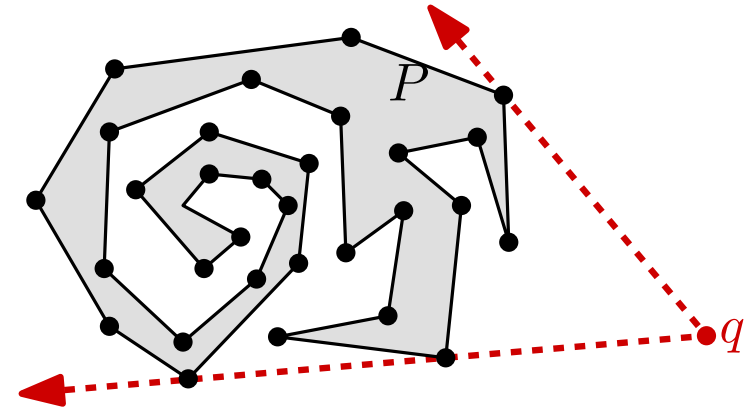
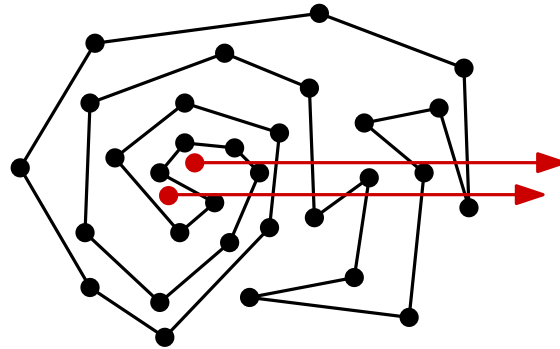


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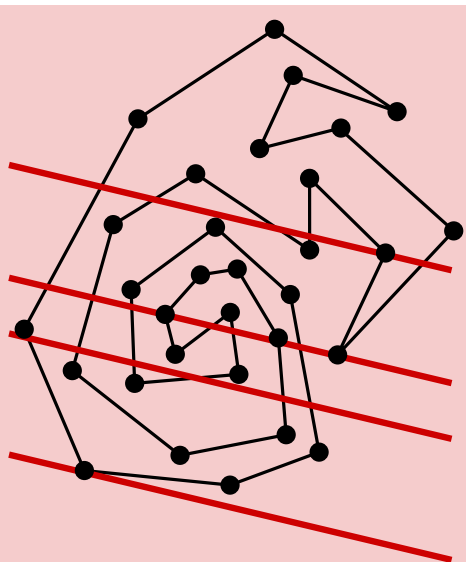


Geometric property:
No particular one.



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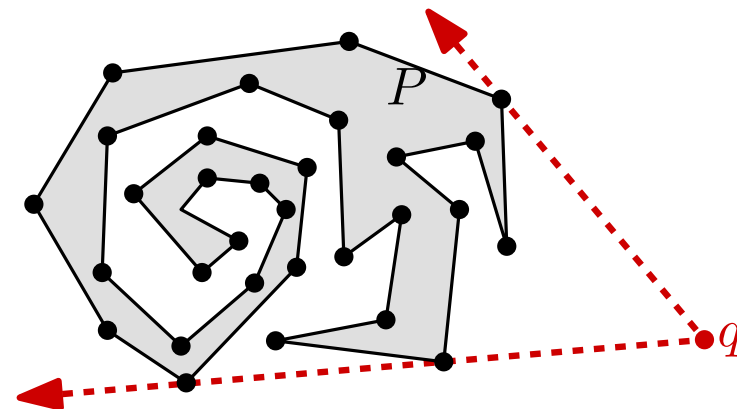
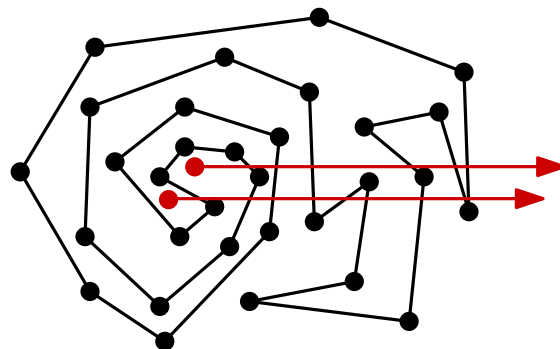
Geometric property:
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Brute-force solution

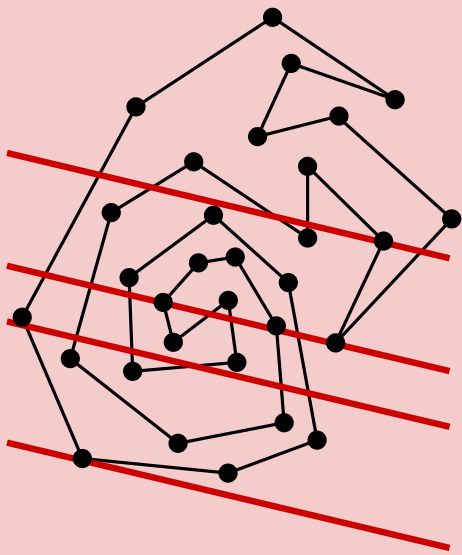
$O(n)$ time

$O(n)$ space



USING ORIENTATION TESTS ON POLYGONS

How did we prove the correctness of our solutions?

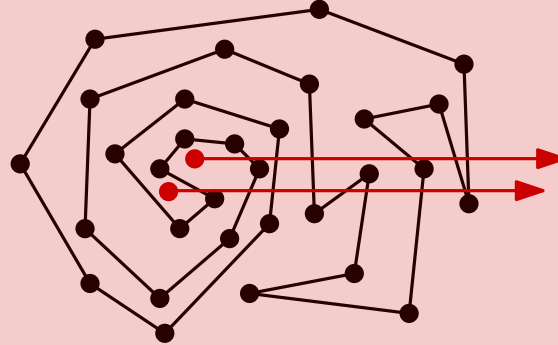


Geometric property:
No particular one.

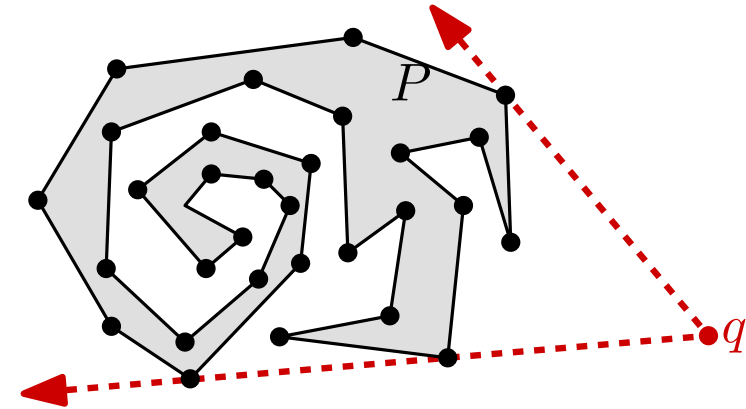


Brute-force solution

$O(n)$ time
 $O(n)$ space

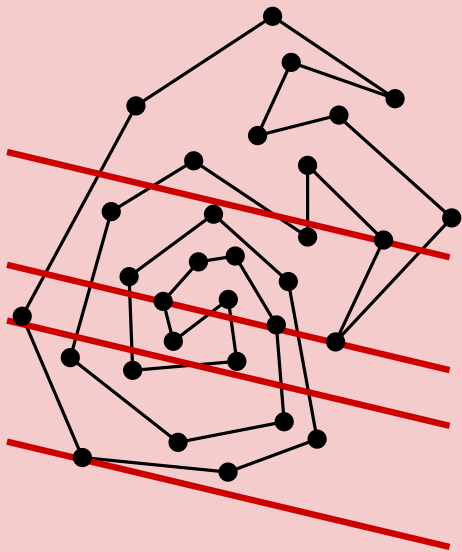


Geometric property:
 $p \in P \Leftrightarrow$ The number of intersections of ∂P and any halfline with origin at p is odd.



USING ORIENTATION TESTS ON POLYGONS

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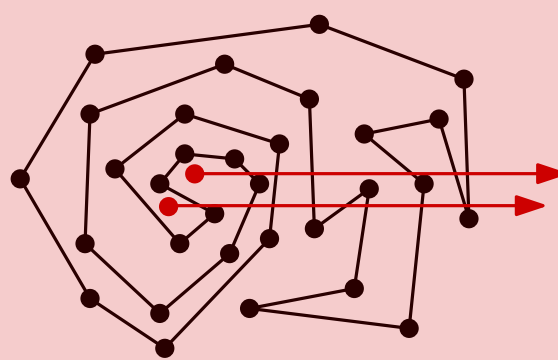


Geometric property:
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Brute-force solution

$O(n)$ time
 $O(n)$ space

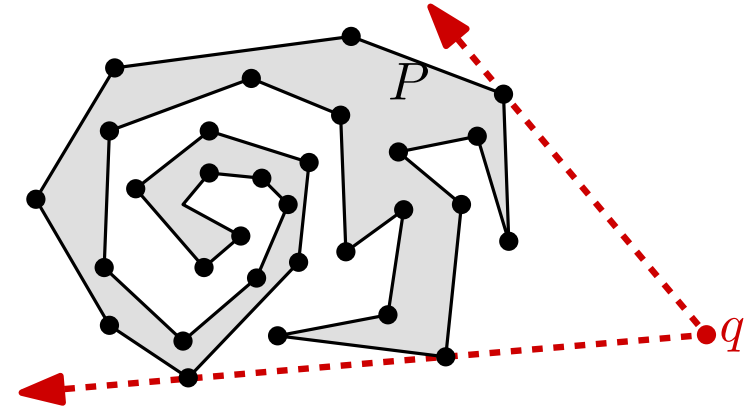


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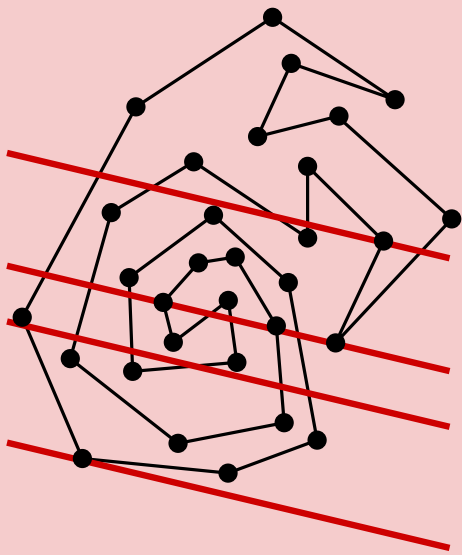
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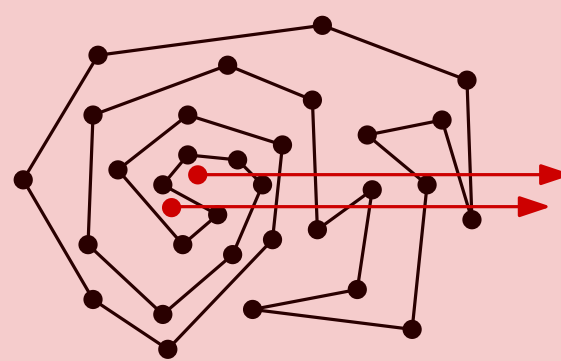


Geometric property:
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Brute-force solution

$O(n)$ time
 $O(n)$ space

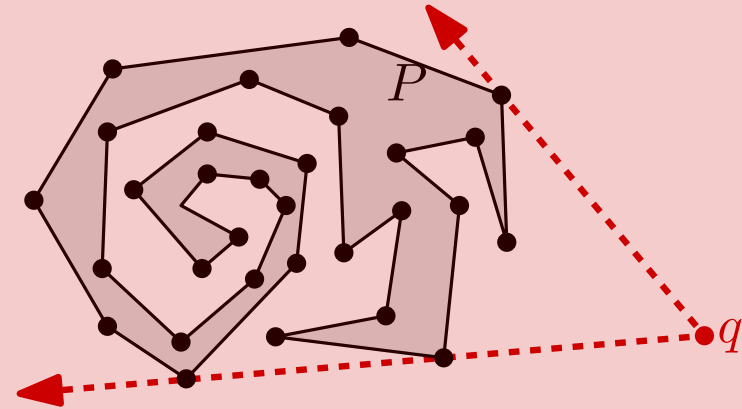


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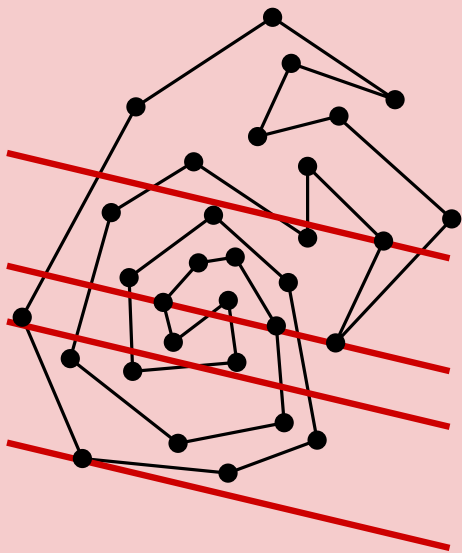
$O(n)$ time
 $O(n)$ space



Geometric property:
The solutions are the angularly extreme vertices of P as seen from q .

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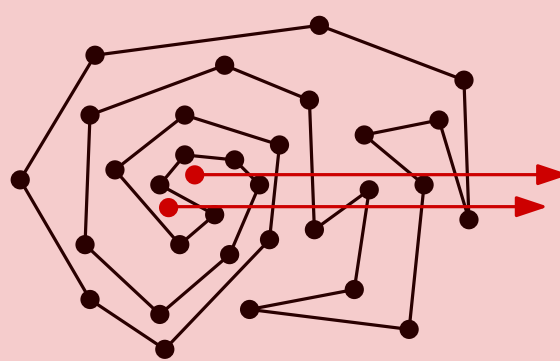


Geometric property:
No particular one.



Brute-force solution

$O(n)$ time
 $O(n)$ space

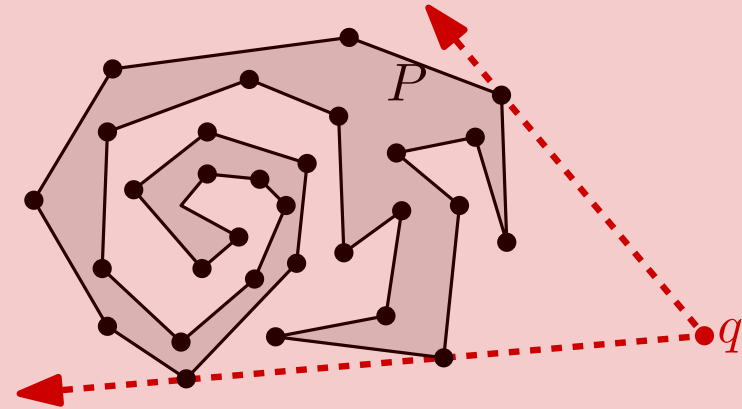


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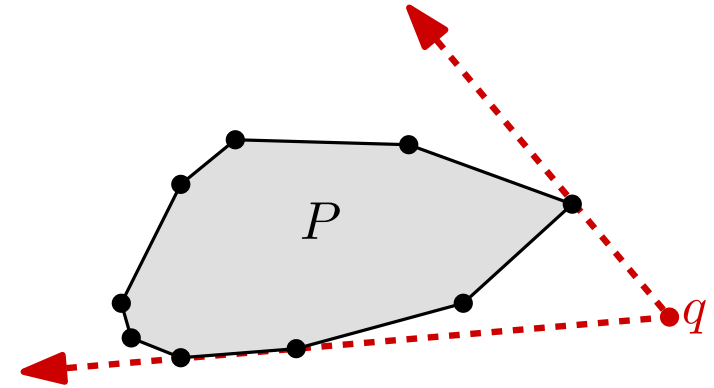
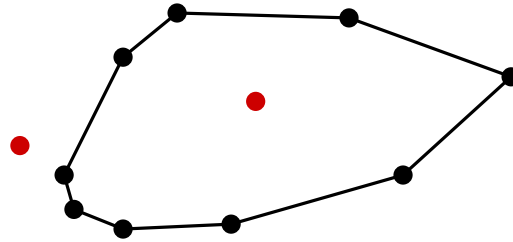
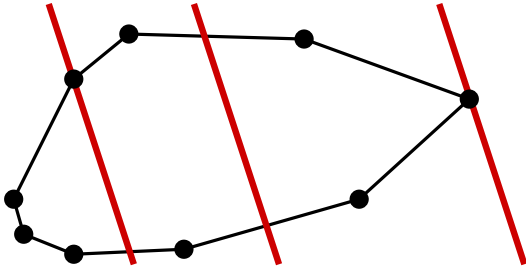


Use a max/min algorithm

$O(n)$ time
 $O(n)$ space

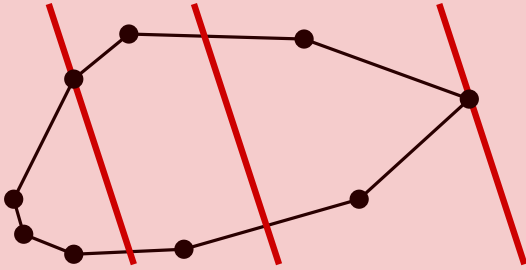
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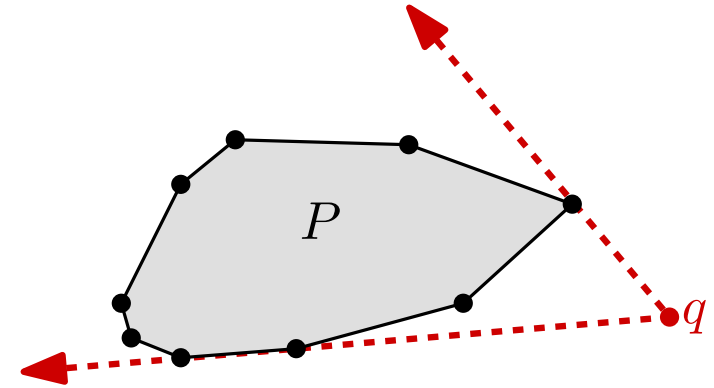
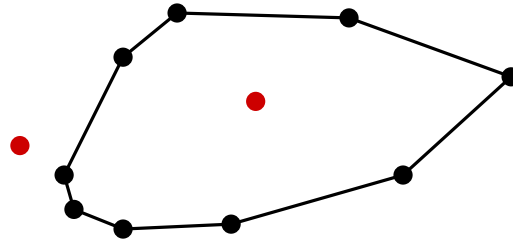


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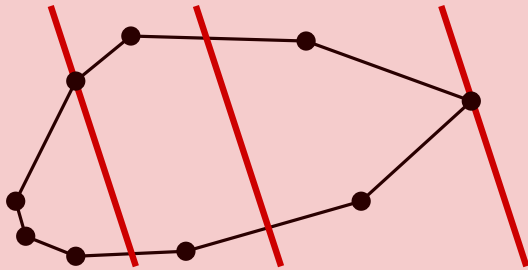


Geometric property:
Distance to line is
unimodal along each
chain of ∂P .



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Geometric property:

Distance to line is unimodal along each chain of ∂P .

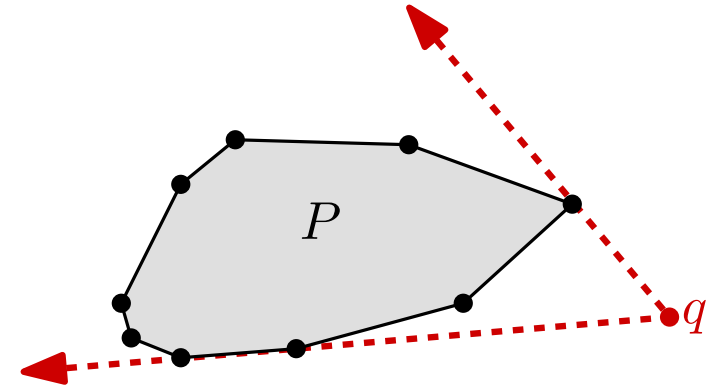
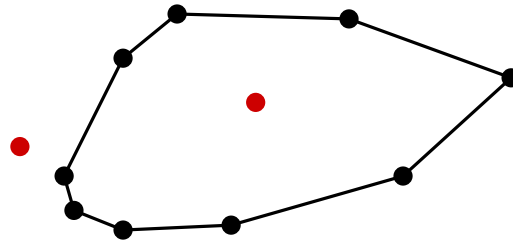


Binary search solution

$O(\log n)$ time

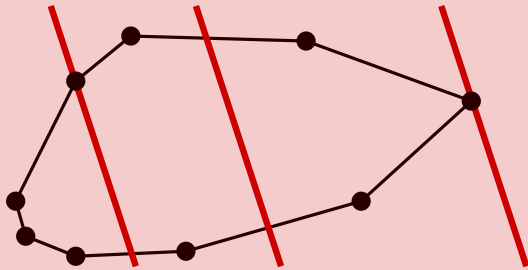
$O(n)$ space

(after preprocess)



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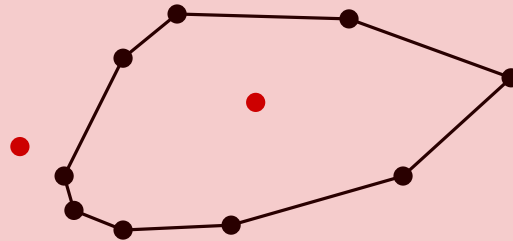


Binary search solution

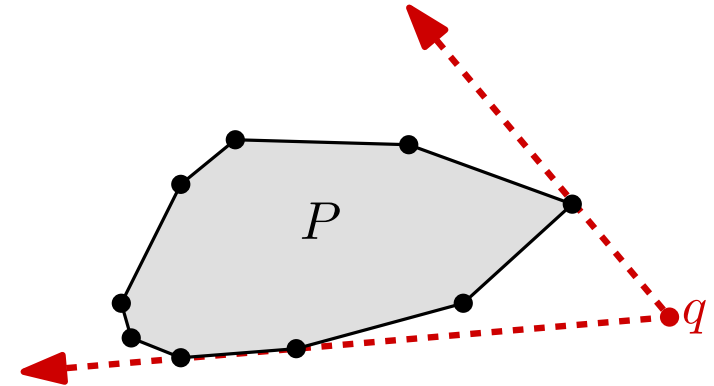
$O(\log n)$ time

$O(n)$ space

(after preprocess)

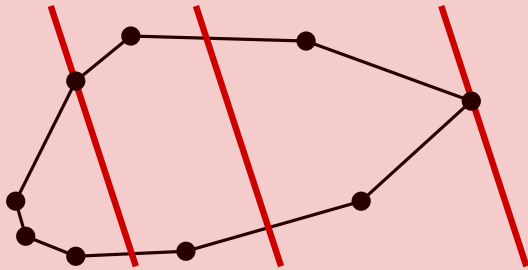


Geometric property:
Segments connecting two vertices decompose P into two convex subpolygons.



USING ORIENTATION TESTS ON POLYGONS

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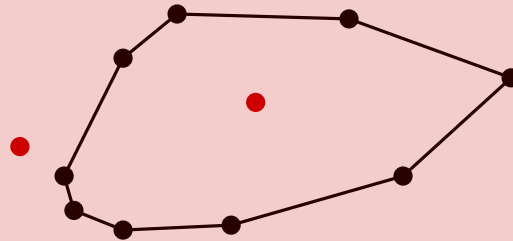


Geometric property:
Distance to line is unimodal along each chain of ∂P .



Binary search solution

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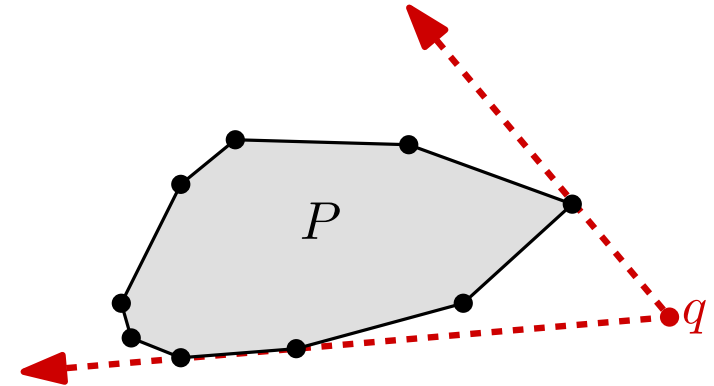


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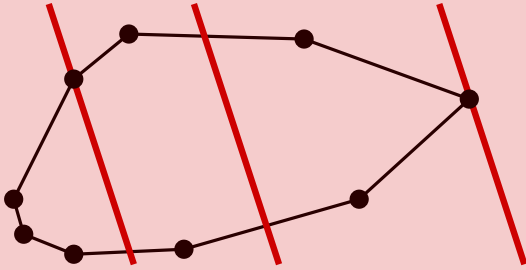
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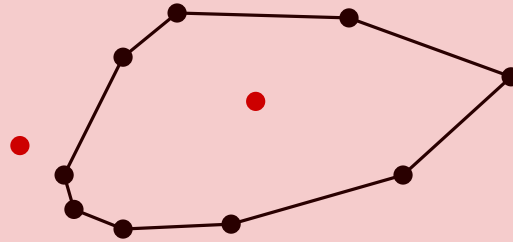


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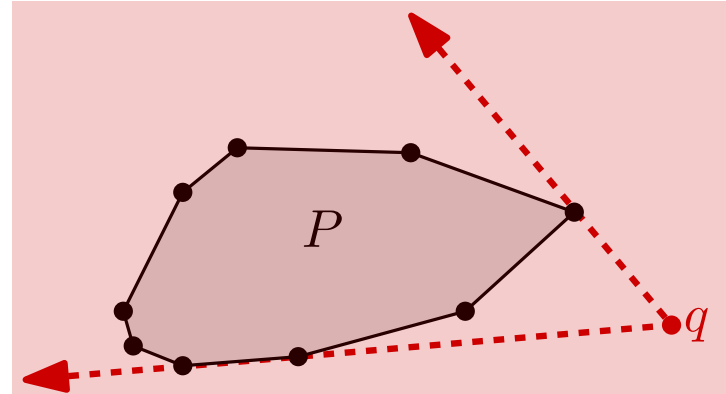


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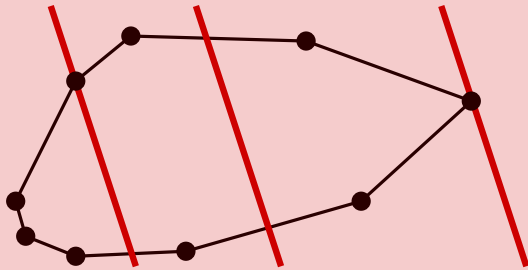


Geometric property:

Angle wrt q is unimodal along ∂P .

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Geometric property:

Distance to line is unimodal along each chain of ∂P .

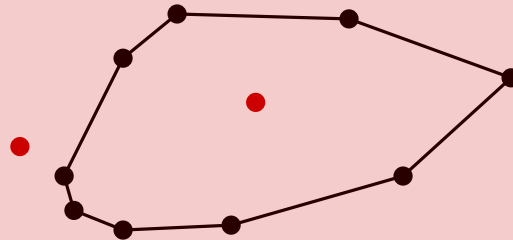


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$O(\log n)$ time

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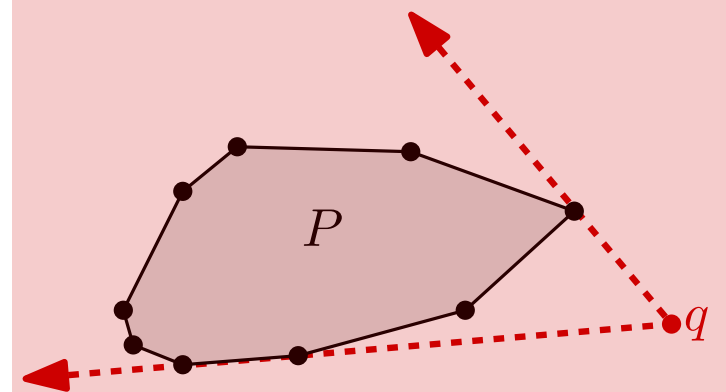


Binary search solution

$O(\log n)$ time

$O(n)$ space

(after preprocess)



Geometric property:

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Binary search solution

$O(\log n)$ time

$O(n)$ space

(after preprocess)

FURTHER READING

J. O'Rourke

Computational Geometry in C

Cambridge University Press, 1994 (2nd ed. 1998), pp. 17-35.

F. P. Preparata and M. I. Shamos

Computational Geometry: An Introduction

Springer-Verlag, 1985, pp. 36-45.