

Geometric Intersection

B0 Algorithm: Analysis

- Correctness

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Principle Behind

❖ Whenever two segments become **adjacent** along L , we will

- **check** if they intersect to the **right** of L

And if so, we will

- **insert** the intersection as a new event

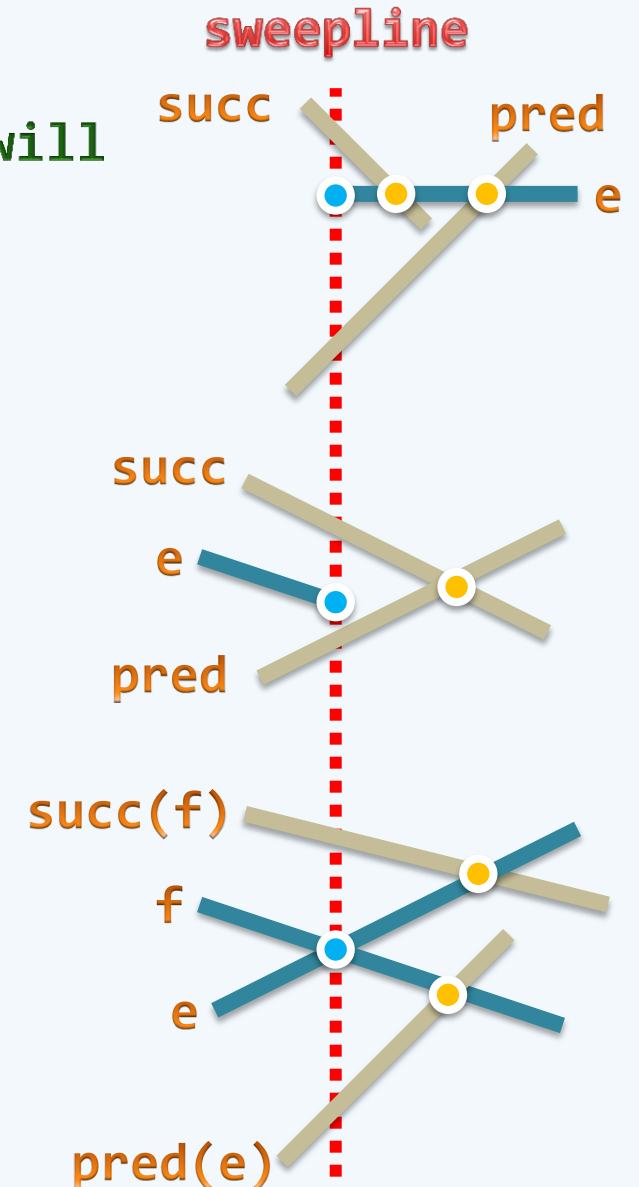
❖ That means that during the sweeping,

every event inserted **is** indeed an intersection

❖ But, on the other hand,

would any intersection point

be **ignored** by this algorithm?



No Intersections Ignored

❖ The following lemma answers this question and hence establishes the correctness of BO algorithm ...

❖ For any segments e and f intersecting at point P , there is a placement of the sweep line prior to the event P

s.t.

- e and f begin to be adjacent along the sweep line and hence
- will be tested for intersection

