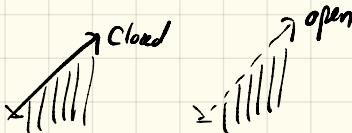


# Half Plane Intersections $\rightarrow$ Point line duality

half plane



open if don't consider line  
closed if do consider line



(today  
halfplanes  
are all  
closed)

Rep: GP assumption (no vertical lines)

$$y = ax - b$$

↑ negative y intercept

slope

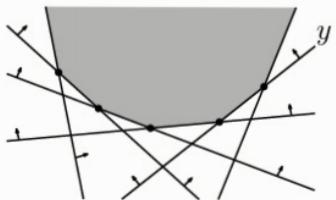
lower (closed) halfplane: all points satisfying  $y \leq ax - b$   
upper (closed) halfplane: all points satisfying  $y \geq ax - b$

Halfplane intersection problem

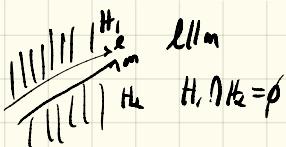
Given  $n$  closed halfplanes  $H = \{h_1, \dots, h_n\}$   
compute the intersection

Note: intersection is convex because

intersection of convex sets is convex  
finite # of

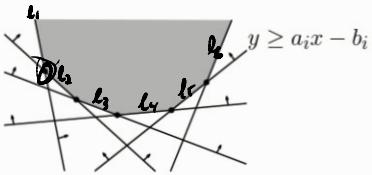


unbounded



Output:

list of lines bounding the intersection region  
CCW order



Worst case how many lines can bound the output?  
 $n$  (because of convexity)

How fast can we compute?

lower bounden  $\Omega(n \lg n)$  - sorting

Higher dim:  $n$  halfspaces in  $\mathbb{R}^d$   
boundary  $\Theta(n^{\frac{d+1}{2}})$  today we stay in 2d

See book or DM lecture notes for DDC also

## Lower envelopes (and duality)

lower envelope:

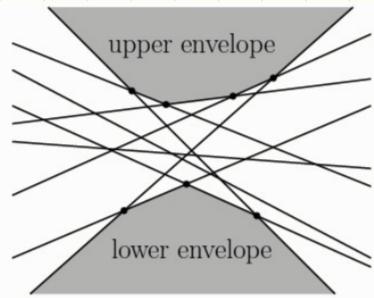
given lines

$$L = \{l_1, \dots, l_n\}$$

$$l_i: y = a_i x + b_i$$

Consider lower half-planes  $y \leq a_i x + b_i$

lower envelope is an intersection of half-planes



we can compute lower envelope (DDA) by computing a <sup>upper</sup> hull  
— " — upper envelope (DDA) by computing a lower hull

Duality for lines, points, incidences

line  $\stackrel{?}{=} \stackrel{?}{=} \rightarrow$  rep as 2 coeff  $(a, b)$

$$\text{eg } l: y = 2x + 1 \rightarrow \text{point } l^*: (2, -1)$$

Relationship

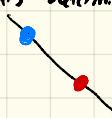
Primal

2 lines determine a point



dual

2 points determine a line



A point may lie

above/on/below a line



3 points, collinear



A line may pass  
above/below or through a point



3 lines through same point



Point-line duality map:

$$\begin{aligned} l \cdot y = l_a x - l_b &\rightarrow l^* = (l_a, l_b) \\ p = (p_x, p_y) &\rightarrow p^*: b = p_x a - p_y \end{aligned}$$

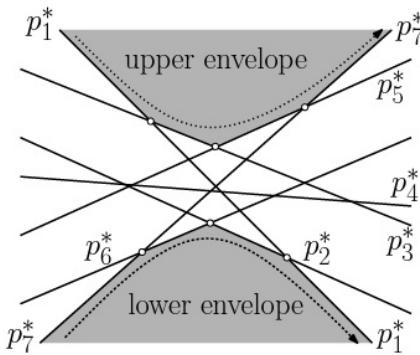
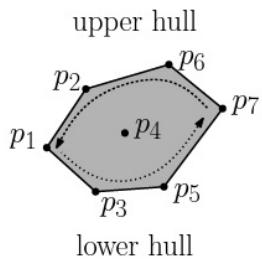
Props:

Self inverse:  $p^{**} = p$

Order preserving: Point  $p$  above/on/below  $l$  in primal  
 $\Leftrightarrow p^*$  is below/on/above  $l^*$  in the dual

Intersection preserving:  $l_1, l_2$  intersect a  $p$  in primal  
 $\Leftrightarrow$  dual line  $p^*$  passes through points  $l_1^*, l_2^*$

Collinear/coincidence: 3 points in primal  $\Leftrightarrow$  dual lines intersect at common point  
collinear



Convex hulls & envelopes

Lemma: Let  $P$  be a set of points in the plane

CCW of points in the upper hull of  $P$

is the same seq of lines in the lower envelope of dual  $P^*$

PF Upper hull (assure no 3 are collinear)

consider  $p_i$  and  $p_j$  consecutive on upper hull  
def  $l_{ij} := \overleftrightarrow{p_ip_j}$

$p_i, p_j$  on upper hull  $\Rightarrow$  all points of  $P - \{p_i, p_j\}$  below  $l_{ij}$

Consider dual lines  $p_i^* p_j^*$

incidence prop  $\Rightarrow l_{ij}^* = p_i^* \cap p_j^*$

order preserving prop  $\Rightarrow$  dual lines of  $P^*$  are above point  $l_{ij}^*$   
 $\Rightarrow l_{ij}^*$  is on the lower envelope of  $P^*$

How is order preserved?

observe! CCW order of pts on upper hull

slope of edges between points increase monotonically

slope of line in the primal  $\rightarrow$  a-coord in dual

$\Rightarrow$  CCW in the upper hull  $\rightarrow$  left/right in the lower envelope