1 개요

1.1 기본 원리

 $\mathrm{JSON} \Rightarrow \mathrm{Structure} \Rightarrow \mathrm{Algorithm} \Rightarrow \mathrm{Structure} \Rightarrow \mathrm{JSON}$

1.2 설명

1.2.1 **JSON**

평면 정보

1.2.2 Structure

JSON + 도형간의 관계

1.2.3 Algorithm

도형 위치를 정하는 규칙

2 기본 사항

2.1 색인

약어
structure key
약어 설명
부분 결과

2.2 약어

2.2.1 Boolean

TR	true
FA	false

2.2.2 조건문

IF	if
\mathbf{EI}	else if
EL	else

2.2.3 반복문

FE	for each
FO	for
BR	break

2.3 기호

 $\textbf{2.3.1} \quad \equiv \quad \textbf{equal}$

 $A \equiv B$ A와 B가 같다

 $\textbf{2.3.2} \hspace{0.2cm} \neq \hspace{0.2cm} \textbf{not equal}$

 $A \neq B$ A와B가 다르다

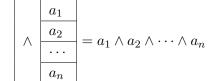
2.3.3 = assignment

A = B B를 A에 대입

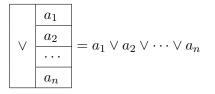
2.3.4 parallel or tangent

$A \parallel B$	IF	A와 B가 선이나 선분	<i>A</i> 와 <i>B</i> 가 평행
	EL	A와 B 가 접함	

2.3.5 And \wedge



2.3.6 Or ∨



2.3.7 좌표

[x, y]

2.3.8 집합

집합을 배열 $[a,b,\ldots]$ 로 표현

2.3.9 함수 합성

$$f_1 \circ f_2 \circ \cdots \circ f_n(\mathbf{x}) = f_1(f_2(\cdots (f_n(\mathbf{x}))\cdots))$$

2.3.10 조건문

- 1. **IF** A
 - 1 If $A \equiv TR$, then
- 2. **IF** A B
 - 1 If $A \equiv \mathbf{TR}$, then B.
- 3. **EI** A
 - $\boxed{1}$ Else if $A \equiv \boxed{\text{TR}}$, then
- 4. **EI** A B
 - $\boxed{1}$ Else if $A \equiv \boxed{\text{TR}}$, then B.
- 5. EL
 - 1 Else
- 6. EL B
 - $\boxed{1}$ Else B

2.3.11 반복문

- 1. **FO** A
 - 1 For A
- 2. **FO** *A B*
 - $\fbox{1}$ For A do B
- 3. **FE** A
 - $\boxed{1}$ For each A
- 4. **FE** A B
 - $\fbox{1}$ For each A do B

2.3.12 Operator

1.
$$A \circ B$$

$$\boxed{1} \ A \circ B$$

2.4 함수

2.4.1 m(r, s) **mod**

1. 정의

r을 s로 나누었을 때 나머지

2. 계산

$$m(r,s) = \lfloor \frac{r}{s} \rfloor$$

2.4.2 atan2(y, x)

1. 정의

점 [x,y]를 극좌표로 표현할 때의 각 $(-\pi \leq \operatorname{atan2}(y,x) \leq \pi)$

2. 계산

' II L		
IF		$atan2(y, x) = arctan\left(\frac{y}{\sqrt{x^2 + y^2} + x}\right)$
EI		$\operatorname{atan2}(y,x) = \pi$
EL	미정	

2.4.3 $a(\theta)$ angle

1. 정의

각 heta를 극좌표 각으로 표현했을 때의 값

2. 계산

$$a(\theta) = \left\lfloor \frac{\theta}{2\pi} \right\rfloor$$

2.4.4 a(y, x) **angle**

1. 정의

점 [x,y]를 극좌표로 나타낼 때의 각

2. 계산

$$\mathbf{a}(y,x) = \mathbf{a} \circ \operatorname{atan2}(y,x)$$

2.4.5 int(O) **interior**

1. 정의

도형 *O*의 내부

2.4.6 $a(p_1, p_2)$ angle

1. 정의

점 $\mathbf{p} = [x, y] = \mathbf{p}_2 - \mathbf{p}_1$ 를 극좌표로 표현했을때의 각

2. 계산

$$a(\mathbf{p}_1, \mathbf{p}_2) = a(y, x)$$

$\mathbf{2.4.7} \quad \mathrm{d}(\mathbf{p}_1,\mathbf{p}_2) \quad \mathbf{distance}$

1. 정의

두 점
$$\mathbf{p}_1 = [x_1, y_1], \, \mathbf{p}_2 = [x_2, y_2]$$
의 거리

2. 계산

$$d(\mathbf{p}_1, \mathbf{p}_2) = \sqrt{(x_1 - x_2)^2 + (y_1 - y_2)^2}$$

2.4.8 $c(r, \theta)$ Cartesian

1. 정의

극좌표 $[r, \theta]$ 의 직교좌표 표현

2. 계산

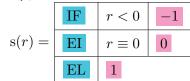
$$c(r,\theta) = [r\cos\theta, r\sin\theta]$$

2.4.9 s(r) **sign**

1. 정의

실수 r의 부호

2. 계산



2.4.10 k(v, A) **key**

- 1. 정의
 - 배열 $\mathcal A$ 에서 v의 \ker
- 2. 계산 $\mathcal{A}[\mathbf{k}(v,\mathcal{A})] = v$

2.4.11 $r(\mathbf{p}, \mathbf{c}, \theta)$ rotation

1. 정의

점 $\mathbf{p}=[x,y]$ 를 $\mathbf{c}=[x_1,y_1]$ 를 중심으로 θ 만큼 회전 이동한 점 계산

2. 계신

$$\mathbf{r}(\mathbf{p}, \mathbf{c}, \theta) = (\mathbf{p} - \mathbf{c}) \begin{bmatrix} \cos \theta & \sin \theta \\ -\sin \theta & \cos \theta \end{bmatrix} + \mathbf{c}$$

2.4.12 $s(p_1, p_2)$ **segment**

1. 정의

두 점 $\mathbf{p}_1,\,\mathbf{p}_2$ 를 끝점으로 가지는 선분

2. 계산

$$s(\mathbf{p}_1, \mathbf{p}_2) = [t\mathbf{p}_1 + (1-t)\mathbf{p}_2 \mid 0 \le t \le 1]$$

2.4.13 amm(A) angle mid max

- 1. 정의
 - $oxed{1}$ 극좌표 각의 집합 \mathcal{A} 을 크기순으로 나열 $heta_0 \leq heta_1 \leq \cdots \leq heta_n$
 - $\boxed{2}$ 연속항의 차이를 구함 $\delta_0= heta_0- heta_n, \delta_1= heta_1- heta_0,\dots,\delta_n= heta_n- heta_{n-1}$
 - $\boxed{3}$ $\delta_i = \max[\delta_0,\dots,\delta_n]$ 를 만족하는 최소 i에 대해 $\mathrm{a}(heta_i rac{\delta_i}{2})$ 를 계산

3 Structure

- 3.1 값
- 3.1.1 Boolean



FA

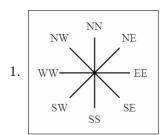
3.1.2 색

수	XX0	XX1	XX2	XX3	XX4	XX5
색	회색	청색	적색	청색	황색	녹색

3.1.3 좌표

[실수,실수]

3.1.4 방향



	이름	EE	NE	NN	NW	WW	SW	SS	SE	CM
2.	방향	동	북동	북	북서	서	남서	남	남동	중앙
	각	0°	45°	90°	135°	180°	225°	270°	315°	

3.2 도형

1. Structure



2. 요소

함수	structure key	정의	함수명 의미

함수

함수	정의	함수명 의미

3.2.1 Geometry2D: G

1. Structure

type	Geometry2D
object	도형 배열
window	$[[-x_{min}, x_{max}], [-y_{min}, y_{max}]]$
rotate	radian

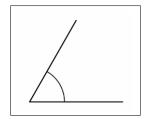
2. 요소

o(G)	object	G위의 도형	object
s(G)	window	$[[x_{min}, x_{max}], [y_{min}, y_{max}]]$	size
a(G)	rotate	회전각	angle

3. **함수**

r(G)	$\frac{y_{max} - y_{min}}{x_{max} - x_{min}}$	ratio
------	---	-------

3.2.2 Angle2D: A



1. Structure

type	AngleThreePt2D		
height	실수		
dash	boolean		
color	색		
visible	boolean		
tickLabel	none, right, double, dot, circle, dash, dbldash, tpldash		
selectable	boolean		
selected	boolean		
label	type Static mode math		
	value latex		
labelSign	방향		
id	자연수		
vertexPoint	자연수		
sourcePoint	자연수		
targetPoint	자연수		

2. 요소

c(A)	vertex	중심	center
s(A)	source	시점	start
e(A)	target	종점	end
h(A)	height	$\mathrm{c}(A)$ 에서 각표시까지의 거리	height
r(A)	right	직각 표시 여부	right

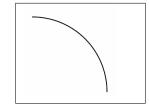
3. **함수**

a(A) 중심각 angle

4. 관계

$$A_1 \cap A_2 \neq \emptyset \iff \land \frac{\operatorname{c}(A_1) \equiv \operatorname{c}(A_2)}{\operatorname{h}(A_1) == \operatorname{h}(A_2)}$$

3.2.3 Arc2D: A



1. Structure

Structure				
type	ArcFree2D			
angle	radian			
dash	boolean			
color	color			
visible	boolean			
tickLabel	none, single, d	louble, triple		
selectable	boolean			
selected	boolean			
label	type Sta mode mat value			
labelSign	방향			
	visible height color	boolean 실수 색 type Static mode math value		
measure	labelSign	방향		
	tickLabel	none, single, double, triple		
	type	MeasureArcGeo2D		
	center	좌표		
	pointStart	좌표		
	angle	radian		
id	자연수			
centerPoint	자연수			
startPoint	자연수			

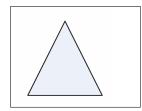
2. 요소

c(A))	cen	ter	중	심	center	
s(A)	s(A) pointStart		시	점	start		
a(A))	ang	le	중	심각	angle	
m(A	L)	mea	asure	me	asure	measure	
h o	m((A)	height		c(A)	에서 $m(A)$ 중심까지의 거리	height
$\operatorname{ld} \circ \operatorname{m}(A)$ labelSi		gn	m(A)	의 label 방향	label direction		

3. **함수**

e(A)	종점	end
r(A)	d(c(A), s(A))	radius

3.2.4 Face2D: F



1. Structure

type	FaceBoundaries2D		
color	색		
visible	boolean		
selectable	boolean		
selected	boolean		
label	type Static mode math value		
labelSign	방향 자연수		
id			
boundaries	[자연수, 자연수, 자연수]		

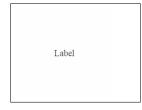
2. 요소

г				
	e(F)	boundaries	변	edge

3. **함수**

c(F)	중	center	
v(F)	꼭짓점	vertex	

3.2.5 Label2D: L



1. Structure

type	LabelFree2D		
coord	좌표		
color	색		
selectable	boolean		
selected	boolean		
	type Static		
label	mode math		
	value latex		
labelSign	방향		
labeledObject	자연수		
labelType			
labelUnit			
id	자연수		

2. 요소

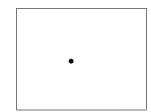
c(L)	coord	중심	center
o(L)	labeledObject	label을 붙이는 도형	object
d(L)	labelSign	방향	direction

3. **함수**

s(L)	크기 [x, y]	size

7

3.2.6 Point2D: *P*



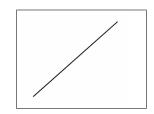
1. Structure

type	PointFree2D		
coord	좌표		
isFill	boolean		
color	색		
visible	boolean		
selectable	boolean		
selected	boolean		
	type Static		
label	mode math		
	value		
labelSign	방향		
id	자연수		

2. 요소



3.2.7 Segment2D: S



1. Structure

type	LineSegFree2D		
source	arrow boolean		
target	arrow boolean		
dash	boolean		
color	색		
visible	boolean		
tickLabel	none, single, double, triple, quadruple, dot, circle		
parallel	none, single, double, triple		
selectable	boolean		
selected	boolean		
	type Static		
label	mode math		
	value		
labelSign	방향		
	height 실수		
	color 색		
	type Static		
	label mode math		
measure	value		
	labelSign 방향		
	tickLabel none, single, double		
	type MeasureGeo2D		
	source 좌표		
	target 좌표		
id	자연수		
sourcePoint	자연수		
targetPoint	자연수		

2. 요소

s(S)	sou	rce	시점		start					
e(S)	targ	get	종점		end					
m(S)	mea	asure	meas	ure	measure					
$h \circ m$	(S)	heigh	ight S =		중심과 $\operatorname{m}(S)$ 중심 사이 거리	height				
l o m	(S)	label		m(S)의 label		label				
$\operatorname{ld} \circ \operatorname{n}$	n(S)	label	Sign lab		el 방향	label direction				
l(S)		label		label		label		label		label
$\operatorname{ld}(S)$		label	Sign	lab	el 뱡향	label direction				

3. **함수**

- ,		
v(S)	e(S) - s(S)	vector
a(S)	a(s(S), e(S))	angle
l(S)	l(s(S), e(S))	length
$\mathbf{a} \circ \mathbf{m}(S)$	$[\theta_s, \theta_e]$, $\mathbf{m}(S)$ 의 시점 각과 종점 각	angle
$r \circ m(S)$	$m(S)$ 를 포함하는 $\operatorname{Arc2D}$ 의 반지름	radius

4 Algorithm

4.1 도형의 분류

4.1.1 Angle2D: AN

\mathcal{AN}_c	color가 있는 Angle2D	Angle2D color
\mathcal{AN}_s	selectable한 Angle2D	Angle2D selectable
\mathcal{AN}_t	tickLabel이 표시된 Angle2D	Angle2D tickLabel
$\mathcal{AN}_{ar{t}}$	$\mathcal{AN} - \mathcal{AN}_t$	Angle2D tickLabel complement

4.1.2 Arc2D: AR

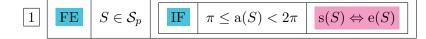
\mathcal{AR}_d	dash인 Arc2D	Arc2D dash
\mathcal{AR}_m	measure가 있는 Arc2D	Arc2D measure

- 4.1.3 Face2D: \mathcal{F}
- 4.1.4 Label2D: \mathcal{L}
- 4.1.5 Point2D: \mathcal{P}

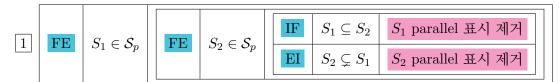
4.1.6 Segment2D: S

$ \mathcal{S}_d $	dash인 Segment2D	Segment2D dash
\mathcal{S}_m	measure가 있는 Segment2D	Segment2D measure
\mathcal{S}_{ml}	measure에 label이 있는 Segment2D	Segment2D measure label
$ \mathcal{S}_p $	parallel이 표시된 Segment2D	Segment2D parallel
\mathcal{S}_{li}	line으로 표현된 Segment2D	Segment2D line

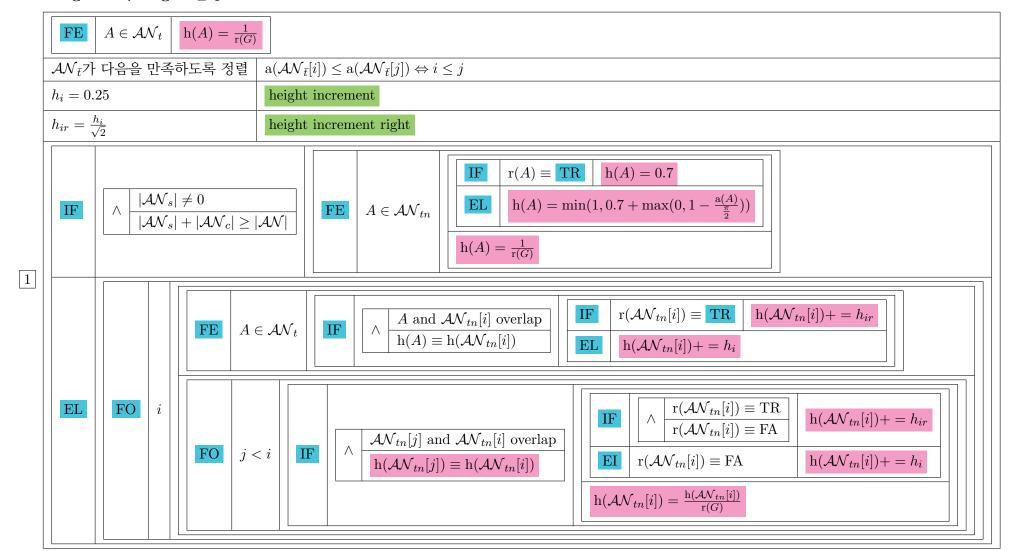
4.2 Segment2D parallel 표시 방향 통일



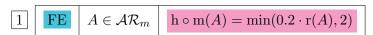
4.3 Segment2D parallel 표시 단순화



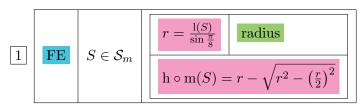
4.4 Angle2D의 height 결정



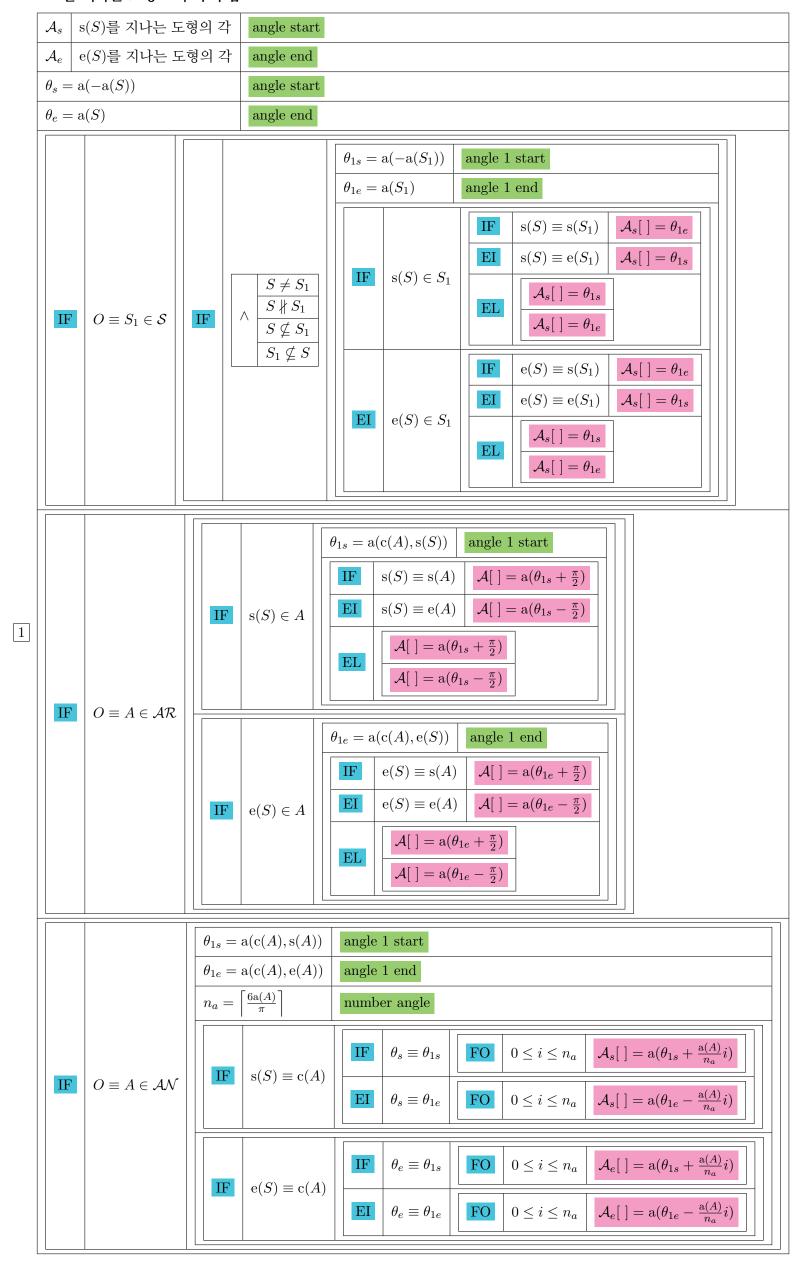
4.5 Arc2D의 measure height 결정



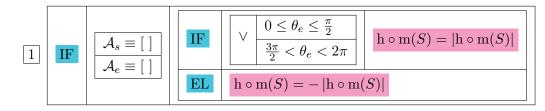
- 4.6 Segment2D의 measure height 결정
- 4.6.1 height의 절대값 결정



$oldsymbol{4.6.2}$ S를 지나는 도형 O의 각 수집

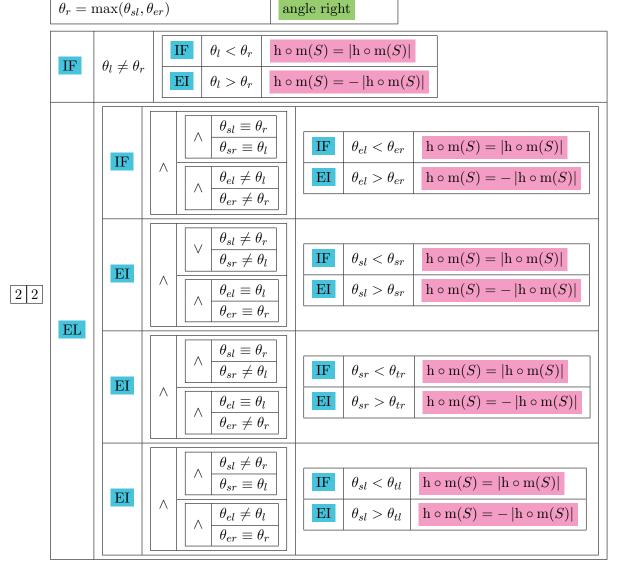


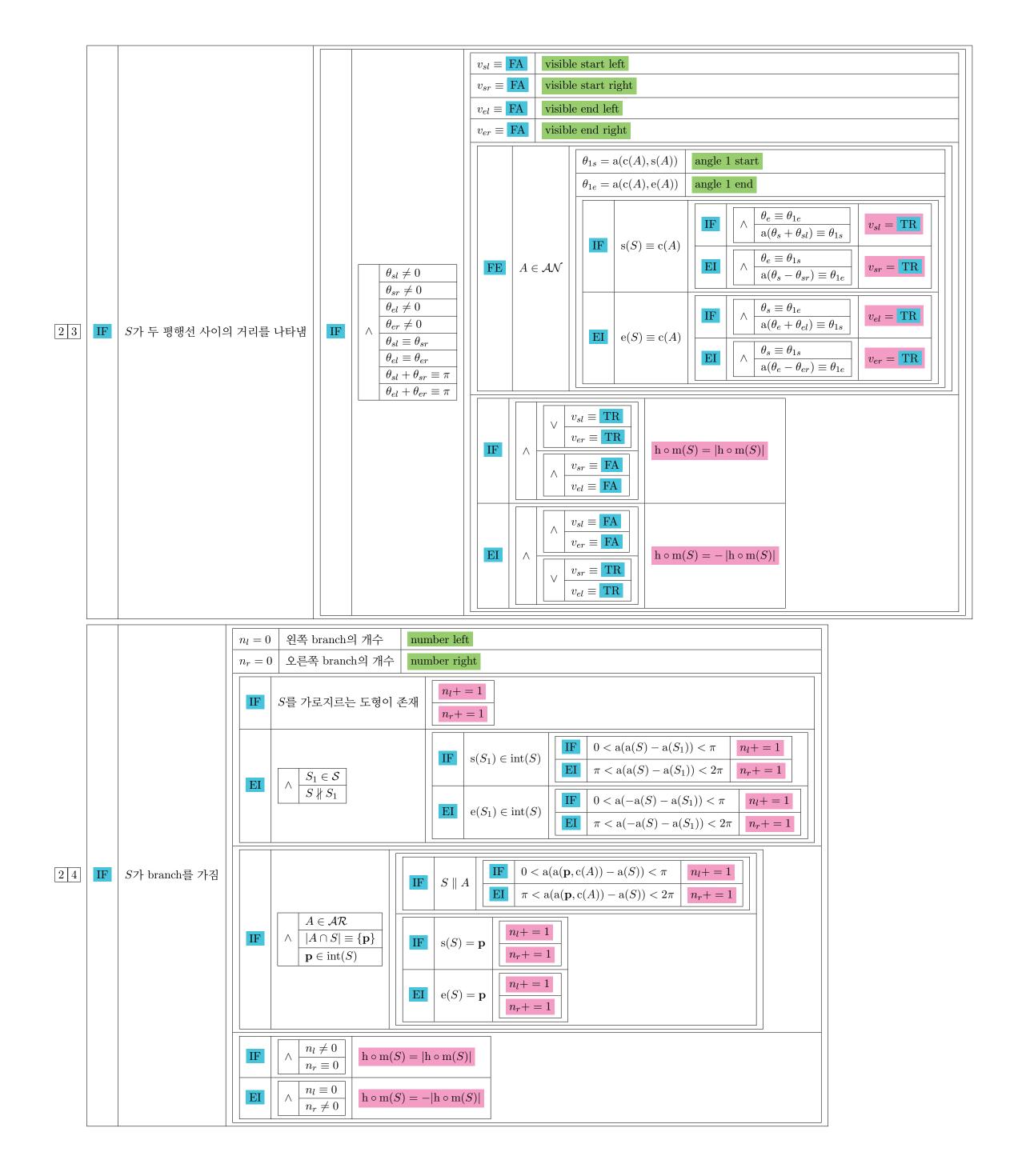
4.6.3 height 부호 결정

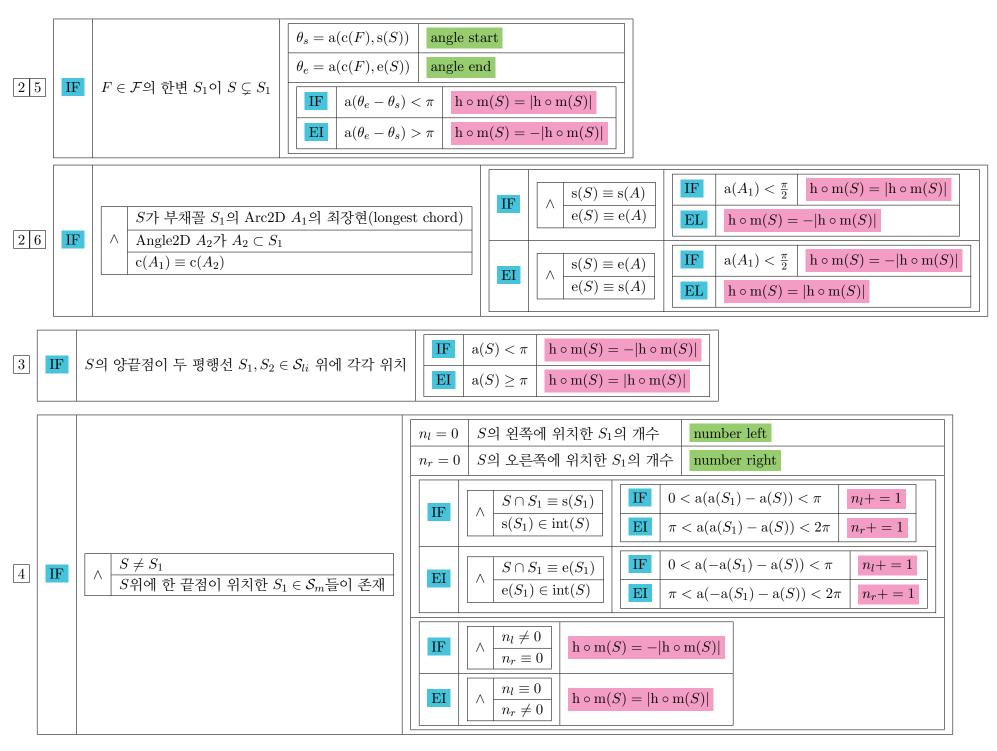


2 EL

	$\mathcal{A}_{sl} = [0, \theta \in \mathcal{A}_s \mid a(\theta - \theta_s) < \pi]$	angle start left
	$\mathcal{A}_{sr} = [0, \theta \in \mathcal{A}_s \mid a(\theta_s - \theta) < \pi]$	angle start right
	$\mathcal{A}_{el} = [0, \theta \in \mathcal{A}_e \mid a(\theta - \theta_e) < \pi]$	angle end left
	$\mathcal{A}_{er} = [0, \theta \in \mathcal{A}_e \mid a(\theta_e - \theta) < \pi]$	angle end right
2 1	$ heta_{sl} = \max(\mathcal{A}_{sl})$	angle start left
2 1	$\theta_{sr} = \max(\mathcal{A}_{sr})$	angle start right
	$ heta_{el} = \max(\mathcal{A}_{el})$	angle end left
	$\theta_{er} = \max(\mathcal{A}_{er})$	angle end right
	$\theta_l = \max(\theta_{sr}, \theta_{el})$	angle left
	$\theta = \max(\theta \cdot \theta)$	angle right







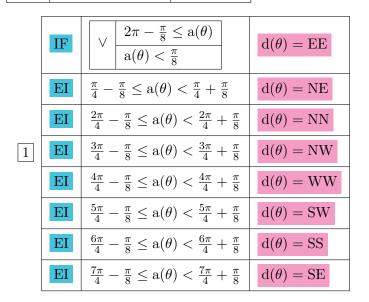
4.7 방향 결정

4.7.1 방향 관련 함수

1. D 방향 배열 direction

1	key	0	1	2	3	4	5	6	7
1	value	EE	NE	NN	NW	WW	SW	SS	SE

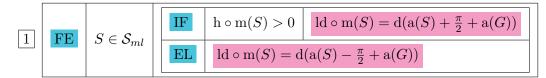
2. $d(\theta)$ 각 θ 에 따른 뱡향 direction



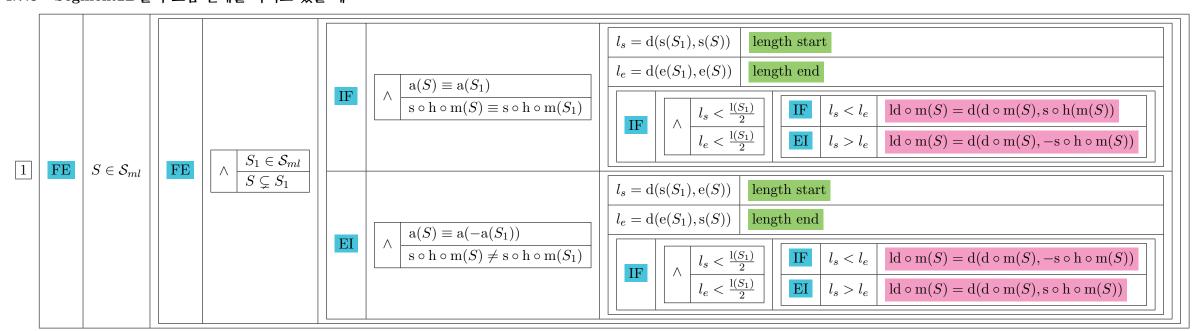
3. d(d,n) 방향 변환 direction

d 방향 n 정수 $d(d,n) = \mathcal{D}[k(d,m(\mathcal{D}+n,8)]$

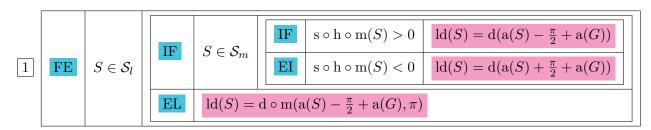
4.7.2 Segment2D measure



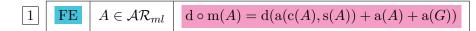
4.7.3 Segment2D들이 포함 관계를 가지고 있을 때



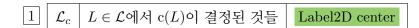
4.7.4 Segment2D



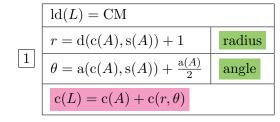
4.7.5 Arc2D measure



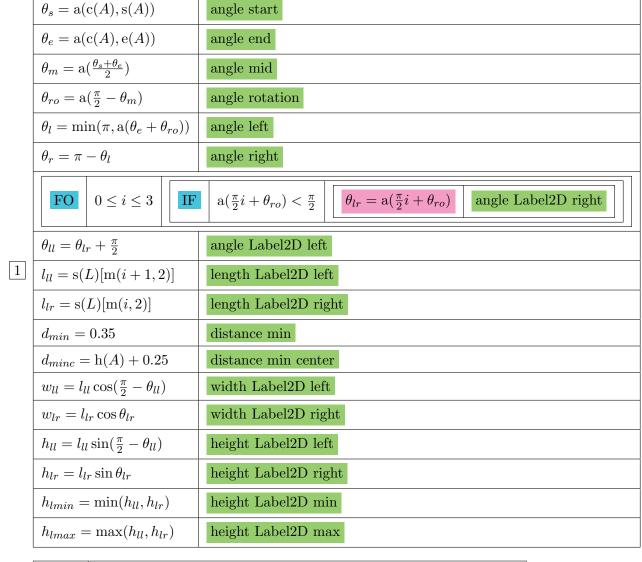
4.8 Label2D L의 좌표 $\mathrm{c}(L)$ 결정

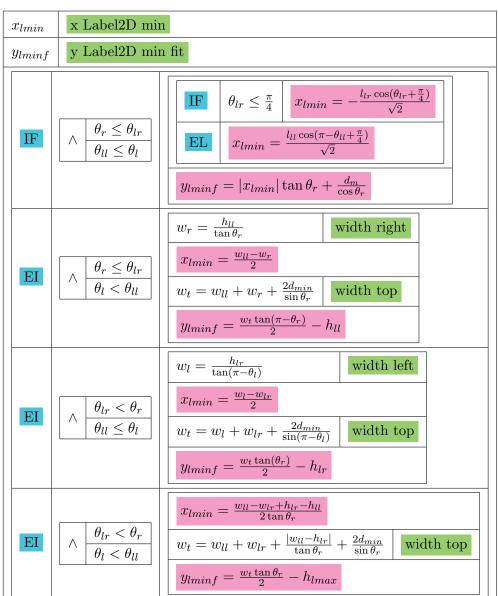


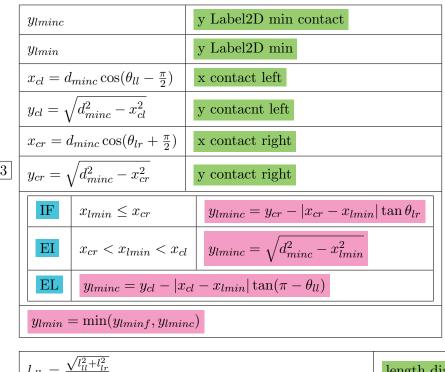
4.8.1 IF
$$o(L) \equiv A \in \mathcal{AR}$$

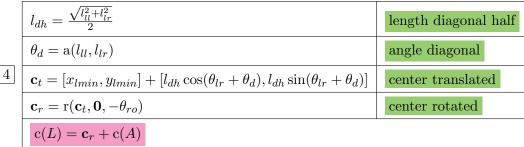


4.8.2 IF $o(L) \equiv A \in \mathcal{AN}$

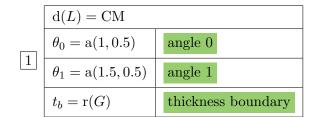


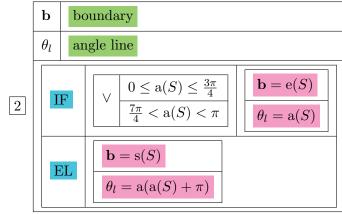


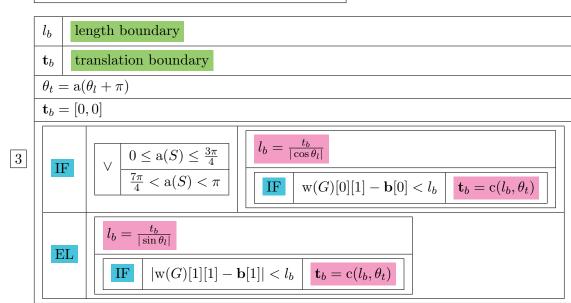


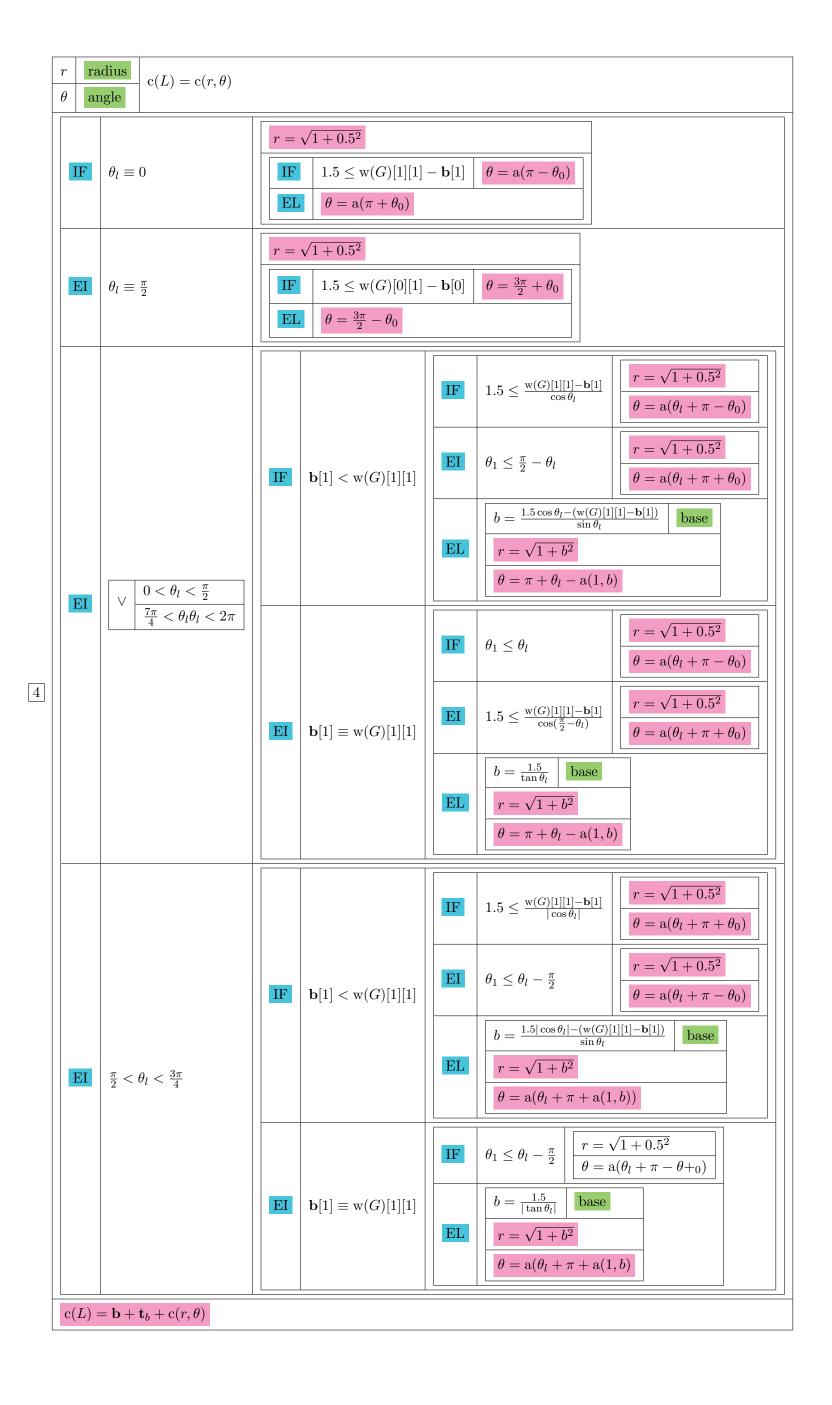


4.8.3 IF $o(L) \equiv S \in \mathcal{S}$







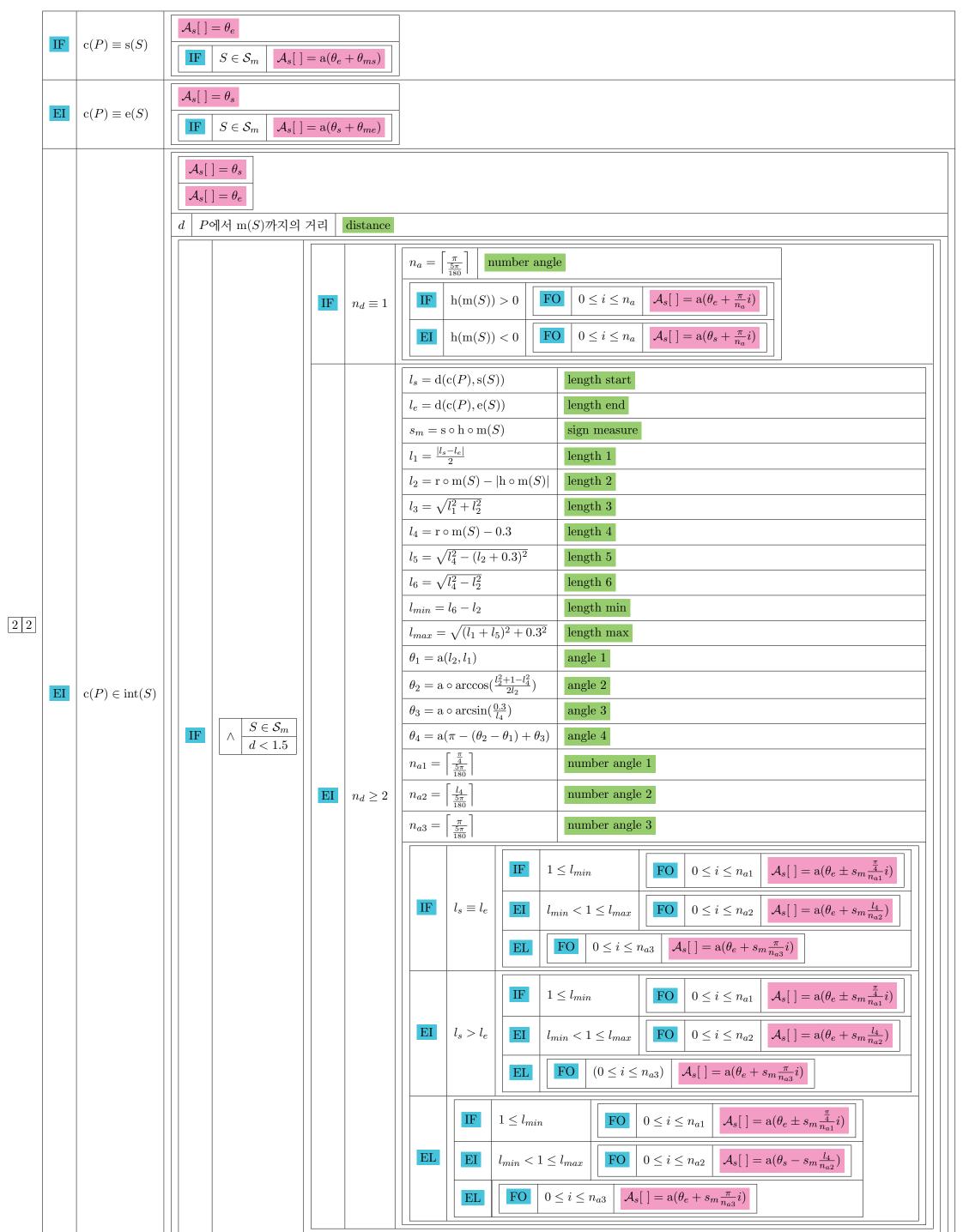


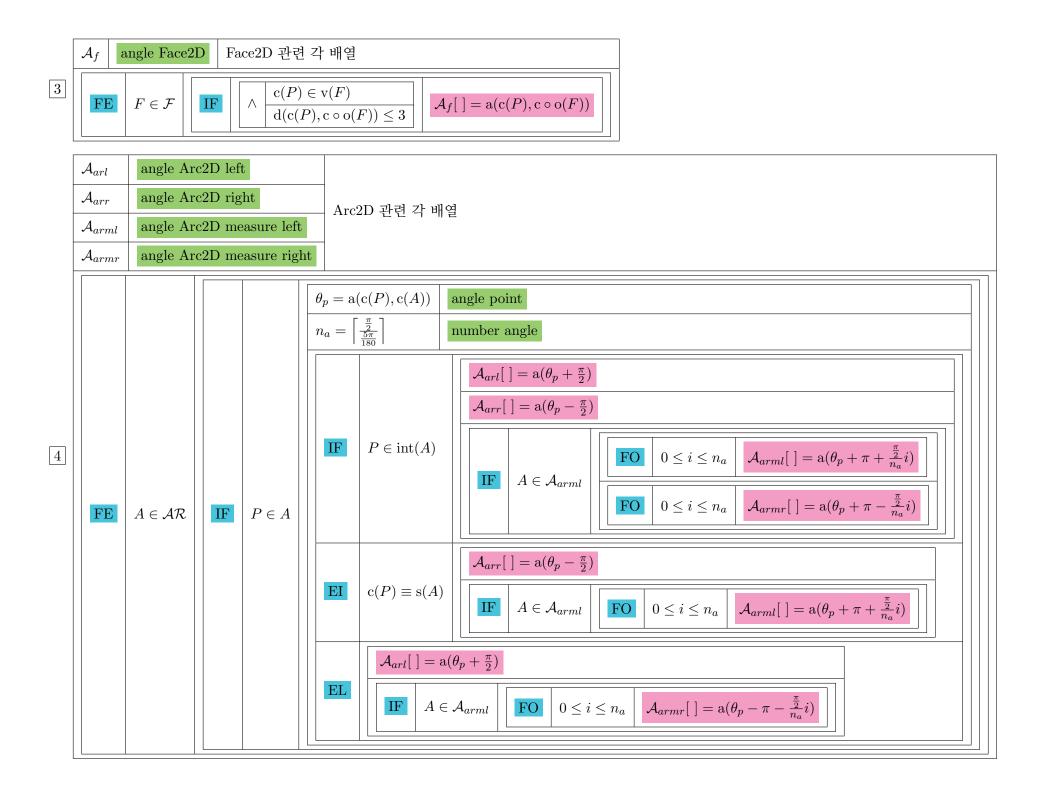
4.8.4 IF $o(L) \equiv P \in \mathcal{P}$

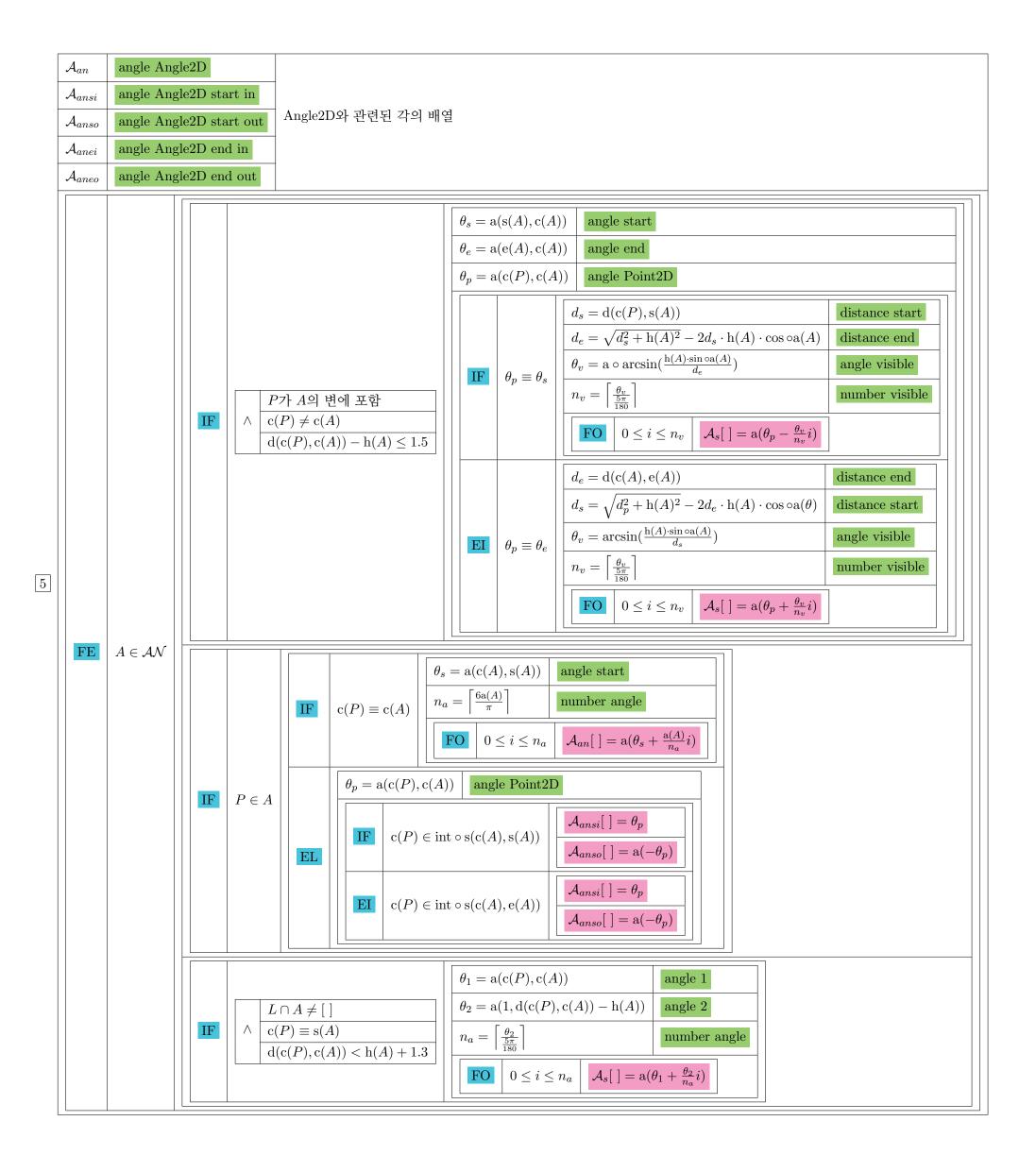
	d(L)) = CM	
	r =	1	radius
1	$\theta =$	$\frac{\pi}{2}$	angle
	\mathcal{A}_s	Segement2D 관련 각들	angle segment

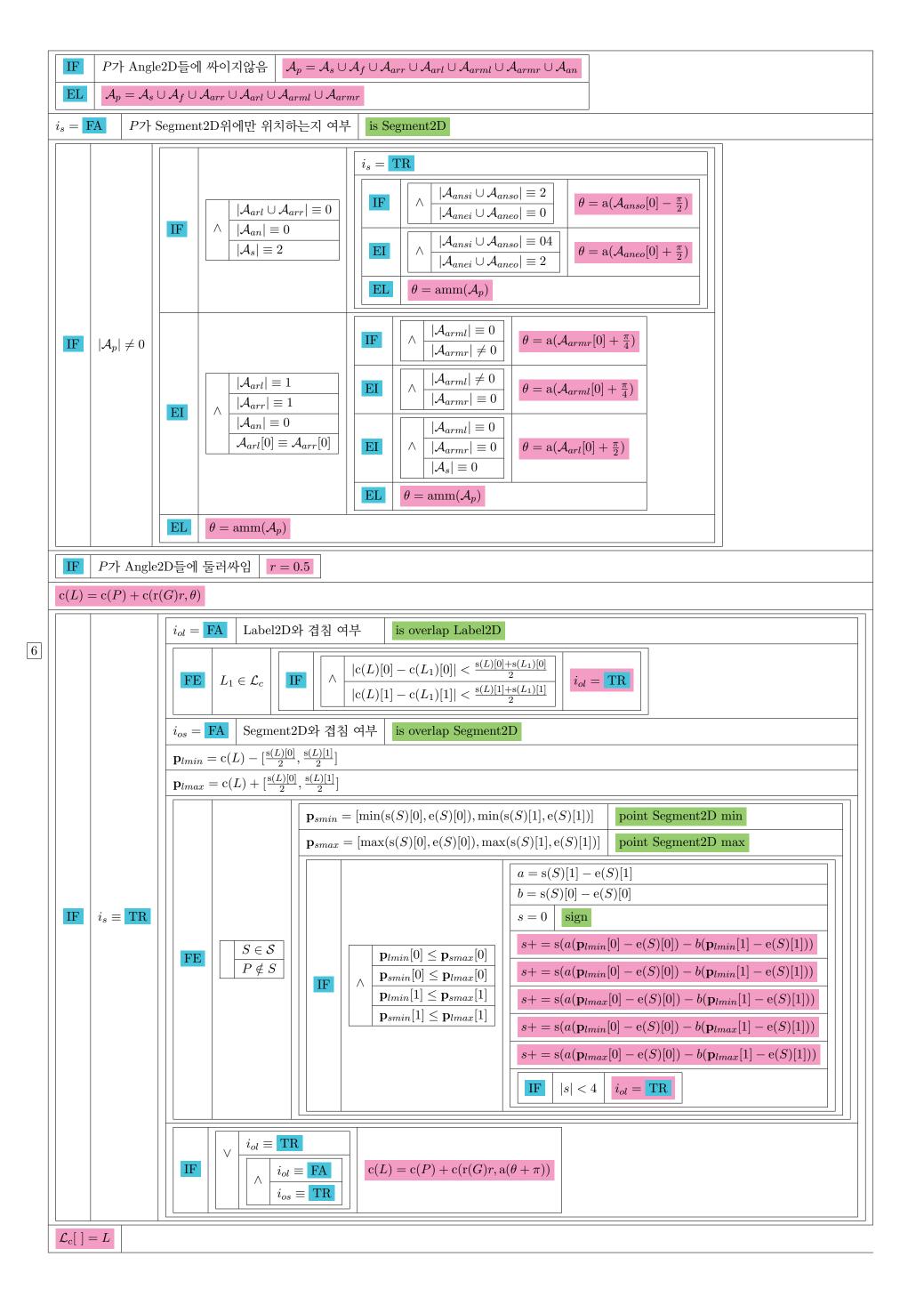
$\begin{array}{|c|c|} \hline & S \in \mathcal{S} \\ \hline & P \in S \end{array}$

	n_d	겹치지않는 P 를 지나는 $Segment2D$ 의 개수	number direction
	θ_s =	= a(-a(S))	angle start
2 1	θ_e =	= a(S)	angle end
	θ_{ms}	$= \mathbf{a} \circ \mathbf{m}(S)[0]$	angle measure start
	θ_{me}	$= \mathbf{a} \circ \mathbf{m}(S)[1]$	angle measure end

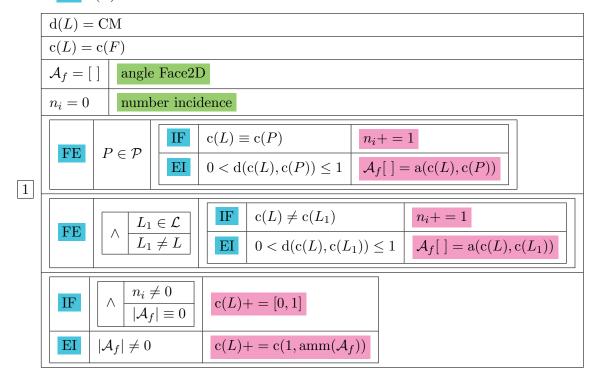






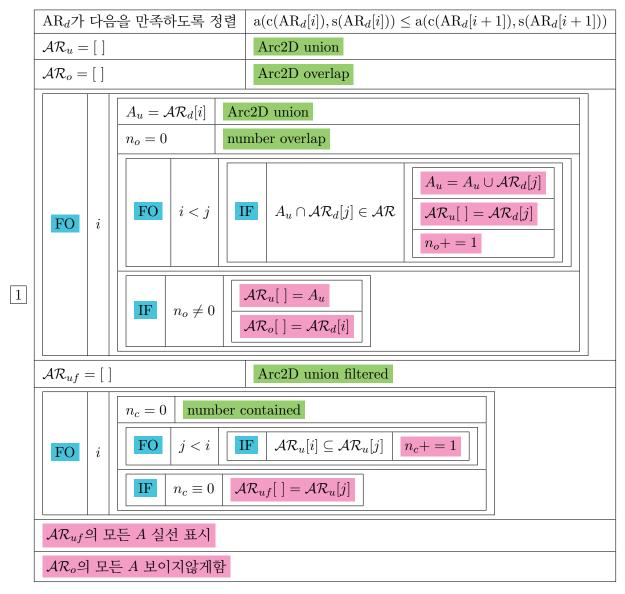


4.8.5 IF $o(L) \equiv F \in \mathcal{F}$



4.9 겹치는 점선 한번에 표시

4.9.1 Arc2D



4.9.2 Segment2D

