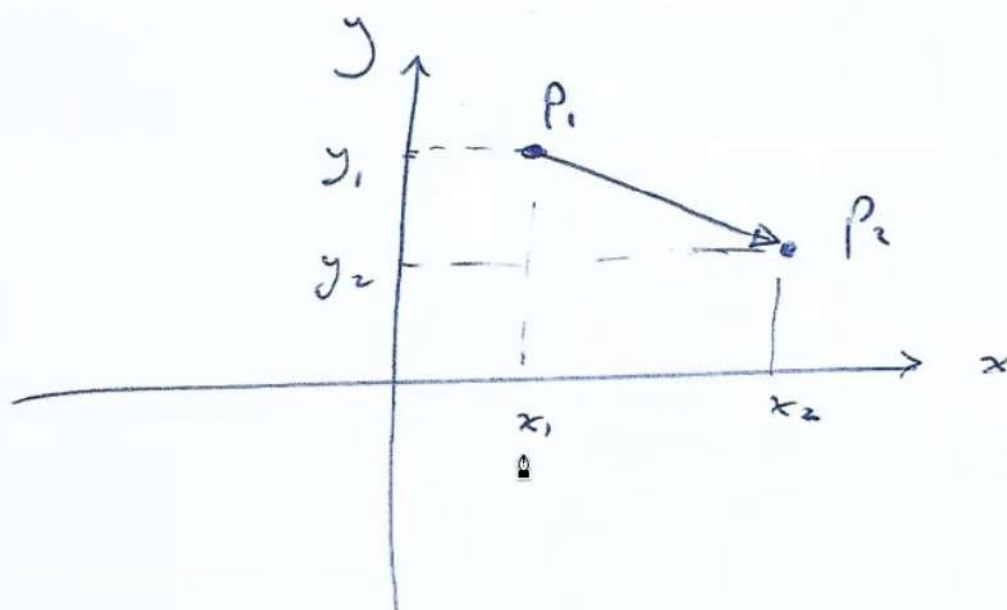


Ch. 33 Computational Geometry

33.1 Consider two points in \mathbb{R}^2 :

$$p_1 = (x_1, y_1)$$

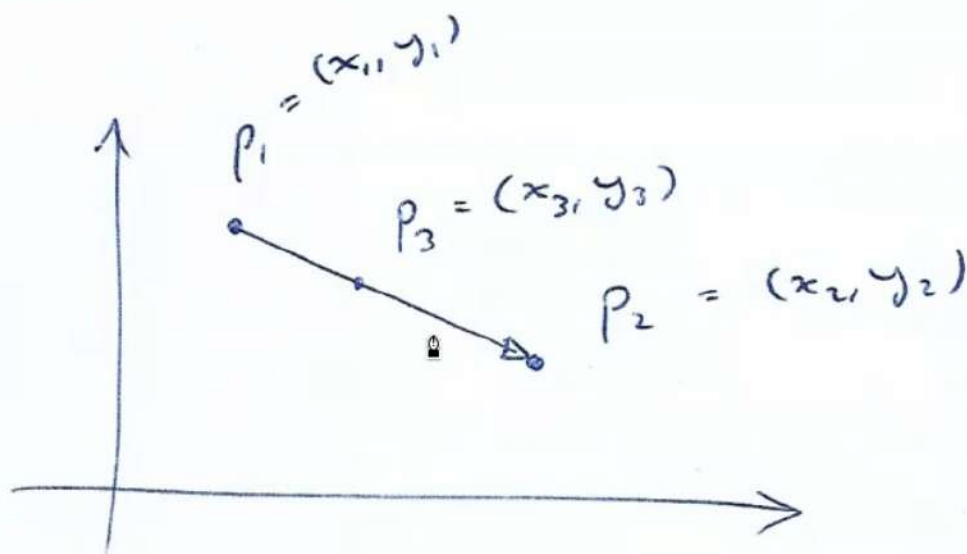
$$p_2 = (x_2, y_2)$$



The line segment $\overline{P_1 P_2}$ consists of
all points on the line passing through

p_1 and p_2 .

Sometimes we say directed segment $\overrightarrow{p_1 p_2}$
if the direction matters.



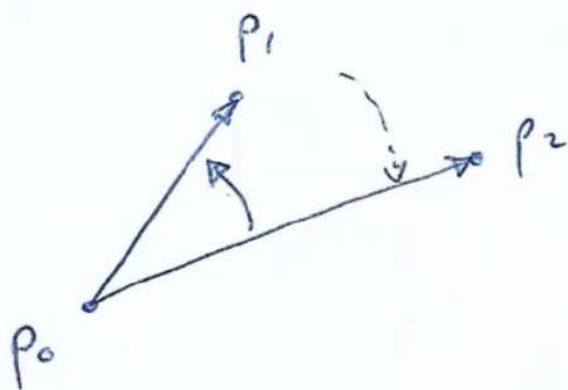
If P_3 is on the line segment $\overline{P_1 P_2}$
then $P_3 = \alpha P_1 + (1-\alpha)P_2$ for some $\alpha \in [0, 1]$.

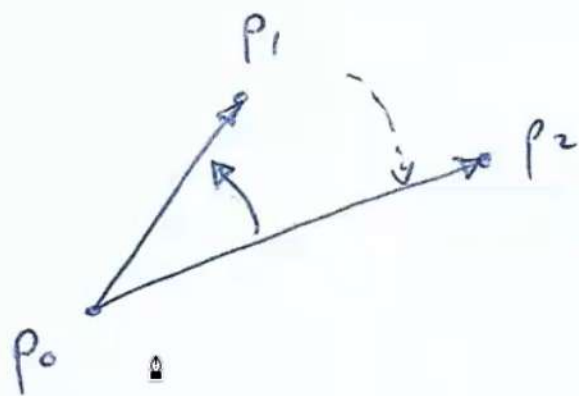
so

$$\begin{cases} x_3 = \alpha x_1 + (1-\alpha)x_2 \\ y_3 = \alpha y_1 + (1-\alpha)y_2 \end{cases}$$

Questions :

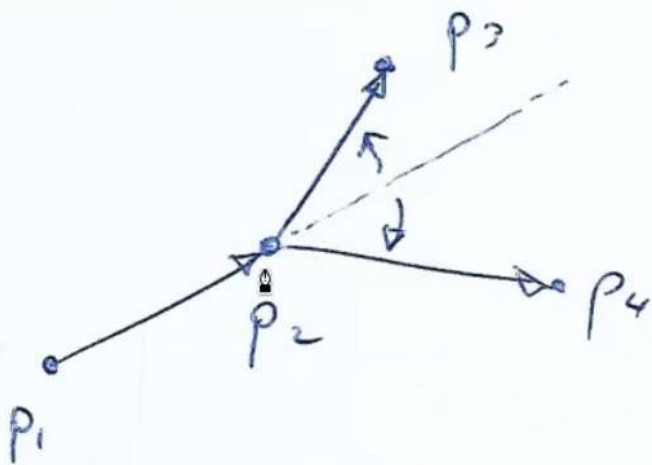
1. Given $\vec{p_0 p_1}$ and $\vec{p_0 p_2}$, is $\vec{p_0 p_1}$ clockwise from $\vec{p_0 p_2}$ or counterclockwise?





$\vec{P_0P_1}$ is counterclockwise from $\vec{P_0P_2}$
& $\vec{P_0P_2}$ is clockwise from $\vec{P_0P_1}$

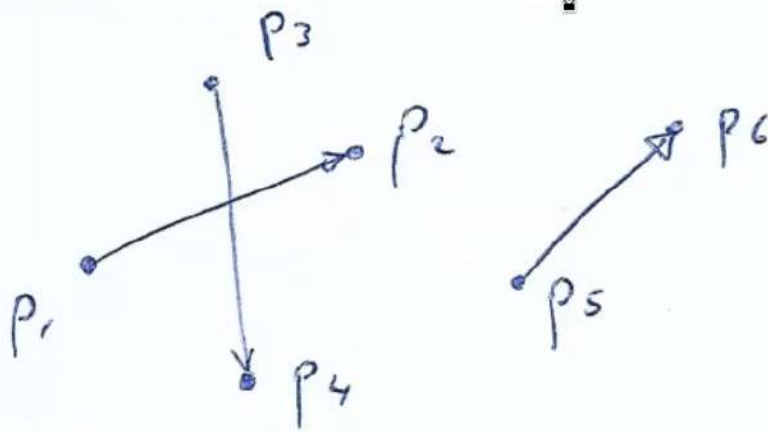
2. Given $\vec{p_0 p_1}$ and $\vec{p_1 p_2}$ do we turn left or right at p_1 ?



Traversing $\vec{p_1 p_2}$ & $\vec{p_2 p_3}$ we turn left

Traversing $\vec{p_1 p_2}$ & $\vec{p_2 p_4}$ we turn right

3. Do $\overrightarrow{P_1P_2}$ and $\overrightarrow{P_3P_4}$ intersect?



Doing this using a 'High-school' method
we had straight-line equations

through p_1 & p_2 and p_3 & p_4 , say

$$y = m_1 x + c_1$$

$$y = m_2 x + c_2$$

Solve for intersection: $m_1 x + c_1 = m_2 x + c_2$

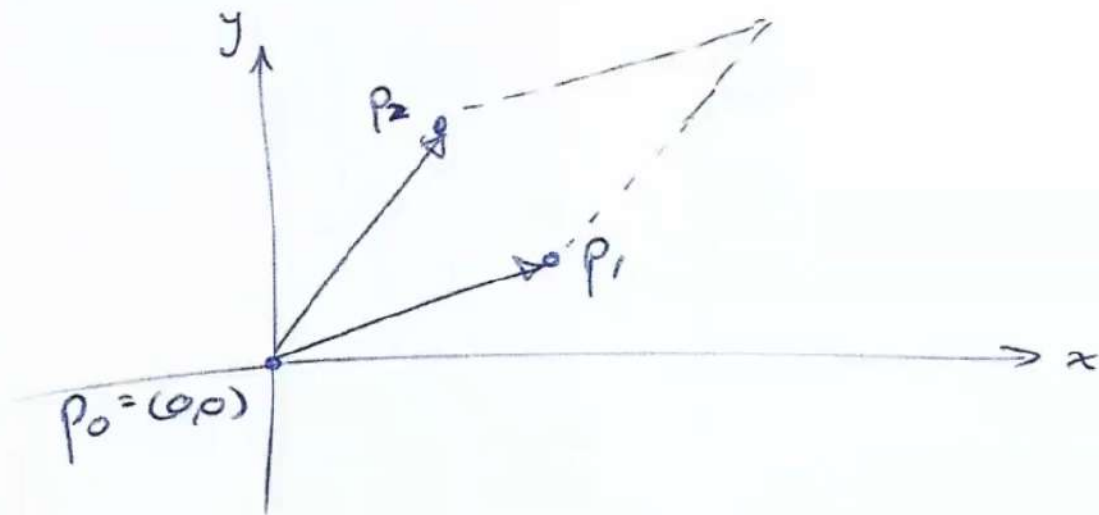
$$\Rightarrow x = \frac{c_2 - c_1}{m_1 - m_2} \quad (\text{if } m_1 \neq m_2)$$

$$\Rightarrow y = m_1 \left(\frac{c_2 - c_1}{m_1 - m_2} \right) + c_1$$

Then we check if the point of intersection
lies on the line segment $\overrightarrow{P_1P_2}$
(OR on $\overrightarrow{P_3P_4}$).

Note that this method requires a
'division', which is computationally
expensive.

Cross Products



$$p_1 \times p_2 = x_1 y_2 - x_2 y_1 = \det \begin{pmatrix} x_1 & x_2 \\ y_1 & y_2 \end{pmatrix}$$

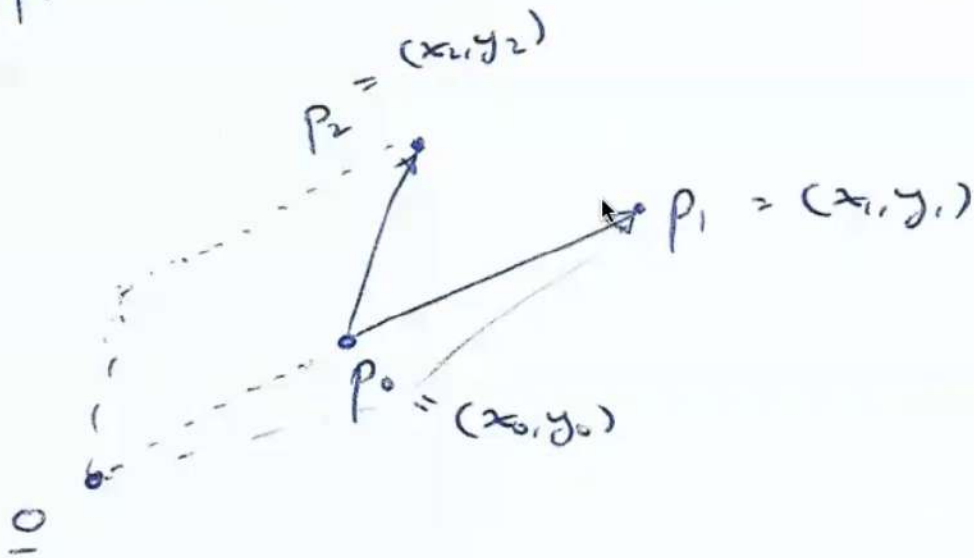
(gives (signed) area of parallelogram).

- If $p_1 \times p_2 > 0$ then $\vec{p_0 p_1}$ is clockwise from $\vec{p_0 p_2}$
- If $p_1 \times p_2 < 0$ then $\vec{p_0 p_1}$ is counter-clockwise from $\vec{p_0 p_2}$
- If $p_1 \times p_2 = 0$ then $\vec{p_0 p_1}$ and $\vec{p_0 p_2}$ are collinear

Going back to Question 1 :

Given $\vec{p_0 p_1}$ and $\vec{p_0 p_2}$ is

$\vec{p_0 p_1}$ clockwise or counterclockwise from $\vec{p_0 p_2}$?



$$(p_1 - p_0) \times (p_2 - p_0)$$

$$= (x_1 - x_0)(y_2 - y_0) - (x_2 - x_0)(y_1 - y_0)$$

$$= (x_1 - x_0)(y_2 - y_0) - (x_2 - x_0)(y_1 - y_0)$$

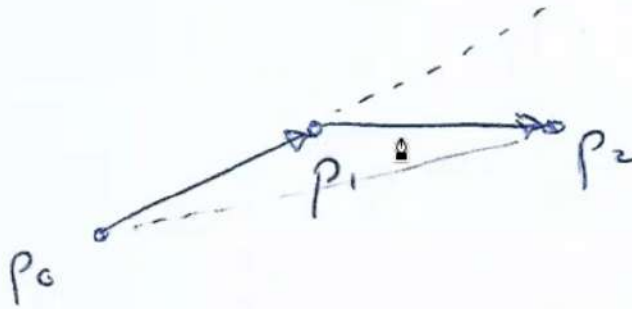
- $\Delta > 0$ then $\vec{p_0 p_1}$ clockwise from $\vec{p_0 p_2}$
- $\Delta < 0$ then ... counterclockwise —
- $\Delta = 0$ then colinear —



Note : Method uses $+$, $-$, \cdot only —

Returning to Question 2 :

Given $\vec{p_0 p_1}$ and $\vec{p_1 p_2}$ do we turn left or right ?

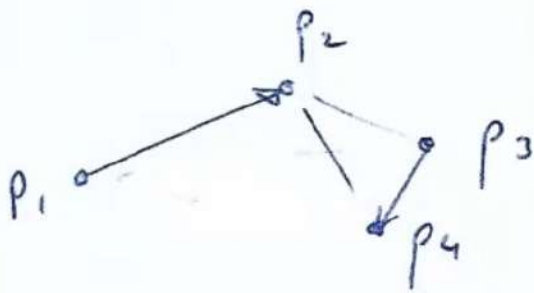


We ask: does $\vec{p_0 p_2}$ lie clockwise or counterclockwise from $\vec{p_0 p_1}$ -

- then use Question 1's solution -

Returning to Question 3,

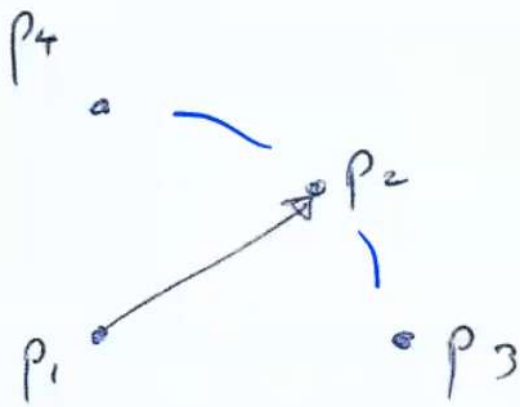
Do $\overrightarrow{p_1 p_2}$ and $\overrightarrow{p_3 p_4}$ intersect?



If $\overrightarrow{p_1 p_2}$ & $\overrightarrow{p_2 p_3}$ is clockwise
& $\overrightarrow{p_1 p_2}$ & $\overrightarrow{p_2 p_4}$ is clockwise } No Intersect.

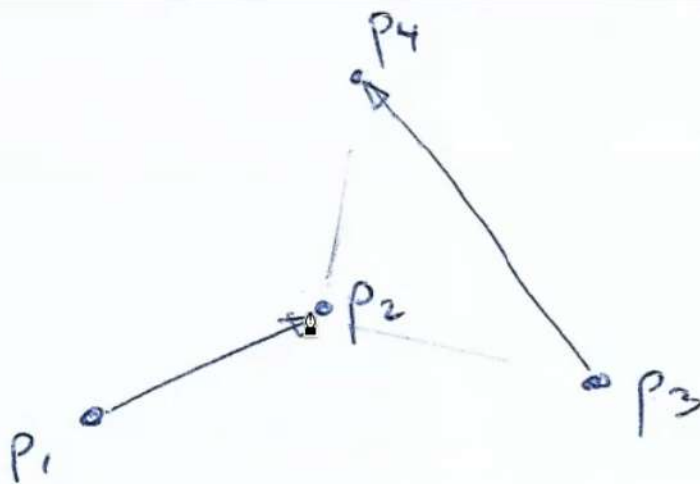
Similarly, if both are counterclockwise then

Similarly, if both are counterclockwise then
No intersection.



so one of the changes in direction must be clockwise and the other counterclockwise .

But:



So we do the same with $\overrightarrow{P_3P_4}$ &
 $\overrightarrow{P_4P_1}$ and $\overrightarrow{P_4P_2}$.

In the above case both direction changes are counterclockwise -

Again one of the changes in direction

$\vec{p_3 p_4}$ & $\vec{p_4 p_1}$

and $\vec{p_3 p_4}$ & $\vec{p_4 p_2}$

must be clockwise and the